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| Altri autori (Persone)  | Di IorioAngelo<br>HlavacsHelmut<br>PoggiFrancesco   |
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| Soggetti                | Microcomputers<br>Artificial intelligence<br>Image processing - Digital techniques<br>Computer vision<br>User interfaces (Computer systems)<br>Human-computer interaction<br>Computers, Special purpose<br>Computer networks<br>Personal Computing<br>Artificial Intelligence<br>Computer Imaging, Vision, Pattern Recognition and Graphics<br>User Interfaces and Human Computer Interaction<br>Special Purpose and Application-Based Systems<br>Computer Communication Networks |
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Empowerment.

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Sommario/riassunto

This book constitutes the refereed proceedings of the 22nd IFIP TC 14 International Conference on Entertainment Computing, ICEC 2023, which was held in Bologna, Italy, during November 15–17, 2023. The 13 full papers, 5 short papers, 8 work-in-progress papers, 7 interactive entertainment demonstrations, 2 student competition papers, 5 workshop papers and tutorials, and 10 papers from a special section on aesthetics and empowerment were carefully reviewed and selected from 85 submissions. They cover a large range of topics in the following thematic areas: Game Experience; Player Engagement and Analysis; Serious Gameplay; Entertainment Methods and Tools; Extended Reality; Game Design; Interactive Entertainment; Student Game Competition; Workshops and Tutorials; and Aesthetics and Empowerment. . .

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