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# Entertainment Computing – ICEC 2013

12th International Conference, ICEC 2013  
São Paulo, Brazil, October 16-18, 2013  
Proceedings

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# Preface

We are pleased to present the proceedings of ICEC 2013, the 12th IFIP International Conference on Entertainment Computing, held for the first time in Brazil, Latin America. Brazil is considered to be one of the next leading countries in the world economy, along with Russia, India, China, and South Africa, forming what are being called the BRICS countries. ICEC 2013 was held in São Paulo, a cosmopolitan city well known for being the Brazilian hub for economics, one of the largest cities in the world, as well as a place for entertainment and leisure.

ICEC 2013 provided a leading international forum to bring together professionals from computer science, social and cultural sciences, psychology, art, design, education, and other disciplines to promote experience and knowledge exchange amongst researchers and developers in the interdisciplinary field of entertainment computing.

The ICEC 2013 proceedings contain exciting and inspiring research articles. We had 75 submissions, from which 13 were selected as full papers, 6 were selected as short papers, and 11 were selected as posters. We also had two demonstration papers, three workshops, three tutorials, and three art installations. The ICEC 2013 Program Committee was composed of 72 experts from 19 different countries, comprising a unique representation of the global entertainment computing community. We thank all the members of this committee and all the additional external reviewers for their work and commitment. The importance and credibility of these proceedings are sustained by the competence and dedication of these professionals.

We thank our sponsors CAPES (Brazilian Center of Support for Research and Education), FAPESP (São Paulo Supporting Agency for Research), and GRAND (Graphics, Animation, and New Media Center of Canada), as well as our supporters UFSCAR (Federal University of São Carlos), UFF (Fluminense Federal University), LIA (Advanced Interaction Laboratory), and Mackenzie University. We also thank IFIP TC14 Committee for supporting ICEC 2013.

ICEC 2013 was co-located with the 12th Brazilian Symposium on Computer Games and Digital Entertainment (SBGames 2013), due to a partnership between IFIP and SBC (Brazilian Computing Society).

October 2013

Junia Anacleto  
Esteban Clua  
Flavio Soares Correa da Silva  
Sidney Fels  
Hyun Yang

## **ICEC 2013 Workshops**

The New Ecology of Entertainment Devices: First, Second, and Multiple Screens in the Home Setting (Lyn Pemberton, Sanaz Fallahkhair, and Roseli de Deus Lopes)

Mechanics, Mechanisms, and Devices: To Inform, Reflect, and Change Behavior (Tim Marsh, Rainer Malaka, Jannicke Baalsrud Hauge, Sidney Fels, Christian Jones, Eunice Ma, Bonnie Nardi, Albert “Skip” Rizzo, and Erik van de Spek)

## **ICEC 2013 Tutorials**

Digital Games – Their Production, Management, Consumer Market, and Business Models (Artur Lugmayr)

Game Accessibility (Jerome Dupire)

Hot Topics in Business Information Management and Systems in Entertainment Computation Industries – From Consumer Mining, Sentiment Analysis, Big Data, towards Social Media Networks (Artur Lugmayr)

Introduction to Creating New Interfaces for Musical Expression (Sidney Fels and Michael Lyons)

The Role of Interactive Audio in Multimedia Productions: The Video Game Experiences (Paulo Hecht and Junia Anacleto)

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