

● IFIP 4th International Conference on Entertainment Computing ●

September 19 – 21, 2005

Kwansei Gakuin University, Kobe Sanda Campus, Sanda, Japan

<http://ist.ksc.kwansei.ac.jp/ICEC2005/>

Sponsored by

the International Federation for Information Processing

Call for Papers

We invite you to participate in the prestigious 4th International Conference on Entertainment Computing (ICEC 2005). Entertainment is taking a very important role in our life by refreshing our mind and activating our creativity. By the recent advancement of computers and networks new types of entertainment have emerged, such as video games, entertainment robots, and network games. Based on the very successful preceding workshop and conferences, the next ICEC 2005 has been set up to offer an occasion to exchange new experiences and knowledge among researchers and developers in the field of entertainment computing.

Conference Topics

Suggested research topics include, but are not limited to:

Advanced Interaction Design, e.g. Haptic Interfaces
Aesthetics, Ontology and Social Reflection
Ambient Intelligence for Entertainment
Art, Design and Media
Augmented, Virtual and Mixed Reality
Avatars and Virtual Action
Computer Games and Game Based Interfaces
Education, Training, and Edutainment Technologies
Evolutionary Platforms / Hardware
Graphics Techniques
Human Factors of Games
Human Sciences, Violence and Entertainment
In-Car/Flight/Train Entertainment Systems
Intelligent Board Games
Interactive Digital Storytelling, and Interactive Tele-Vision
Mobile Entertainment via e.g. Mobile Phones, PDAs etc
Modeling
Narrative Environments and Virtual Characters
Networking (technical and social)
New Genres, New Standards
Novel Hardware Devices
Pervasive Entertainment and Game-Playing
Robots and Cyber Pets
Simulation Applications of Games, and Military Training
Social Computing and Presence

Sound and Music for Entertainment

Sport and Entertainment

Video Games and Online Games

Visual Media Engineering

Wearable Computers and Sensors for Entertainment



ICEC 2005 Committee (tentative)

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Technical Papers

The proceedings of ICEC 2005 are planned to be published by Springer within their Lecture Notes in Computer Science series (approval pending). Authors will find instructions to prepare their papers at Springer's Authors' instructions page. Papers should be written in English and must be no longer than 12 pages, including references, appendices, and figures. They must include title, author names, contacts and affiliations, abstract, keywords, body, and references. The abstract must be within 150 words and included in the paper. All papers will be reviewed by an international program committee. Accepted papers will be divided into two categories, long presentations and short presentations.

Papers should be submitted through the submission web site (<http://www-human.ist.osaka-u.ac.jp/ICEC2005/>) in PDF format by March 25, 2005. All papers are processed electronically. Information regarding the paper and a contact author's email address, postal mailing address, and phone number also must be submitted through the official web site. Movies or other materials to support papers can also be submitted through official web site. The format of movies must be AVI/QuickTime/MPEG-1 and less than 3 minutes long. The size of any material must not exceed 100 mega bytes in total. These submissions must also be received by March 25, 2005.

Important Dates for Technical Papers:

Full paper submission due: Friday, March 25, 2005

Notification of acceptance: Monday, May 16, 2005

Camera-ready copy due: Friday, June 19, 2005

Conference: September 19-21, 2005

Demonstrations and Posters

Posters and/or demos present preliminary results of research or design work within the scope of entertainment computing and with more emphasis on the interdisciplinary evaluation of these ideas. An extended abstract should be written in English and must be no longer than 4 pages in Springer LNCS style. All submissions will be reviewed by the ICEC 2005 program committee.

Two different deadlines for posters and demos are set to provide multiple chances to participate in the conference. Extended abstracts accepted from submissions by the early deadline are planned to be included in the proceedings of ICEC 2005 as the Springer Lecture Notes in Computer Science series (approval pending). Those accepted from submissions by the late deadline will be published as a separate volume of proceedings. The late deadline offers authors an opportunity to present late breaking results. If possible, please include pictures and/or a video with your submission. Live demos are also encouraged. To be considered for demonstration during the conference, a 1-page description of the demo should be prepared, which specifies the requirements for space, equipments, and power supply for the demo.

Extended abstracts should be submitted through the submission web site in PDF format. All materials will be reviewed and processed electronically. The information about the work and a contact author's email address, mailing address, and phone number must be submitted through the official web site by the deadline.

Movies or other materials can also be submitted through the submission web site. The format of movies must be AVI/QuickTime/MPEG-1 within 3 minutes, and the size of all materials must not exceed 100 mega bytes. Additional material must also be received by the deadline.

Important Dates for Demonstrations and Posters:

[Early submission deadline]

Extended abstract submission due: Friday, March 25, 2005

Notification of acceptance: Monday, May 16, 2005

Camera-ready copy due: Sunday, June 19, 2005

Conference: September 19-21, 2005

[Late submission deadline]

Extended abstract submission due: Friday, July 1, 2005

Notification of acceptance: Friday, July 22, 2005

Camera-ready copy due: Sunday, August 14, 2005

Conference: September 19-21, 2005

Contact Person

Ryohei Nakatsu (nakatsu@ksc.kwansei.ac.jp)

Haruhiro Katayose (katayose@ksc.kwansei.ac.jp)