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Soggetti	User interfaces (Computer systems) Optical data processing Computer communication systems Special purpose computers Artificial intelligence User Interfaces and Human Computer Interaction Computer Imaging, Vision, Pattern Recognition and Graphics Computer Communication Networks Special Purpose and Application-Based Systems Artificial Intelligence
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Sommario/riassunto	This book constitutes the refereed proceedings of the First IFIP TC 14 Joint International Conference on Entertainment Computing and Serious Games, ICEC-JCSG 2019, held in Arequipa, Peru, in November 2019. The 26 full papers, 5 short papers, and 16 poster, demonstration, and workshop papers presented were carefully reviewed and selected from 88 submissions. They cover a large range of topics at the

multidisciplinary intersection of design, art, entertainment, interaction, computing, psychology, and numerous serious application domains. The papers are organized in the following topical sections: mixed reality; virtual reality; entertainment algorithms; game design and development; interaction technologies; measurement and effects; and serious game applications. .
