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# Entertainment Computing – ICEC 2011

10th International Conference, ICEC 2011  
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Proceedings

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# Preface

We are pleased to present the proceedings of the 10th International Conference on Entertainment Computing (ICEC) held in beautiful Vancouver, BC, Canada, October 5–8, 2011. This gathering of scientists, engineers, artists, game developers, educators, and many flavors of academics and practitioners assembled to discuss the increasing role that information and computing technology plays in entertainment. The diversity and strength of the submissions this year continued to demonstrate that entertainment drives computing advances as much as computing advances drive entertainment. As well, the range of entertainment types keeps expanding as computing technologies are exploited by talented, creative researchers and practitioners. ICEC is at the forefront, looking at this exciting field from an academic and scientific perspective, providing novel directions and theoretical foundations for emerging advances. We are pleased with the published efforts of our growing community and the way these feed the growth and development for the future of entertainment computing.

This year we received 65 full paper submissions and 29 submissions to the other tracks, giving a total of 94 submissions. We accepted 20 long papers, 18 short papers, 24 posters, three demos, two workshops and one tutorial. All the submissions were peer-reviewed by three or more reviewers. We are proud of the current selection of papers presented in these proceedings. They represent the top research in the field. We are grateful for all the efforts of the reviewers to make the proceedings so stimulating. Without their commitment and support we would not have had such excellent proceedings.

We were very happy to have our three exemplary keynote speakers, invited specifically to represent critical components of this ever-growing field. Glenn Entis's pioneering work in the film and game industry and his current position looking to identify the next big opportunity provided insights that help to promote and direct entertainment technology researchers. Chris Klug brought his experience of theatre and opera as it influenced his leadership in the gaming industry and the role it plays in academia, specifically with regard to research in entertainment. This combination is rare and motivates practitioners and researchers to see that diversity, culture, and adventure are keys to deeper understanding of entertainment computing. Regan Mandryk brought her fresh perspective on the academic side of entertainment computing with her award-winning research in evaluating computer games. This topic is critical for our field since it is necessary for providing evidence that research and development efforts are improving and leading to pathways of discovery and refinement. We expect the dialogue from their participation at ICEC 2011 to be relevant for the future of entertainment computing.

We ran the conference program as a single track as we believe that each paper has an important contribution to make within the field. By having a single track, everyone was able to see each other's work, while the breaks provided opportunities for discussions. Demos and posters were integrated to provide as many opportunities as possible to engage with authors. Additionally, the workshop and tutorial program balanced the tracks with special topic areas within entertainment computing.

We were grateful to our sponsors, the Networked Centres of Excellence on Graphics, Animation and NewMedia (GRAND), the Media and Graphics Interdisciplinary Centre (MAGIC) at the University of British Columbia (UBC), Simon Fraser University (SFU), and the IFIP TC14 committee, with special thanks to Drs. Ryohei Nakatsu, Matthias Rauterberg, and Hyun Yang for their help and support of ICEC 2011. We offer our gratitude to Terry Lavender who created and maintained the ICEC 2011 website. The efforts of the student volunteers and Lavana Lea, our administrative assistant, were critical in making ICEC a successful event.

August 2011

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