IFIP TC14 Entertainment Computing Meeting Minutes

Mackenzie University, Sao Paulo, Brazil.
October 18th 2013

Prepared by: Tim MARSH

Officers
Chair: Matthias RAUTERBERG [MR]
Vice-chair: Hyun Seung YANG [HY]
Secretary: Erik VAN DER SPEK [ES]

Participants

Present	Video Link
Matthias RAUTERBERG [MR] (TC Chair) Zlatogor MINCHEV [ZM] (rep. Bulgaria) Helmut HLAVACS [HH] (rep. Austria) Esteban CLUA [EC] (rep. Brazil) Artur LUGMAYR [AL] (rep. Finland) Sid FELS [SF] (rep. Canada) Rainer MALAKA [RM] (rep. Germany) David OBDRZALEK [DO] (rep. Czech) Letizia JACCHERU [LJ] (rep. Norway) Lyn PEMBERTON [LP] (ex-officio WG14.6 chair) Tim MARSH [TM] (ex-officio WG14.8 chair) Paolo CIANCARINI [PC] (rep. Italy) Stephane NATKIN [SN] (rep. France)	Hyun YANG [HY] (TC Vice-chair, rep. Korea) Nikitas SGOUROS [NS] (rep. Greece)
	Present observers
	Junio ANACLETO [JA] (Observer, ICEC 2013 chair) Yusuf PISAN [YP] (Observer, ICEC 2014 chair) Jerome DUPIRE [JD] (Observer)

Agenda

1) welcome [MR]

2) approval minutes of meeting in Paris [MR]

3) report ICEC 2013 [EC]

4) progress report ICEC 2014 [YP]

5) handbook project [MR]

6) ENTCOM journal [MR]

7) WG reports [WG chairs]

8) new WG [JD]

9) COST action [MR]

10) feedback from IFIP GA/TA [MR]

11) next TC14 business meeting [MR]

12) AOB [everyone]

1. MR opens meeting and welcomes TC14 members, ex-officio members, and observers.

2. Minutes of previous meeting (May 2013, Paris) are submitted for approval and are approved.

3. Report on ICEC 2013
The ICEC 2013 proceedings contain 30 research articles. We had 75 submissions, from which 13 were selected as full papers (17% acceptance rate), 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. Registration provided 36,000 Reals. Some issues did arise in the organizing of ICEC 2013 because Junia & Esteban are not from Mackenzie University.
SF Questions EC about organization of party. In particular, agreement was that all SBGames attendees should have been able to enter free, but students were charged. In addition, the agreed venue was changed. MR asked SF to continue this discussion outside of meeting because it is not TC14 business.
SN: as there was no delay between long and short papers, rejected long papers could not be resubmitted as short paper (as in previous years). SF: how should we want to approach our sponsorship; do we have a strategy for our industrial links? MR: No. Perhaps there should be a Practitioner track. MR suggests YP to look at these issues for next year.

RM: Brazil was fantastic, and the party fantastic. Although ICEC 2013 could have been better with more students in attendance. All submissions were from TC14 members and members' connections. ICEC should attract more international submissions. We didn't reach critical mass. There were no North Americans for example. We failed to get outside of the TC14. RM highlighted concerns in connection with the conference organization, for example, on Tuesday morning of the conference, he could find no information on campus about ICEC 2013 conference and where to go for the first session and he could find no one to help. The web connection was not good…so there was very limited to no email. There was confusion about the party address.

RM: Question is, how can we turn ICEC into an international event? EC: had meeting to consider how to increase international submissions. MR: two thirds of ICEC 2013 were from the local community and the other from international. EC: agrees that we should discuss how to increase international submissions. JA: highlights that ICEC 2013 was competing for submissions with SBGames. PC: Asks why co-locate with SBGames because it is more prestigious and we cannot compete. EC: highlights one advantage with co-locating is that many in SBGames were unaware about ICEC, but now they are. HH:

suggests likewise, ICEC should shift the date from the ACE conference because we cannot compete with them. MR: suggests to suspend these discussion and pick-up at a later point.

4) Progress report ICEC 2014
YP: Announces ICEC 2014 in Sydney, Australia, from 1st to 3rd October, and everyone should have received leaflet in their ICEC 2013 registration. Nikitas [NS] & Tim [TM] are Program Chairs. YP sent emails out for feedback/suggestions on how to make improvements on ICEC 2013 for ICEC 2014. YP makes call to TC14 members/committee for industry connections and sponsorship, as well as suggestions for keynote, and help with call for papers (when it's out) to send out to members' local communities – or send mailing lists to YP. He suggests that we shouldn't have a practitioner track because there are games conferences already with these, but suggests possibly co-locating with practitioners' conferences. AL supports this by saying practitioners are not interested in scientific conferences so ICEC will not be competing but integrating.
YP: As far as possible, we want to minimize date clashes between ICEC 2014 and other conferences. Sent out emails to other organizers of other conferences; there are a few clashes but as far as possible we'll be working with the organizers to minimize clashes. Interactive Entertainment (IE) Australia has agreed to shift to early December so both conferences can maximize submissions. IE is a very Australasian conference and so didn't want to co-locate but maintain independence. LJ raises issue about not having the cost / resources to attend ICEC 2014 in Australia, which may be comparatively high to previous ICEC conferences. YP asks for quick show of hands from all those who will attend ICEC 2014 - almost all members raise their hands. MR suggests that booking early may help with cost. However, YP mentions that there is no really good time to book tickets – it's always tricky with prices rising and falling without notice.
YP: April 28th is the deadline for long paper submission. SN: Requests a delay between long and short so that authors of rejected long papers can revise and submit as a short papers. YP: Requests for program committee and reviewers will follow and reviewers are required to do at least 5 papers. SN: Will art installations be included in the ICEC 2014 program? YP: working on this and also submissions with performance; towards this, have had discussions with dance company. LP: Asks, should we have a doctorial consortium? YP: yes perhaps, but it's difficult to separate research and doctoral consortium without increased submissions. Interactive Entertainment Australia is probably a better venue for DC.

5) Handbook project
MR: Announces Springer open call for section editors. High quality contributions. To map the scope / syllabus.

6) ENTCOM journal
MR: Brief discussion around Ent Com strategic objectives followed. Suggestion that ICEC 2013 papers can appear as articles. EC Agrees that some papers are of high quality, so yes. MR emphasizes that Ent Com would like to have more contributions. There is a 50% acceptance rate; some submissions are high quality but out of scope for Ent Com. LJ asks for an example because Ent Com has a wide scope. MR provides one example of out of

scope submission on the language of India. MR: On the matter of indexing Ent Com to Thompson Reuter – RN and MR haven't had time.

7) WG Activities
DO: reports on a couple of (14.2) activities, however he's not sure how much they connect with TC14. MR stresses that if it's not an IFIP activity then TC14 don't want to know. SN (14.4) mentions the games for change conference being organized for next year and the first time held in Europe – SN to send invitations to TC14 members to present.
LP: interactive television (14.6) activities are, runs workshop that is being taken over as ACM and held workshop at ICEC 2013 on Interactive Television. TM: 14.8 serious games activities include running workshop at ICEC 2013 on interaction and game mechanics.

8) New WG
JD makes presentation and shows supporting video for proposal for new WG on games for change. JD describes why this WG is necessary for TC14. Activities include organizing workshop at ICEC 2013 and running game design contest. TM: Why not focus on all interactions for entertainment for impaired people as captured in Universal Computing – instead of focusing on games alone? SN: work for games can be used / extended to all interactions. All members in agreement to support new WG. MR to raise at next IFIP meeting.

9) COST action
Some discussion followed around cost action. HH raises a number of points associated with writing a good proposal; highlighting cost section different mechanism and tools, to involve industry, have summer school each year; he suggested he will dig out a proposal and distribute. MR highlights that people need to take on Scientific and Management roles. AL volunteers to take on Scientific role. RM points out that someone has to drive the proposal. MR asks people to raise hands if interested – most members interested. MR asks if anyone has cost action experience, ZM confirms his experience.

10) Feedback from IFIP GA/TA
MR provides outline of the IFIP general assembly meeting that is taking place over 3-4 days meeting. In preparation for meeting MR will request WG reports.
MR: Marc Cavazza has agreed to step back from UK representative and Edmond Prakash from the University Bedfordshire will replace him. This leaves open chair for WG 1 Interactive Narrative. SN will look into this and suggest name for chair.

11) Next TC14 business meeting
MR asks for suggestions for next business meeting place. One suggestion is Toronto where CHI will take place (following TC14 meeting in Paris where CHI 2013 was held). RM suggests Europe because many TC14 members are from Europe. LJ suggests to consider video conferencing rather than meeting in May to save on travel / accommodation costs / time. MR draws attention to people missing from US and Canada. MR summarizes proposal to have extended meeting and ask Sid to find nice location.

12) AOB
YP makes request to set-up a permanent web site for ICEC so we can use every year without setting-up new web site year after year.