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	Nota di contenuto	An Empirical Examination of Behavioral Factors in Creative Development of Game Prototypes.- A New Chess Variant for Gaming AI -- Systematic Review of Game Design Methods and Tools -- Augmented Home: Integrating a Virtual World Game in a Physical Environment -- Debunking Differences between Younger and Older Adults Using a Collaborative Virtual Environment -- Exploring Opponent Formats: Game Mechanics for Computer-Supported Physical Games -- Investigating the Role of Composition Conventions in Three-

Move Mate Problems -- Mappets: An Interactive Plugin for Transmedia Machinima on Unity3D.- Mobile Wars: A Mobile GPGPU Game -- Step By Step: Design of an Interactive Pictorial Activity Game for Teaching Generalization Skills to Children with Autism -- Technologically Mediated Intimate Communication: An Overview and Future Directions -- 2D vs 3D Visualization and Social Networks Entertainment Games: A Human Factor Response Case Study -- A Game Design Analytic System Based on Data Provenance.- Evaluation of Interaction Methods for a Real-Time Augmented Reality Game -- Exercise My Game: Turning Off-The-Shelf Games into Exergames -- How Do People Talk with a Virtual Philosopher: Log Analysis of a Real-World Application -- Life-Like Animation System of Virtual Firefly Based on Animacy Perception -- A Model-Driven Engineering Approach for Immersive Mixed-Reality Environments -- A Technique to Improve Freehand Sketches of Multi-touch Interactions -- An Artificial Emotional Agent-Based Architecture for Games Simulation -- An Enriched Artifacts Activity for Supporting Creative Learning: Perspectives for Children with Impairments -- Automatic Emotional Reactions Identification: A Software Tool for Offline User Experience Research -- Evaluating Paper Prototype for Tabletop Collaborative Game Applications -- Initial Perceptions of a Touch-Based Tablet Handwriting Serious Game -- Motivation-Based Game Design: A Framework for Evaluating Engagement Potential -- Mubil: Creating an Immersive Experience of Old Books to Support Learning in a Museum-Archive Environment -- Suspended Walking: A Physical Locomotion Interface for Virtual Reality -- Usability Evaluation of an Application Designed for the Older Adults -- Demonstrating Hundreds of AIs in One Scene -- Educational: 3D Design for Mobile Augmented Reality -- Moment of Memory -- The Listening Walker: Interactive Sound Walk in a Virtual City -- VOLTE.

| Sommario/riassunto | This book constitutes the refereed proceedings of the 12th International Conference on Entertainment Computing, ICEC 2013, held in Sao Paulo, Brazil, in October 2013. The 13 full papers, 6 short papers, 11 posters presented were carefully reviewed and selected from 75 submissions. In addition to these papers, the program featured 2 demos, 3 workshops, 3 tutorials and 3 art installations, also summarized in this book. The papers cover various topics in the multi-disciplinary field of entertainment computing. |