



# Announcing a New Journal

# Entertainment Computing

*Official Journal of the International Federation for Information Processing*

**Volume 1: Issue 1 - early 2009**

## **Aims and Scope**

ENTERTAINMENT COMPUTING will publish original, peer-reviewed research articles and serves as a forum for stimulating and disseminating innovative research ideas, emerging technologies, empirical investigations, state-of-the-art methods and tools in all aspects of digital entertainment, new media, entertainment computing, gaming, robotics, toys and applications among researchers, engineers, social scientists, artists and practitioners.

Theoretical, technical, empirical, survey articles and case studies will all be appropriate to the journal.

### **Specific areas of interest include:**

- Computer, video, console and internet games
- Digital new media for entertainment
- Entertainment robots
- Entertainment technology, applications, application program interfaces, and entertainment system architectures
- Human factors of entertainment technology
- Impact of entertainment technology on users and society
- Integration of interaction and multimedia capabilities in entertainment systems
- Interactive television and broadcasting
- Methodologies, paradigms, tools, and software/hardware architectures for supporting entertainment applications
- New genres of entertainment technology
- Simulation/gaming methodologies used in education, training, and research

The scope of this journal is not only technical. It also covers empirical and theoretical issues regarding entertainment practices. This will be reflected by our editorial board, a mixture of scientists, engineers, practitioners, designers and artists. In the area of empirical studies we are looking for contributions which are very well documented, innovative, and tested or evaluated in a particular entertainment domain.

## **Editors-in-Chief**

### **Ryohei Nakatsu**

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