

## **A New Framework for Entertainment Computing: From Passive to Active Experimence**

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Abstract: In this paper a new framework for entertainment computing is introduced and discussed. Based on already existing models and concepts the different links and relationships between enjoyments, flow, presence, and different forms of experiences are shown and their contributions to the new framework reviewed. To address the more fundamental and theoretical issues regarding entertainment, we have to utilize existing theories in information processing, enjoyment and flow theory. Some already possible and probably important conclusions for the design of new entertainment system are drawn.