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Nota di contenuto	Long Papers -- COMPASS2008: Multimodal, Multilingual and Crosslingual Interaction for Mobile Tourist Guide Applications -- Discovering the European Heritage Through the ChiKho Educational Web Game -- Squidball: An Experiment in Large-Scale Motion Capture and Game Design -- Generating Ambient Behaviors in Computer Role-Playing Games -- Telepresence Techniques for Controlling Avatar Motion in First Person Games -- Parallel Presentations for Heterogenous User Groups – An Initial User Study -- Performing

Physical Object References with Migrating Virtual Characters -- AI-Mediated Interaction in Virtual Reality Art -- Laughter Abounds in the Mouths of Computers: Investigations in Automatic Humor Recognition -- AmbientBrowser: Web Browser for Everyday Enrichment -- Ambient Intelligence in Edutainment: Tangible Interaction with Life-Like Exhibit Guides -- Drawings as Input for Handheld Game Computers -- Let's Come Together — Social Navigation Behaviors of Virtual and Real Humans -- Interacting with a Virtual Rap Dancer -- Grounding Emotions in Human-Machine Conversational Systems -- Water, Temperature and Proximity Sensing for a Mixed Reality Art Installation -- Geogames: A Conceptual Framework and Tool for the Design of Location-Based Games from Classic Board Games -- Disjunct Selection for One-Line Jokes -- Multiplayer Gaming with Mobile Phones -- Enhancing User Experience with a Public Screen -- Learning Using Augmented Reality Technology: Multiple Means of Interaction for Teaching Children the Theory of Colours -- Presenting in Virtual Worlds: Towards an Architecture for a 3D Presenter Explaining 2D-Presented Information -- Short Papers -- Entertainment Personalization Mechanism Through Cross-Domain User Modeling -- User Interview-Based Progress Evaluation of Two Successive Conversational Agent Prototypes -- Adding Playful Interaction to Public Spaces -- Report on a Museum Tour Report -- A Ubiquitous and Interactive Zoo Guide System -- Styling and Real-Time Simulation of Human Hair -- Motivational Strategies for an Intelligent Chess Tutoring System -- Balancing Narrative Control and Autonomy for Virtual Characters in a Game Scenario -- Web Content Transformed into Humorous Dialogue-Based TV-Program-Like Content -- Content Adaptation for Gradual Web Rendering -- Getting the Story Right: Making Computer-Generated Stories More Entertaining -- Omnipresent Collaborative Virtual Environments for Open Inventor Applications -- SpatiuMedia: Interacting with Locations -- Singing with Your Mobile: From DSP Arrays to Low-Cost Low-Power Chip Sets -- Bringing Hollywood to the Driving School: Dynamic Scenario Generation in Simulations and Games -- Demos -- Webcrow: A Web-Based Crosswords Solver -- COMPASS2008: The Smart Dining Service -- DaFEx: Database of Facial Expressions -- PeaceMaker: A Video Game to Teach Peace -- A Demonstration of the ScriptEase Approach to Ambient and Perceptive NPC Behaviors in Computer Role-Playing Games -- Multi-user Multi-touch Games on DiamondTouch with the DTFlash Toolkit -- Enhancing Social Communication Through Story-Telling Among High-Functioning Children with Autism -- Tagsocratic: Learning Shared Concepts on the Blogosphere -- Delegation Based Multimedia Mobile Guide -- Personalized Multimedia Information System for Museums and Exhibitions -- Lets Come Together – Social Navigation Behaviors of Virtual and Real Humans -- Automatic Creation of Humorous Acronyms.
