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Martin Clayton · Mauro Passacantando ·
Marcello Sanguineti
Editors

# Intelligent Technologies for Interactive Entertainment

14th EAI International Conference, INTETAIN 2023
Lucca, Italy, November 27, 2023
Proceedings

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# Preface

We are delighted to introduce the proceedings of the 14th edition (2023) of the European Alliance for Innovation (EAI) International Conference on Intelligent Technologies for Interactive Entertainment (EAI INTETAIN 2023). This year's edition of EAI INTETAIN focused on the several ways in which modern technologies inspired by game science are changing how humanity interacts with reality. The conference sought innovative contributions regarding methods (e.g., machine learning, movement analysis), computer-based systems (e.g., architectures, software, algorithms) and devices (e.g., digital cameras, smartphones) that enhance either intelligent human interaction or entertainment experience. The conference attracted several submissions from researchers, developers and practitioners around the world.

The technical program of EAI INTETAIN 2023 consisted of 16 full papers (15 of which appear in these conference proceedings). The conference sessions were on: Games and Game-Based Learning; Motion Capture; Sports and Competitions; Interfaces and Applications. Aside from the high-quality technical paper presentations, the technical program also featured one keynote talk on "Music and AI: What's Going On?". The keynote speaker was François Pachet (French scientist, composer and director of the Spotify Creator Technology Research Lab).

Coordination with the general chair, Giorgio Gnecco, and with the local chair and general co-chair, Francesco Biancalani, was essential for the success of the conference. We sincerely appreciate their constant support and guidance. It was also a great pleasure to work with the organizing committee team for its hard work in organizing and supporting the conference, and with the technical program committee for the peer-review process and selection of the technical program. We are also grateful to the conference manager, Marica Scevlikova, for her support, and to all the authors who submitted their papers to this edition of the EAI INTETAIN conference.

We strongly believe that the EAI INTETAIN conference provides a good forum for researchers, developers and practitioners interested in all science and technology aspects that are relevant to interactive entertainment. We also expect that the future editions of the EAI INTETAIN conference will be as successful and stimulating, as indicated by the contributions presented in this volume.

March 2024

Martin Clayton
Mauro Passacantando
Marcello Sanguineti

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