

1. Record Nr.	UNISA996466036003316
Titolo	Entertainment Computing - ICEC 2011 [[electronic resource]] : 10th International Conference, ICEC 2011, Vancouver, BC, Canada, October 5-8, 2011, Proceedings // edited by Junia Anacleto, Sidney Fels, Nicholas Graham, Bill Kapralos, Magy Seif El-Nasr, Kevin Stanley
Pubbl/distr/stampa	Berlin, Heidelberg : , : Springer Berlin Heidelberg : , : Imprint : Springer, , 2011
ISBN	3-642-24500-5
Edizione	[1st ed. 2011.]
Descrizione fisica	1 online resource (XVI, 477 p. 152 illus., 107 illus. in color.)
Collana	Information Systems and Applications, incl. Internet/Web, and HCI ; ; 6972
Disciplina	790.20285
Soggetti	User interfaces (Computer systems) Computer graphics Computer communication systems Optical data processing Artificial intelligence User Interfaces and Human Computer Interaction Computer Graphics Computer Communication Networks Image Processing and Computer Vision Artificial Intelligence
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Copyright by IFIP, International Federation for Information Processing.
Nota di bibliografia	Includes bibliographical references and author index.
Sommario/riassunto	This book constitutes the refereed proceedings of the 10th International Conference on Entertainment Computing, ICEC 2011, held in Vancouver, Canada, in October 2011, under the auspices of IFIP. The 20 revised long papers, 18 short papers and 24 poster papers and demos presented were carefully reviewed and selected from 94 initial submissions. The papers cover all main domains of entertainment computing, from interactive music to games, taking a wide range of scientific domains from aesthetic to computer science. The papers are

organized in topical sections on story, active games, player experience, camera and 3D, educational entertainment, game development, self and identity, social and mobile entertainment; plus the four categories: demonstrations, posters, workshosp, and tutorial.
