

TC14 ICEC Meeting October 23, 2014

Sydney, Australia

Officers

Chair: Matthias RAUTERBERG [MR]

Vice-chair: Hyun Seung YANG [HY]

Secretary: Erik VAN DER SPEK [ES]

Participants

<i>Present</i>	<i>Video Link</i>
Helmut HLAVACS [HH] (rep Austria) David OBDRZALEK [DO] (rep Czech Republic) Katherine NEIL [KN] (proxy France*) Nikitas SGOUROS [NS] (rep Greece) Junichi HOSHINO [JH] (rep Japan) Matthias RAUTERBERG [MR] (TC Chair, rep Netherlands) Letizia JACCHERI [LJ] (rep Norway) Henry DUH [HD] (rep Singapore) Hyun Seung YANG [HY] (rep South Korea) Erik VAN DER SPEK [ES] (ex-officio Secretary) Tim MARSH [TM] (WG 14.8 chair) Ryohei NAKATSU [RN] (honorary member) Yusuf PISAN [YP] (Observer)	Rainer MALAKA [RM] (rep Germany) Pedro GONZALEZ-CALERO [PG] (rep Spain)

Action items

1402 [MR] Send the list of identified sections in the Handbook project and section editors that agreed.

1403 [HD] Write a proposal for TC14 endorsement of book series on Gaming, Media and Social Effects.

1404 [MR] Setup draft for the Dagstuhl meeting.

Agenda

1. Opening and welcome
2. Approval of agenda
3. Approval of minutes (meeting in Sao Paulo last year, and remote this year)
4. Presentation/discussion ICEC2014
5. Progress report ICEC2015
6. Future of ICEC (incl. ACE)
7. WG reports and new WG
8. Handbook project
9. Funding proposal (i.e. COST action, Dagstuhl)
10. AOB

1-3. Approval of agenda and minutes

Agenda and meeting minutes approved.

4. ICEC2014 report

62 submissions, 37 accepted (20 full, 6 short, 8 poster, 3 demo). 48 Registrations, of which 26 Student, 22 Professional. Eager beaver was not very popular (7), Early bird was most successful. In hindsight it could have been more successful, AIIDE date got set after ICEC, on 3-7 October, therefore not many people from the US. Low contributions from Asia, due to not being ISI indexed. Too many conferences in this research area, CHI, FDG, CIG, ICEC, ACE; regional ones such as IE, NordiCHI etc. Some universities / countries only allow participants to be there on the official date, which was Oct. 1 to 3. Therefore in the future, workshop should be an official conference day. There weren't any tables, for longer meetings this could have been more convenient, on the other hand it stopped people from opening their laptops. Springer prefers full papers to be 10 papers, could be changed in the future. Springer was problematic in the proofing between document formats. Better to stick to either Word or Latex, and do the conversion yourself than outsource it to Springer.

5. ICEC2015 progress report

Promotion video! <https://www.youtube.com/watch?v=awHtagx3D4k>

Website will be icec2015.info. Expect 100 participants. One day there may be 200 participants from Norway as part of a game event. Already got 6000 euro from the university, which allowed LJ to attract two good keynote speakers (Florian Mueller, Yvonne Rogers). 50 Members in the PC, of which 30 nominated by IFIP. Organizing committee chair Sobah Petersen, main editor Rainer Malaka, other editors Divitni, Jaccheri, Chorianopoulous.

LJ: Can we do a single day registration? YP: people who are presenting should be forced to pay three days, otherwise too many come for a single day.

Sponsorship setup: 1. Grand challenge with sponsored prizes instead of exhibition. Gold, silver etc. sponsors. LJ is thinking about a theme, such as Entertainment Computing for a Better Life. MR said this was possible; HY mentioned that you could also have a track for the main theme, but not necessarily exclude other submissions.

HH: we can skip the proceedings and publish immediately in the journal. MR: We can also have a strict 10% acceptance of full papers that go into the journal, and the rest goes into the proceedings.

RM thought the Springer series was a special IFIP series, and IFIP got money for it. MR: IFIP has a book series by Springer where we can publish in if we want. LNCS is independent of IFIP but a preferred publisher; the copyright stays with IFIP and yes they pay royalties to IFIP. Quite a lot. Around 25% of the royalties stays with the TC, 75% to IFIP. The journal and conference proceedings are strategic decisions of the TC, so we should decide what to choose.

MR gave 4 options:

- 0) No change
- 1) SI for any ICEC

- 2) Only full papers directly in journal, rest in proceedings
- 3) All papers accepted go into journal

There were no objections to Springer among the members. Program chairs should be reminded that they can have a special issue. For now it was decided we stay with LNCS.

6. Future of ICEC (incl ACE)

ACE 2016 is organized in Japan. Got a request from Haruhiro Katayose whether it can be organized together with ACE, want to set up a conference-call with Adrian Cheok. JH knows the organizing chair of ACE 16, if contact with Cheok fails then he will contact him. JH thinks the organizing chair will not make this decision, but relay it back to Cheok. MR: that would work in our favor.

Sara de Freitas proposed cohosting with DiGRA and another conference in Australia. Other options, because members are invested in these, are Edutainment and Culture and Computing.

RN and JH will communicate with ACE to see if there are collaboration opportunities and what the conditions are. Bids for 2016 are still open for other countries as well. Open for anybody, doesn't have to be the Americas.

HH: ACE is very strong in Japan, might not get so many submissions if we co-organize. If co-organization doesn't work, we should really think about desynchronizing from ACE (i.e. have ICEC in another timeframe).

7. WG reports and new WG

WG 14.2 Entertainment Robot

Organized the robotic event in Prague. Not officially listed as an IFIP event. Discussed it with other organizers, but they can't really decide if it should be an IFIP event or something more industrious. The group members seem to want to walk away. DO thinks about leaving the TC14 and asking the computer society to nominate someone else.

WG 14.3 Theoretical basis

Working on handbook.

WG 14.8 Serious games

One main activity, the workshop on Monday. Will lead to special issue in the Entertainment Computing journal.

MR went to the IFIP TA meeting, 54 countries represented. Asked for approval on WG 14.9 Game Accessibility, but there was a working group with similar aims in TC13 [WG13.3 –ES]. WG Chair didn't reply, MR contacted the TC13 Chair, who said the WG was dead and appointed a new WG Chair. MR asked this new WG chair if there are collaboration opportunities. This chair said there was too much overlap. Therefore the TA did not allow our WG for now, but there was the possibility of a SIG Accessibility in Games. Upgrading to WG could be possible after negotiations with TC13.

8. Handbook project

Springer Handbook of Digital Games and Entertainment Technologies. There's a website:

<http://refworks.springer.com/mrw/index.php?id=6076>

Deadline was middle of October, but not all the authors will make it, probably takes until the end of the year. Idea is to have authoritative overview chapters that are easy to digest for laymen.

9. Funding proposals

Cost: A preliminary discussion was held on the topic of the proposal and under which call it would be filed. For now this is the ICT call, with the topic Interactive Digital Entertainment and Arts (IDEAs). Still working out sensible WGs. No call was open at the time of the meeting. Will report back at the next meeting.

Dagstuhl: MR discussed with RM, found out there is no constraint that a German should apply. Only constraint is that it is an internationally renowned person and that there is a good mix of older and younger students.

RM: Stefan got one Seminar accepted. Organizing one with Regan Mandryk and Nahum Gershon.

10. AOB

DO: It was unclear what the demo paper entailed. The combination demo/poster was weird. What should go in, what is the format.

HH: Is it possible to get a stipend for PhD students for their travel cost.

LJ: Is this something for IFIP or the conference?

MR: We have 15kEuro saved for TC14 business (e.g. dinners). Budget has to be justified beforehand; just handed in the budget for next year to IFIP. For 2016 it is an option. Will put it on the agenda.

KN thought the maximum paper length was too short. Recommendation for LJ is to provide the possibility for longer paper lengths.

New Actions Items

~~1402 [MR] Send the list of identified sections in the Handbook project and section editors that agreed.~~

1403 [HD] Write a proposal for TC14 endorsement of book series on Gaming, Media and Social Effects with aims and goals.

1404 [MR] Setup draft for the Dagstuhl meeting.

Appendix 1: TC14 Meetings Attendance

WG14.2 Chair	+	-	-	+	+	+	+	+	+	+	-	-	+	p	p	p	-	+	+	-	+	-	-	+	15
WG14.3 Chair	+	+	+	+	+	+	+	+	+	+	+	+	+	+	+	+	+	+	+	+	-	-	-	+	21
WG14.4 Chair				+	+	-	+	-	p	-	p	-	+	p	p	p	+	+	+	+	+	P	-	-	15
WG14.5 Chair				+	+	-	+	+	-	-	-	+	+	-	-	-	-	-	-	-	-	-	-	-	6
WG14.6 Chair								+	p	-	-	+	+	-	-	-	-	+	-	+	-	-	-	6	
WG14.7 Chair								+	+	p	+	+	+	+	+	+	+	+	-	P	-	-	-	12	
WG14.8 Chair																					+	+	-	+	3
	02/1	03/1	03/2	04/1	05/1	06/1	06/2	07/1	07/2	08/1	08/2	09/1	09/2	10/1	10/2	11/1	11/2	12/1	12/2	13/1	13/2	14/1	14/2	14/3	Total

— + representative attended — - representative absent — p proxy— o observer