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Hyun Seung Yang Rainer Malaka
Junichi Hoshino Jung Hyun Han (Eds.)

Entertainment Computing - ICEC 2010

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Volume Editors

Hyun Seung Yang
KAIST, Department of Computer Science
373-1 Kusung-dong Yusung-gu, Daejeon, Korea 305-701
E-mail: hsyang@kaist.edu

Rainer Malaka
Universität Bremen, Technologie-Zentrum Informatik (TZI)
Postfach 330440, 28334 Bremen, Germany
E-mail: malaka@tzi.de

Junichi Hoshino
University of Tsukuba
Graduate School of Systems and Information Engineering
1-1-1 Tennoudai, Tsukuba, Ibaraki, 305-8573 Japan
E-mail: jhoshino@esys.tsukuba.ac.jp

Jung Hyun Han
Korea University, Department of Computer Science and Engineering
Anam-dong Seongbuk-gu, Seoul, Korea 136-701
E-mail: jhan@korea.ac.kr

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Preface

The 9th International Conference on Entertainment Computing (ICEC 2010) was held in September 2010 in Seoul Korea. After Pittsburgh (2008) and Paris (2009), the event returned to Asia.

The conference venue was the COEX Exhibition Hall in one of the most vivid and largest cities of the world. This amazing mega-city was a perfect location for the conference. Seoul is on the one hand a metropolitan area with modern industries, universities and great economic power. On the other hand, it is also a place with a very fascinating historical and cultural background. It bridges the past and the future as well as east and west.

Entertainment computing also aims at building bridges from technology to leisure, education, culture and work. Entertainment computing at its core has a strong focus on computer games. However, it is not only about computer games. The last ICEC conferences have shown that entertainment computing is a much wider field. For instance in games, technology developed for games can be used for a wide range of applications such as therapy or education. Moreover, entertainment does not necessarily have to be understood as games. Entertainment computing finds its way to stage performances and all sorts of new interactive installations.

In this sense, entertainment computing has the potential of influencing many other areas of computer science and engineering. But in contrast to other disciplines, entertainment computing always starts from the human experience and with the question of how to tell the users a story and how to immerse people into an entertaining world. Many critics of modern computer games believe that these technologies may distract people from the real world. In contrast to this, however, we are exploring the new medium of digital entertainment in order to expand classic media and their expressive power.

The presentations and papers of ICEC 2010 showed the broad spectrum of entertainment computing. The paper selection process was selective. Out of over 100 papers, 19 were accepted as long papers and 27 as short papers. With poster presentations we give researches the opportunities to present new ideas and also work in progress. The review process involved an international board of reviewers who put much effort into selecting an excellent set of papers for presentation.

For the highly influential conference, in addition to paper presentations, we put utmost effort in bringing together a number of distinguished keynote and invited speakers, global leaders representing a broad spectrum of entertainment computing fields; Roy Ascott (Media Theory, Art& Science), Susumu Tachi (VR&Telepresence), Keith Devlin(Media & Human Science), Don Marinelli (Entertainment Technology), George Joblove (Movie Industry), Shigeru Saito (Game Industry), Naoko Tosa (Culture &Media Art), Norico Wada (Animation&Contents), Junichi Osada (HRI&

Robot Design), Zenjiro (Comedy&Performance), Tomonaka Takahashi (Robot Design). We also organized five workshops dealing with hot issues including Culture Computing and Media Arts, 3D Stereoscopic Technology and Contents Production, The Awakening of Asian Animation and Content Power, Improvisational Acting, Spatial Sound and Entertainment Computing.

We would like to thank all Organizing Committee/Program Committee members and all supporting organizations that helped to make this event possible: The IFIP as the leading supporting organization of ICEC and the IFIP TC14 as the sponsoring organization. We specially thank Yeong Nam Chae and all other graduate students and staff of the KAIST AIM Lab for their tremendous effort in the preparation and assistance of all main programs and wonderful activities of ICEC2010.

July 2010

Hyun Seung Yang
Rainer Malaka,
Junichi Hoshino
Jung Hyun Han

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Korea Computer Graphics Society (KCGS)
Korea Game Society (KGS)
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