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Soggetti	Application software User interfaces (Computer systems) Multimedia information systems Artificial intelligence Computer graphics Computer Applications User Interfaces and Human Computer Interaction Information Systems Applications (incl. Internet) Multimedia Information Systems Artificial Intelligence Computer Graphics
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Nota di contenuto	IFIP SG16 Chair's Welcome Address -- A New Framework for Entertainment Computing: From Passive to Active Experience -- Interactive Digital Storytelling -- Cultural Computing with Context-Aware Application: ZENetic Computer -- Automatic Conversion from E-Content into Animated Storytelling -- Key Action Technique for Digital Storytelling -- Graphics -- A New Constrained Texture Mapping Method -- Protect Interactive 3D Models via Vertex Shader Programming -- An Optimized Soft 3D Mobile Graphics Library Based on JIT Backend Compiler -- Advanced Interaction Design -- Frame Rate

Control in Distributed Game Engine -- A Universal Interface for Video Game Machines Using Biological Signals -- Development of a System to Measure Visual Functions of the Brain for Assessment of Entertainment -- SportsVBR: A Content-Based TV Sports Video Browsing and Retrieval System -- Social Impact and Evaluation -- Online Community Building Techniques Used by Video Game Developers -- Aggregation of Action Symbol Sub-sequences for Discovery of Online-Game Player Characteristics Using KeyGraph -- Agreeing to Disagree -- Pre-game Interaction and the Issue of Community -- Keyword Discovery by Measuring Influence Rates on Bulletin Board Services -- Seamful/Seamless Interface -- Seamful Design for Location-Based Mobile Games -- A Display Table for Strategic Collaboration Preserving Private and Public Information -- Gamble — A Multiuser Game with an Embodied Conversational Agent -- Touchable Interactive Walls: Opportunities and Challenges -- Body and Face -- Generic-Model Based Human-Body Modeling -- Facial Expression Recognition Based on Two Dimensions Without Neutral Expressions -- Subjective Age Estimation System Using Facial Images -- A Video Based Personalized Face Model Generation Approach for Network 3D Games -- Robot -- Live Feeling on Movement of an Autonomous Robot Using a Biological Signal -- Detection of Speaker Direction Based on the On-and-Off Microphone Combination for Entertainment Robots -- Robot Navigation by Eye Pointing -- Virtual Human with Regard to Physical Contact and Eye Contact -- Power, Death and Love: A Trilogy for Entertainment -- Music and Sound -- The MUSICtable: A Map-Based Ubiquitous System for Social Interaction with a Digital Music Collection -- Painting as an Interface for Timbre Design -- ism: Improvisation Supporting Systems with Melody Correction and Key Vibration -- Physically-Based Sound Synthesis on GPUs -- On Cognition of Musical Grouping: Relationship Between the Listeners' Schema Type and Their Musical Preference -- Mixed Reality and Mobile -- Augmented Reality Agents in the Development Pipeline of Computer Entertainment -- Collaborative billiARds: Towards the Ultimate Gaming Experience -- Multi-dimensional Game Interface with Stereo Vision -- Experiments of Entertainment Applications of a Virtual World System for Mobile Phones -- Education -- A Tutoring System for Commercial Games -- Non-verbal Mapping Between Sound and Color-Mapping Derived from Colored Hearing Synesthetes and Its Applications -- Design and Implementation of a Pivotal Unit in a Games Technology Degree -- Interactive Educational Games for Autistic Children with Agent-Based System -- Virtual Reality and Simulation -- User Experiences with a Virtual Swimming Interface Exhibit -- Toward Web Information Integration on 3D Virtual Space -- Ikebana Support System Reflecting Kansei with Interactive Evolutionary Computation -- Theory -- Effects of Team-Based Computer Interaction: The Media Equation and Game Design Considerations -- The Ethics of Entertainment Computing -- Notes on the Methodology of Pervasive Gaming -- From Hunt the Wumpus to EverQuest: Introduction to Quest Theory -- Posters and Demonstration -- A Computerized Interactive Toy: TSU.MI.KI -- Multimodal Wayfinding in a Driving Simulator for the Internet Chair, a Networked Rotary Motion Platform -- Making Collaborative Interactive Art "Ohka Rambu" -- Agents from Reality -- AR Pueblo Board Game -- Aesthetic Entertainment of Social Network Interaction: Free Network Visible Network -- Motion Illusion in Video Images of Human Movement -- A Chat System Based on Emotion Estimation from Text and Embodied Conversational Messengers.

attracted 95 technical paper submissions, 8 poster submissions and 7 demo submissions, in total 110. This number is nearly equal to ICEC 2004. Based on a thorough review and selection process carried out by 76 international experts from academia and industry as members of the senior and international program committees, a high-quality program was compiled. The program committee consisted of experts from all over the world: 1 from Austria, 3 from Bulgaria, 2 from Canada, 4 from China, 1 from Finland, 4 from France, 10 from Germany, 1 from Greece, 1 from Ireland, 1 from Israel, 1 from Italy, 26 from Japan, 1 from Korea, 4 from The Netherlands, 1 from New Zealand, 1 from Norway, 1 from Singapore, 1 from Thailand, 4 from the UK, and 8 from the USA. In this number, reviewers are included. The final decision was made at the senior program committee meeting based on three reviewers' feedback, available online via the conference management tool. Through earnest and fair discussion at the meeting, 25 technical papers were accepted as long papers and 32 technical papers were accepted as short papers from 95 submitted technical papers. Moreover, 3 poster papers and 5 demo papers were accepted.
