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	Soggetti	Application software
		Information storage and retrieval
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		Multimedia information systems
		Natural language processing (Computer science)
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	Nota di contenuto	Culturally Situated Agents -- Using Immersive Simulations to Develop Intercultural Competence -- Cross-Cultural Study on Facial Regions as Cues to Recognize Emotions of Virtual Agents -- Availability of Multilingual Chat Communication in 3D Online Virtual Space -- Capture and Express Behavior Environment (CEBE) for Realizing Enculturating Human-Agent Interaction -- Intercultural Collaboration and Support Systems -- Hesitation in Intercultural Communication: Some Observations and Analyses on Interpreting Shoulder Shrugging -- A

Socio-Cultural Model Based on Empirical Data of Cultural and Social Relationships -- Dynamic Term Suggestion for Searching Multilingual School Documents -- Intercultural Collaboration Support System Using Disaster Safety Map and Machine Translation -- Development of a Multilingual Translation Service for Interpretations and Usage Examples of Mobile Phone Pictograms -- Culture and Computing for Art and Heritage -- Cultural Computing – Creative Power Integrating Culture, Unconsciousness and Software -- Logos, Pathos, and Entertainment -- Digital Conservation of Cultural Assets -- Automatic Knowledge Acquisition from Historical Document Archives: Historiographical Perspective -- Culture and Computing in Regional Communities -- Virtual Kyoto Project: Digital Diorama of the Past, Present, and Future of the Historical City of Kyoto -- A Platform for Mining and Visualizing Regional Collective Culture -- A Web Strategy for Cultural Inheritance Centered on Agriculture Case Study Approach: The Olive Project in Shodoshima Japan -- Area Informatics – Concept and Status –.

| Sommario/riassunto | In the light of upcoming global issues, concerning population, energy, the environment, and food, information and communication technologies are required to overcome difficulties in communication among cultures. In this context, the First International Conference on Culture and Computing, which was held in Kyoto, Japan, in February 2010, was conceived as a collection of symposia, panels, workshops, exhibitions, and guided tours intended to share issues, activities, and research results regarding culture and computing. This volume includes 17 invited and selected papers dealing with state-of-the-art topics in culturally situated agents, intercultural collaboration and support systems, culture and computing for art and heritage, as well as culture and computing within regional communities. |