

Special Group 16 Entertainment Computing

Proposal for transfer to
Technical Committee

Introduction

- Entertainment includes media, arts, sports, leisure, games and more
- It has a major role in wealth creation and economies of the world
- Entertainment is whatever amuse or interest people

Background

- SG16 goes back to:
 - The set up of Entertainment Computing Task Force ECTF in 2002.
 - The organisation of IWEC 2002 (International Workshop on Entertainment Computing)
- ECTF was then set up as a Special Group

Activities (1)

- ICEC (International Conference on Entertainment Computing) is the major conference of our SG. It is an annual conference held in Asia, North America and Europe.
 - IWEC 2002:
 - 14-17 May, Makuhari, Japan
 - Participants : +100
 - ICEC 2003:
 - 8-10 May, Carnegie Mellon University, USA
 - Participants : 130

Activities (2)

- ICEC 2004:
 - 1-3 September, Eindhoven University of Technology, The Netherlands
 - Participants 180
- ICEC 2005:
 - 19-21 September, Kwansel Gakuin University, Japan
 - Participants 160
- ICEC 2006:
 - 20-22 September, Microsoft Research, Cambridge, England

Working Groups

- Five working groups
 - Digital Story Telling
 - Entertainment Robots
 - Theoretical Basis of Entertainment
 - Games and Entertainment Computing
 - Social and Ethical Issues of Entertainment Computing

Motivations

- The SG16 has been successful in connecting academic and industrial experts in the field of entertainment computing
- We have managed to promote the field of entertainment computing
 - The annual holding of ICEC is a clear evidence

Thank You!