

IFIP SG16 Business Meeting 2004

IFIP SG16 business meeting, Eindhoven, September 1 and 3, 2004

Attendees:

September 1, 2004, 20:00-21:00

Brad Bushman [bbushman@umich.edu]; Geir Egil Myhre [geirmy@cs.uit.no]; Haruhiro Katayose [katayose@ksc.kwansei.ac.jp]; Hiroshi Matsubara [matsubara@fun.ac.jp]; Jussi Holopainen [jussi.holopainen@nokia.com]; Lee Shang Ping (proxy for Adrian Cheok) [eleleesp@nus.edu.sg]; Marc Cavazza [m.o.cavazza@tees.ac.uk]; Matthias Rauterberg [g.w.m.Rauterberg@tue.nl]; Paolo Ciancarini [ciancarini@cs.unibo.it]; Ryohei Nakatsu [nakatsu@ksc.kwansei.ac.jp]; Woontack Woo (proxy for Hyun S Wang) [wwoo@gist.ac.kr];

September 3, 2004, 17:30-19:00

Andy Sloane [a.sloane@wlv.ac.uk]; Anton Nijholt [anijholt@cs.utwente.nl]; Brad Bushman [bbushman@umich.edu]; Brenda Bakker Harger (proxy for Don Marinelli) [bharger@andrew.cmu.edu]; Frans Vogelaar [vogelaar@khm.de]; Geir Egil Myhre [geirmy@cs.uit.no]; Haruhiro Katayose [katayose@ksc.kwansei.ac.jp]; Hyun S Yang [hsyang@cs.kaist.ac.kr]; Jaap van den Herik [herik@cs.unimaas.nl]; Jussi Holopainen [jussi.holopainen@nokia.com]; Lee Shang Ping (proxy for Adrian Cheok) [leadc@nus.edu.sg]; Marc Cavazza [m.o.cavazza@tees.ac.uk]; Matthias Rauterberg [g.w.m.Rauterberg@tue.nl]; Paolo Ciancarini [ciancarini@cs.unibo.it]; Ryohei Nakatsu [nakatsu@ksc.kwansei.ac.jp];

AGENDA

1. Welcome

Ryohei Nakatsu welcomed everybody and asked for approval of the proposed agenda (approved by majority, item 4.5 and 4.4 are exchanged). All participants introduced themselves.

2. General Report

2.1 IFIP General Assembly (Ryohei Nakatsu)

[see appendix-1 and -2]

more about IFIP see

<http://www.ipo.tue.nl/homepages/mrauterb/presentations/2004 IFIP-SG16.htm>

you can download the IFIP bylaws via

<http://www.ipo.tue.nl/homepages/mrauterb/presentations/IFIP-bylaws-2004.pdf>

2.2 WCC 2004 (World Computer Congress) (Ryohei Nakatsu)

On August 23, 2004 a special topical day was organized with the following invited speakers: R. Nakatsu, M. Cavazza, A.D. Cheok, M. Rauterberg, N. Tosa, H. Thomas. About 40 people attended the two sessions.

2.3 ACE2004 (International Conference on Advances in Computer and Entertainment Technology) (Lee Shang Ping as proxy for Adrian Cheok)

ACM SIGCHI International Conference on Advances in Computer Entertainment Technology ACE 2004 was successfully held 3rd - 5th June 2004 at National University of Singapore, Singapore. About 100 attendees and 28 full papers, 29 short papers, 22 demo/poster presentations. More information at <http://www.ace2004.org/>

2.4 ICEC2004 (International Conference on Entertainment Computing) (Matthias Rauterberg)

[see appendix-3]

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3. Working Group Report

3.1 WG16.1 (Digital Storytelling) (Marc Cavazza)

[see appendix-1]

3.2 WG16.2 (Entertainment Robot) (Hitoshi Matsubara)

[see appendix-1]

3.3 WG16.3 (Theoretical Basis of Entertainment) (Matthias Rauterberg)

[see appendix-1]

[for future WG reports, the template in appendix-4 maybe useful]

4. Future Activities and Proposals

4.1 ICEC2005 (Haruhiro Katayose)

After intensive discussions it was agreed upon to organize an email based voting procedure for setting time and location for ICEC 2005. This has already been done with the following results:

ICEC2005

September 19th - 21st, 2004, KSC(Sanda), Kwansei Gakuin University

Social Event and Workshop: 22nd - 23rd

Schedule

19th: Conference, Reception

20th: Conference

21th: Conference, Banquet (Dinner, Kyogen-show)-- optional

22th: Academic Tour (Osaka U., ATR, Kyoto U., etc)---optional

Night sightseeing of Kyoto--optional

23rd: Workshop--optional

The main idea is that we would concentrate on the conference for the first three days. Then we will change the air. In the evening of the final day, we will enjoy Kobe steak dinner (Kobe steak is one of the best steak all over the world!) and watch Kyogen (comical Noh).

On the next day we will go to academic tour and visit several famous research organizations. In the evening we will arrive at a hotel in Kyoto and then enjoy the night of Kyoto.

We are planning of organizing a workshop on the next day, where we would discuss the relationship between entertainment and other things such as society, culture, and even religion including several famous invited guests in these areas

(At the same time a domestic workshop on entertainment computing will be held on 22nd - 24th mainly for Japanese attendees in Sanda.)

We are now selecting the organization committee members. If you want to be involved as one of the organization committee members, please do not hesitate to raise your hand.

4.2 International Robocup (Hitoshi Matsubara)

Matsubara-san gave some background information about the Robocup activities and events worldwide: RoboCup is an international joint project to promote AI, robotics, and related field. It is an attempt to foster AI and intelligent robotics research by providing a standard problem where wide range of technologies can be integrated and examined. RoboCup chose to use soccer game as a central topic of research, aiming at innovations to be applied for socially significant problems and industries. The ultimate goal of the RoboCup project is by 2050, develop a team of fully autonomous humanoid robots that can win against the human world champion team in soccer. In order for a robot team to actually perform a soccer game, various technologies must be incorporated including: design principles of autonomous agents, multi-

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agent collaboration, strategy acquisition, real-time reasoning, robotics, and sensor-fusion. RoboCup is a task for a team of multiple fast-moving robots under a dynamic environment. RoboCup also offers a software platform for research on the software aspects of RoboCup. One of the major application of RoboCup technologies is a search and rescue in large scale disaster. RoboCup initiated RoboCupRescue project to specifically promote research in socially significant issues. RoboCup usually attracts several thousand visitors.

4.3 WCC2006 and ICEC2006 (Ryohei Nakatsu)

The next IFIP World Computer Congress will be held in August/September 2006; Santiago de Chile. Nakatsu proposed a joint event with ICEC2006. After some discussions no decision was taken. This agenda item will come back next SG business meeting.

4.5 Establishment of WG16.4 on Games and Entertainment (Jaap von den Herik)

After some discussions about the scope of this new WG the proposal was approved (votes: +15, +/- 0, -0)

4.4 Publication of Journal on Entertainment Computing (Matthias Rauterberg)

[CONFIDENTIAL] Elsevier took several months ago the initiative to plan a new international journal for the topic of entertainment computing. Nakatsu and Rauterberg are in contact with Elsevier to set-up the scope and structure for this new journal. On September 3, 2004 a follow-up meeting with Elsevier took place, and based on the success of ICEC 2004 one major result was to continue with this initiative. Next steps are completing the proposal (General Editors for USA (NN), Japan (Nakatsu), Europe (Rauterberg), plus an editorial board of 20-30 experts from the field), and rewriting the scope.

5. Any other business

No further items were proposed. Nakatsu closed the meetings and thanked everybody.

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Zhigeng Pan [zgpan@cad.zju.edu.cn];

Appendix-1

SG16: Entertainment Computing Report to IFIP General Assembly – Toulouse, France, 2004

Ryohei Nakatsu, SG16 Chair

Part 1: General Assembly

SG16 Entertainment Computing

1. SG16 meetings held since last report

No meetings held

2. SG16 meetings scheduled until next IFIP GA meeting

Time: September 1-3, 2004

Place: Eindhoven, Netherlands

3. WG meetings held since last report

No meetings held

4. Changes in Membership and Officers

I have asked all the IFIP national representatives to nominate a national representative for SG16. I have received many responses from them and so far the below members have been fixed.

Bulgaria	Galia Angelova	(Prof., Bulgarian Academy of Sciences)
Canada	Sidney Fels	(Prof., University of British Columbia)
China	Zhigeng Pan	(Prof., Zhejiang University)
Denmark	to be nominated	
Finland	Jussi Holopainen	(Mr., Nokia Research Center)
France	Bruno Arnaldi	(Dr., IRISA)
Germany	to be nominated	
Ireland	Richard Reilly	(Lecturer, University College of Dublin)
Italy	Paolo Ciancarini	(Prof., University of Bologna)
Japan	Takehiko Kamae	(Dr., National Institute of Informatics)
Korea	Hyun S. Yang	(Prof., KAIST)
Netherlands	Matthias Rauterberg	(Prof., Technical University of Eindhoven)
Norway	Geir Egil Myhre	(Dr., University of Troms)
Singapore	Adrian David Cheok	(Prof., National University of Singapore)
Thailand	Natanicha Chorpothong	(Dr., Internet Association)
United Kingdom	Marc Cavazza	(Prof., University of Teesside)
USA	Donald Marinelli	(Prof., CMU)

5. SG16 Activities

5.1 Organization of ICEC2004

As was reported at the GA meeting last year, the next ICEC, ICEC2004, was to be held in Barcelona in May of 2004. As we could not obtain enough support from universities and city of Barcelona, however, we had to change the site of the conference. After a long time discussion we held an extra SG16 meeting at Osaka on October 1-3, 2003 at the time of VRST (Symposium on Virtual Reality Software and Technology), and finally we decided that ICEC2004 would be held on September 1-3, 2004 in Eindhoven, Netherland. In spite of short time allotted to us until the date of ICEC2004, the organizing committee of the conference headed by Prof. Matthias Rauterberg of Technical University of Eindhoven worked very hard for the conference organization job and now it is expected that the conference would attract more attendees than the previous conference. (URL of ICEC2004: <http://www.industrialdesign.tue.nl/conference/icec2004/>)

5.2 ACE

As one of the activities of SG16, SG16 became co-sponsor of International Conference on Advances in Computer Entertainment Technology (ACE) that was held on June 3-5 in Singapore. (URL of ACE: <http://www.ace2004.org/>)

5.3 Promotion of the research activities in the area of entertainment computing

Along with the organization of international conferences/workshops, it is important to promote the research activities in this area in many countries. As a first step toward this aim we have started our promotion activities in Japan. Last year we organized special issues on entertainment computing in various academic journals, proceedings and magazines as listed below.

Special issue on "Entertainment Computing," Magazine of Information Processing Society of Japan, Vol.44, No.8 (2003.8).

Special issue on "Entertainment and AI," Journal of the Japanese Society for Artificial Intelligence, Vol.19, No.1 (2004.1).

Special issue on "Virtual Reality and Entertainment," Journal of Virtual Society of Japan, to appear Activated by our activity, in several universities the movement toward the establishment of new departments or research laboratories focusing on entertainment computing is emerging. Several of this trend are;

Interactive Entertainment Laboratories at Waseda University (established in the winter of 2003)

Entertainment Computing Laboratory (established in the summer of 2003)

Entertainment Computing Research Center, Kwansei Gakuin University (established in July, 2004)

WG16.1 Digital Storytelling

1. Members

Prof. Cavazza, chair of WG16.1, is now recruiting members of WG16.1. So far the following persons have been selected as core members of WG16.1.

Michael Young, North Carolina State University, USA

Ana Paiva, INSEC, Lisbon, Portugal

Stephane Natkin, CNAM, France

2. Events

Workshop: Entertainment Computing 2004 (will be held in cooperation with WG16.2) Place: Hokkaido, Japan; Time: August 20-22, 2004

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WG16.2 Entertainment Robot

1. Meetings

First meeting of WG16.2 was held in Osaka, Japan in April of 2004 in Osaka, Japan.

2. Events

Exhibition: Robocup Japan 2004; Place: Osaka, Japan; Time: April, 2004

Workshop: Entertainment Computing 2004 (will be held in cooperation with WG16.1); Place: Hokkaido, Japan; Time: August 20-22, 2004

3. Activities

WG16.2 is supporting Robocup as entertainment robot is one of key themes of it. International Robocup will be held in Osaka in June of 2005 where Prof. Matsubara, chair of WG16.2, will act as a general chair. As a pre-event for this international event, Robocup Japan 2004 was held in April of 2004 as described above.

WG16.3 Theoretical Basis of Entertainment

1. Meetings

First meeting of WG16.3 will be held in Eindhoven, Netherlands on Sept. 1-3, at the time of ICEC2004.

2. Members

Prof. Rauterberg, chair of WG16.3 is now recruiting new members of WG16.3 and the new members of WG16.3 will be fixed by the first WG meeting.

Part 2: Technical Assembly 2004 (Toulouse)

SG16 Members (2004)

Chairman

Japan Ryohei Nakatsu

Vice-Chair

Netherlands Matthias Rauterberg

Secretary

USA Claudio Pinhanez

National Representatives

Bulgaria	Galia Angelova (Prof.)
Canada	Sidney Fels (Prof., University of British Columbia)
China	Zhigeng Pan (Prof., Zhejiang University)
Denmark	to be nominated
Finland	Jussi Holopainen (Mr., Nokia Research Center)
France	Bruno Arnaldi (IRISA)
Germany	to be nominated
Ireland	Richard Reilly (Lecturer, University College of Dublin)
Italy	Paolo Ciancarini (Prof., University of Bologna)
Japan	Takehiko Kamae (Dr., National Institute of Infomatics)
Korea	Hyun S. Yang (Prof., KAIST)
Netherlands	Matthias Rauterberg (Prof., Technical University of Eindhoven)
Norway	Geir Egil Myhr (Dr., University of Troms)
Singapore	Adrian David Cheok (Prof., National University of Singapore)
Thailand	Natanicha Chorpothong (Dr., Internet Association)
United Kingdom	Marc Cavazza (Prof., University of Teesside)
USA	Donald Marinelli (Prof., CMU)

WG16.x Chair persons

WG16.1	Marc Cavazza
WG16.2	Hitoshi Matsubara
WG16.3	Matthias Rauterberg

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SG16 Meetings: Attendance

Nation/Year	02	03/1	03/2	Total
Bulgaria	-	-	-	-
Canada	-	-	-	-
China	-	-	-	-
Denmark	-	-	-	-
Finland	-	-	-	-
France	-	-	-	-
Germany	-	-	-	-
Ireland	-	-	-	-
Italy	-	-	-	-
Japan	+	+	+	3
Korea	-	-	-	-
Netherlands	+	+	+	3
Norway	-	-	-	-
Singapore	-	-	-	-
Thailand	-	-	-	-
United Kingdom	+	+	+	3
USA	+	a	a	1
WG16.1 Chair	+	+	+	3
WG16.2 Chair	+	a	a	1
WG16.3 Chair	+	+	+	3
	02	03/1	03/2	

* Resigned from TC — + representative attended — a apologies — r represented— o observer

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Appendix-2

Nation	invitation	recommendation	response	IFIP nomination	affiliation	e-mail	SG meeting
		from SG16	1st,2nd				
Andorra	p		n				p: positive
Argentina	p		n,p	n			n:negative
Australia	p		n				
Austria	p		p				
Belgium							
Botswana	p						
Brazil	p		p				
Bulgaria	p		p,p	Galia Angelova	Prof.,	galia@iml.bas.bg	n
Canada	p	Sidney Fels	n,p	Sidney Fels	Prof., University of British Columbia	ssfels@ece.ubc.ca	n
Chile	p		n				
China	p	Zhigeng Pan	n,p	(to be nominated)	Prof., Zhejiang University	zpan@cad.zju.edu.cn	
Croatia	p		n				
Cyprus							
Czech							
Denmark	p		p,p	(to be nominated)			
Egypt	p		n				
Finland	p		n,p	Jussi Holopainen	Mr., Nokia Research Center	jussi.holopainen@nokia.com	p
France	p		p	Bruno Arnaldi	Dr., IRISA	Bruno.Arnaldi@irisa.fr	
Germany	p		n,p	(to be nominated)			
Greece	p		n				
Hungary	p		n				
India	p		n				
Ireland	p	Richard Reilly		Richard Reilly	Lecturer, University College of Dublin	Richard.Reilly@ucd.ie	
Israel	p		n				
Italy	p		p	Paolo Ciancarini	Prof., University of Bologna	ciancarini@es.unibo.it	p

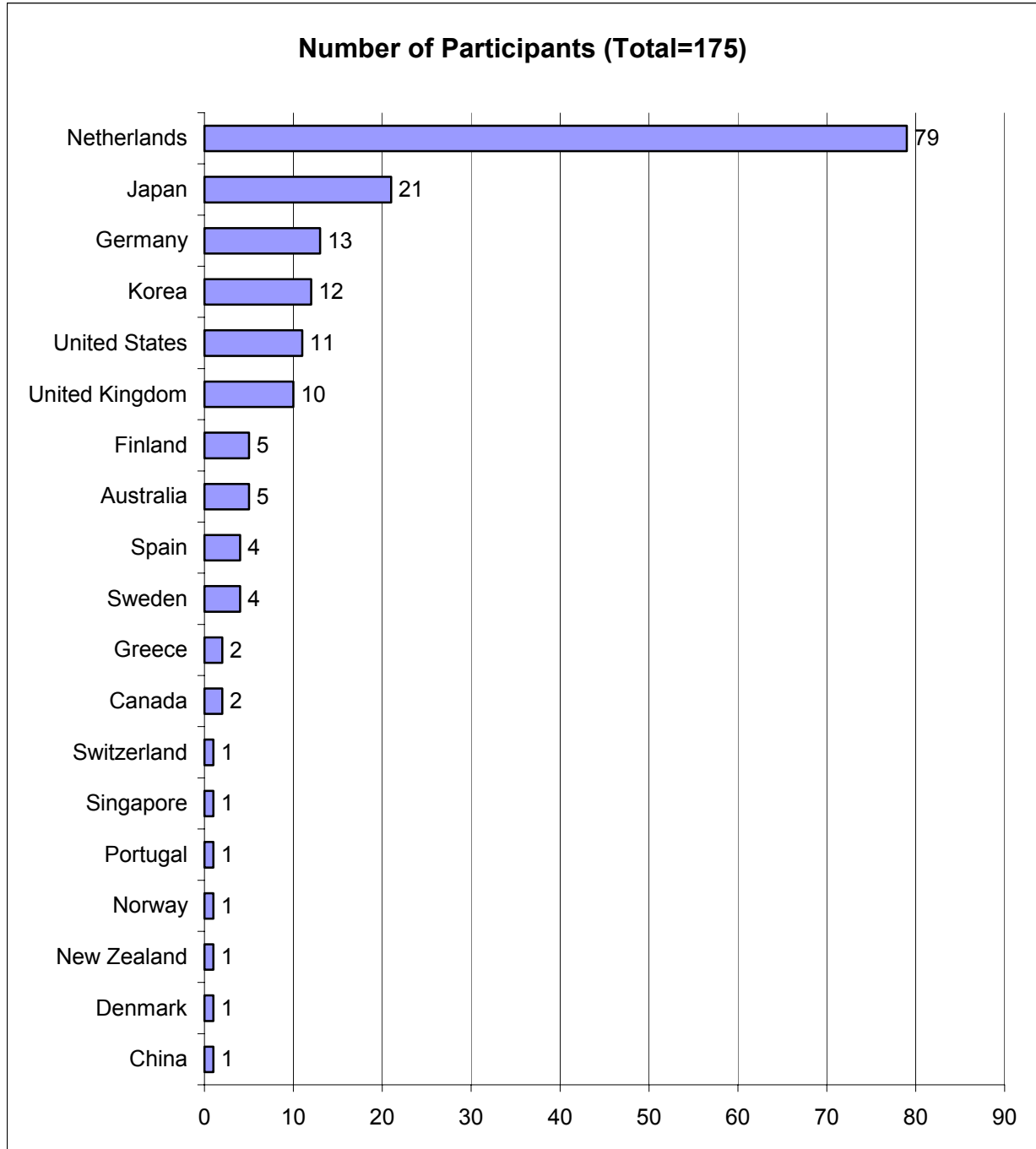
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Japan	Takehiko Kamae	Takehiko Kamae	Takehiko Kamae	Dr., National Institute of Informatics	kamae@abmes.twmu.ac.jp	p
Japan	Hitoshi Matsubara	Hitoshi Matsubara	Hitoshi Matsubara	Future Univ. of Hakodate	matsubar@fun.ac.jp	p (WG16.2)
Korea	Hyun S. Yang	Hyun S. Yang	Hyun S. Yang	Prof., KAIST	hsvang@paradise.kaist.ac.kr	p
Lithuania						
Netherlands	Matthias Rauterberg	Matthias Rauterberg	Matthias Rauterberg	Prof., Technical University of Eindhoven	G.W.M.Rauterberg@tue.nl	p (WG16.3)
Netherlands	Jaap van den Herik	Jaap van den Herik	Jaap van den Herik	University of Maastricht	Herik@cs.unimaas.nl	p
Norway				Dr., University of Troms	geirmy@cs.uit.no	p
Oman						
Poland						
Portugal						
Russia						
Singapore	Adrian David Cheok	Adrian David Cheok	Adrian David Cheok	Prof., National university of Singapore	adriancheok@nus.edu.sg	p (proxy:Shang Ping)
Slovakia						
Slovenia						
South Africa						
Sweden						
Switzerland						
Syria						
Thailand						
United Kingdom	Marc Cavazza	Marc Cavazza	Marc Cavazza	Prof., University of Teesside	m.o.cavazza@tees.ac.uk	p (WG16.1)
USA-ACM	Donald Marinelli	Donald Marinelli		Prof., CMU	thedon@cmu.edu	p (proxy:Brenda Harger)
USA-IEEE						
Zimbabwe						

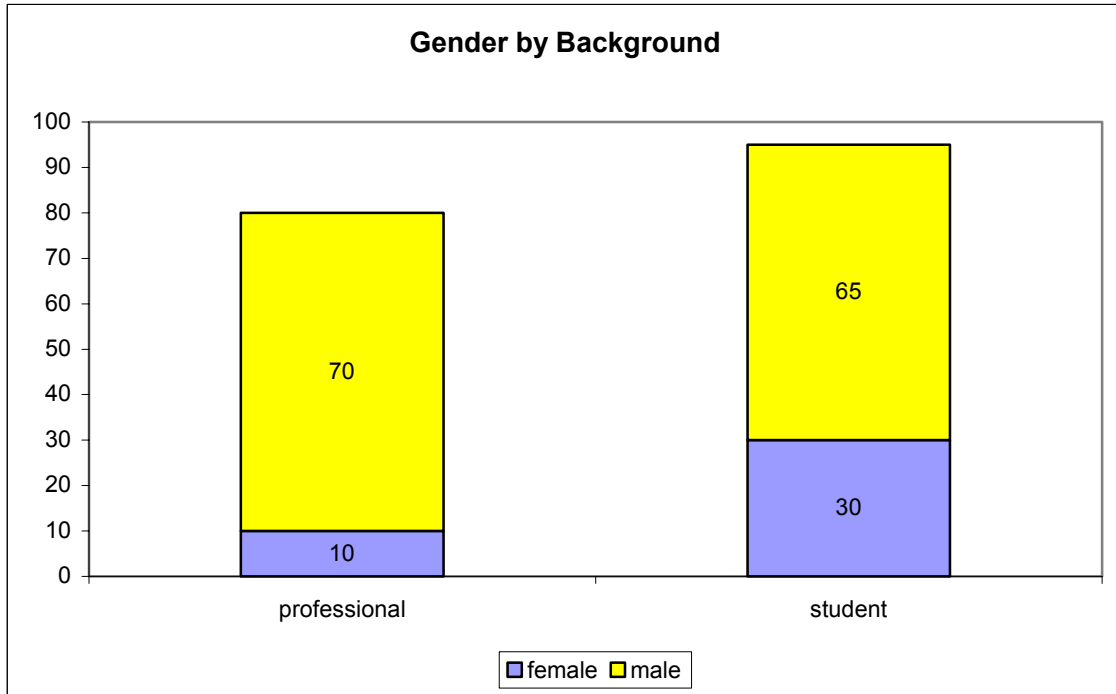
Appendix-3

(September 21, 2004)

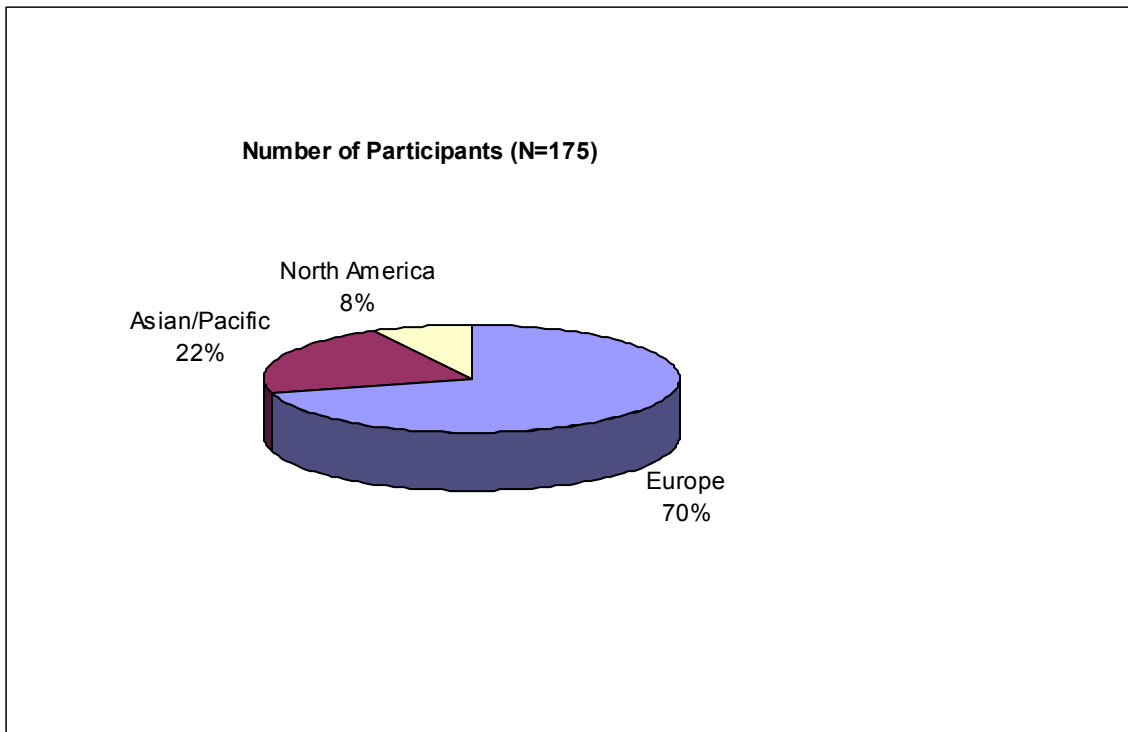
Final Statistics:



In total 175 participants from 19 different countries from all over the world attended ICEC 2004.



In total 89 oral presentations were scheduled. One presentation was canceled on a short notice, and five no-shows (6%).



International Program Committee:

Based on a thorough review and selection process done by 93 international experts from academia and industry as member of the program committee, a high quality program could be compiled. The international program committee

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consisted of experts from 23 different countries from all over the world: 3 from Australia, 3 from Austria, 3 from Canada, 1 from China, 1 from Croatia, 2 from Denmark, 1 from Finland, 6 from France, 15 from Germany, 2 from Greece, 2 from Ireland, 2 from Italy, 8 from Japan, 1 from Korea, 16 from Netherlands, 1 from New Zealand, 1 from Philippines, 1 from Singapore, 1 from South Africa, 3 from Sweden, 1 from Switzerland, 7 from United Kingdom, and 12 from United States.

Review Process:

ICEC 2004 attracted 62 full paper submissions, 40 short paper submissions, 8 poster submissions and 4 demo submissions, in total 114.

As result, 27 full papers (44%) were directly accepted as submitted, and for the acceptable remaining 21 submissions the status to 9 short papers and 12 posters were recommended to change for final acceptance; 14 full paper submissions (23%) were definitively rejected; 19 short papers were directly accepted as submitted, and status to 8 posters and 2 demo papers were recommended to change for final acceptance; 11 short paper submissions (28%) were definitively rejected; 3 poster paper submissions were accepted and 5 rejected (63%); 3 demo paper submissions were accepted and 1 rejected (25%). Total acceptance rate was 73% and total rejection rate was 27%.

Finally 27 full papers, 27 short papers, 18 poster papers, 3 demo papers, and in addition 3 keynote papers plus 3 specially invited topic papers are compiled and presented in this book.

All these papers could be allocated to one of the following topics: (1) advanced interaction design; (2) art, design and media; (3) augmented, virtual and mixed reality; (4) computer games; (5) human factors of games; (6) intelligent games; (8) mobile entertainment; (9) sound and music; and (10) visual media engineering. Papers per topic are ordered as follows: full papers, short papers, demo papers, and poster papers.

Proceedings:



Entertainment Computing - ICEC 2004

Third International Conference, Eindhoven, The Netherlands, September 1-3, 2004, Proceedings

Series : [Lecture Notes in Computer Science](#) , Vol. 3166

Rauterberg, Matthias (Ed.)

2004, XXIII, 617 p. Also available online., Softcover

ISBN: 3-540-22947-7

[Available online in SpringerLink](#)

Ready for shipping within 3 days. EUR 98.00

Conference Evaluation:

Based on 20 filled-in evaluation forms (handed out during the conference), the conference was rated overall (bipolar scale: 0=poor, ..., 10=great) with mean 7.4 (1.5 std).

Appendix-4

WG13.x Reporting Template

This template is a first attempt to help WG Chairs and Secretaries to simplify their reporting task and provide data about WG activity that is essential when reporting to SG/TC meetings and to the IFIP TA/GA meeting (via the SG/TC Chair).

Please use it when you have your next meeting (business or conference). It may take some time to complete the first time around, but it should be a relatively easy task to keep it up-to-date after that. Any comments, additions and improvements would be greatly appreciated.

1	WG Name
2	WG Web site URL
3	WG mail list address
4	Office Bearers Names: Date their term starts/finishes Chair eg 2004-2007 Vice-chair(s) Secretary:
5	Members and Officers requiring endorsement since last TC13 meeting
6	Events Summary for all active WG events (including new proposals). For each event. Please provide as much of the following information as possible.
7	Event/ Conference Title Event status – tentative (1), approved by SG16 (2), approved by Activity Management Board (3), event held (4), event closed off this period (5)
8	Event/ Conference Officers
9	Event Type: Workshop, Working Conference, etc.
10	Co-sponsors (if used)
11	Event Location
12	Event date
13	Proceedings details type (journal, book. etc.), publisher
14	Number of participants
15	Approximate distribution of participants by country
16	Financial outcome
17	Business meetings held including: 1. Place and Date 2. Number of members (and friends) present (please attach the attendance record) 3. Election results (if any) 4. Current membership (provide URL or attachment to report) 5. Summary of significant outcomes or other items of business)
18	Task Group Progress Report (if applicable)
19	Summary of Proposals for consideration by TC13 (Please attach the detail) - New Task Groups - Changes to Aims and Scope
20	Any other matters of interest