

| | |
|-------------------------|---|
| 1. Record Nr. | UNISA996673180003316 |
| Autore | Yamanishi Ryosuke |
| Titolo | Entertainment Computing - ICEC 2025 IFIP TC 14 Workshops : Tokyo, Japan, August 27-30, 2025, Proceedings |
| Pubbl/distr/stampa | Cham : , : Springer, , 2025 ©2025 |
| ISBN | 3-032-02534-6 |
| Edizione | [1st ed.] |
| Descrizione fisica | 1 online resource (198 pages) |
| Collana | Lecture Notes in Computer Science Series ; ; v.15935 |
| Altri autori (Persone) | FormicoAndréia SugiuraYuta MatsumuraKohei |
| Disciplina | 790.20285 |
| Soggetti | COMPUTERS / Artificial Intelligence / General COMPUTERS / Computer Architecture COMPUTERS / Human-Computer Interaction (HCI) |
| Lingua di pubblicazione | Inglese |
| Formato | Materiale a stampa |
| Livello bibliografico | Monografia |
| Sommario/riassunto | This book constitutes the refereed proceedings of the workshops held in conjunction with the 24th IFIP International Conference on Entertainment Computing, ICEC 2025, which took place in Tokyo, Japan, during August 27-30, 2025. The 7 full papers included in this book were carefully reviewed and selected from 23 submissions. |