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Collana	Information Systems and Applications, incl. Internet/Web, and HCI ; ; 9353
Disciplina	790.20285
Soggetti	Personal computers User interfaces (Computer systems) Computer graphics Multimedia systems Artificial intelligence Personal Computing User Interfaces and Human Computer Interaction Computer Graphics Media Design Artificial Intelligence
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Computer games -- Serious games for learning -- Interactive games -- Design and evaluation methods for Entertainment Computing; Digital storytelling -- Games for health and well-being -- Digital art and installations; Artificial intelligence and machine learning for entertainment -- Interactive television and entertainment.
Sommario/riassunto	This book constitutes the refereed proceedings of the 14th International Conference on Entertainment Computing, ICEC 2015, held in Trondheim, Norway, in September/October 2015. The 26 full papers, 6 short papers, 16 posters, 6 demos and 6 workshops/tutorial

descriptions presented were carefully reviewed and selected from 106 submissions. The multidisciplinary nature of Entertainment Computing is reflected by the papers. They focus on computer games; serious games for learning; interactive games; design and evaluation methods for Entertainment Computing; digital storytelling; games for health and well-being; digital art and installations; artificial intelligence and machine learning for entertainment; interactive television and entertainment.
