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Nota di contenuto	Applaud Having Fun: A Mobile Game to Cheer your Favourite Sports Team -- Paranga: An Interactive Flipbook -- Augmentation of Toothbrush by Modulating Sounds Resulting from Brushing -- Bathcratch: Touch and Sound-Based DJ Controller Implemented on a Bathtub -- Airstic Drum: a Drumstick for Integration of Real and Virtual Drums -- Enhancing level di_culty and additional content in platform videogames through graph analysis -- A System for Supporting Performers in Stu_ed Suits -- Socially Present Board Game Opponents

-- Localizing Global Game Jam: Designing Game Development forCollaborative Learning in the Social Context Producing while Consuming: Social Interaction around Photos shared within Private Groups -- Extensible Sound Description in COLLADA: A Unique File for a Rich Sound Design -- An Automatic Race Track Generating System -- Light Perfume: Designing a Wearable Lighting and Olfactory Accessory for Empathic Interactions -- A Survey of Players Opinions on Interface Customization in World of Warcraft -- 53.090 virtual rusks = 510 real smiles - Using a fun exergame installation for advertising traditional food products -- Designing Playful Interactive Installations for Urban Environments The SwingScape Experience -- Flashback in Interactive Storytelling -- SanjigenJiten : Computer Assisted Language Learning System within a 3D Game Environment -- A caption presentation system for the hearing impaired people attending theatrical performances -- Emergent Gait Evolution of Quadruped Arti_cial Life -- Enjoying Text Input with Image-enabled IME -- Train Window of Container: Visual and Auditory Representation of Train Movement -- Pinch: An Interface that Relates Applications on Multiple Touch-Screen Devices by Pinching Gesture -- Exploring Playability of Social Network Games -- A Gesture Interface Game for Energy Consumption Awareness -- UBI, The Guardian Dragon: Your Virtual Sidekick -- Construction of a Prototyping Support System for Painted Musical Instruments -- Reex-based Navigation by Inducing Self-motion Perception with Head-Mounted Vection Display -- POPAPY: Instant Paper Craft Made Up in a Microwave Oven -- Games Bridging Cultural Communications -- Existential Waters: On Employing a Game Engine for Artistic Expression within a Theater Play, and on the Implications of this towards Existential Games -- Reframing Haute Couture Handcraftship: How to Preserve Artisans' Abilities with Gesture Recognition -- PURE FLOW: Gallery Installation and Mobile Application -- Juke Cylinder: Sound Image Augmentation to Metamorphose Hands into a Musical Instrument Puppet Theater System for Normal-Hearing and Hearing-Impaired People -- Creative Design Workshop: Exploring Value Propositions with Urban Nepalese Children -- DriveRS: An In-Car Persuasive System for Making Driving Safe and Fun -- When Away Applaud Anyway -- Making a toy educative using electronics -- Enhancing tactile imagination through sound and light -- Streaming DirectX-Based Games on Windows -- Autonomously Acquiring a Video Game Agents Behavior: Letting Players Feel Like Playing with a Human Player -- Chop Chop - A Sound Augmented Kitchen Prototype -- Time Telescopic Replay of Tactile Sensations -- Compact Ultrasound Device for Noncontact Interaction -- A Novel Approach for Constructing Emulator for Microsoft Kinect XBOX 360 Sensor in the .NET Platform -- Tap Till Tired Farm -- Pillow Fight 2.0: A Creative Use of Technology for Physical Interaction -- Immobile Haptic Interface Using Tendon Electrical Stimulation -- STRAVIGATION: a vibrotactile mobile navigation for exploration-like-sightseeing -- Earth Girl: A Multi-Cultural Game about Natural Disaster Prevention and Resilience -- PowerFood: Turns Fruit Eating into Fun and Makes Snacks Not Done -- City Pulse: Supporting Going-Out Activities with a Context-Aware Urban Display -- Physiological Signals Based Fatigue Prediction Model for Motion Sensing Games JECCO: A Creature-Like Tentacle Robot -- Yusabutter: A messaging tool that generates animated texts -- HomeTree an Art Inspired Mobile Eco-feedback Visualization -- Augmenting Trading Card Game: Playing against Virtual Characters used in Fictional Stories -- Changing Environmental Behaviors through Smartphone-based Augmented Experiences -- ona: Development of an interface that implements lifelike behaviors to a plant -- HOJI*HOJI: The

hole-type interactive device for entertainment -- t-words: playing with sounds and creating narratives -- Semi-Transparent Augmented Reality System -- Awareness Support for Remote Music Performance -- GENIE: Photo-based Interface For Many Heterogeneous LED Lamps -- Disaster Experience Game in a Real World -- Entertainment Displays Which Restore Negative Images of Shopping Center -- Where Buddhism Encounters Entertainment Computing -- IUstream: Personal Live Streaming Support System with Automatic Collection and Real-time Recommendation of Topics.

Sommario/riassunto

This book constitutes the refereed conference proceedings of the 9th International Conference on Advances in Computer Entertainment, ACE 2012, held in Kathmandu, Nepal, in November 2012. The 10 full paper and 19 short papers presented together with 5 papers from the special track Arts and Culture and 35 extended abstracts were carefully reviewed and selected from a total of 140 submissions in all categories. The papers cover topics across a wide spectrum of disciplines including computer science, design, arts, sociology, anthropology, psychology, and marketing. Focusing on all areas related to interactive entertainment they aim at stimulating discussion in the development of new and compelling entertainment computing and interactive art concepts and applications.