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Fun and Games

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Volume Editors

Panos Markopoulos
Wijnand IJsselsteijn
Eindhoven University of Technology
Den Dolech 2, 5600MB Eindhoven, The Netherlands
E-mail: {p.markopoulos, w.a.ijsselsteijn}@tue.nl

Boris de Ruyter
Philips Research, Media Interaction
Prof. Holstlaan 4, 5656 AE Eindhoven, The Netherlands
E-mail: boris.de.ruyter@philips.com

Duncan Rowland
The University of Nottingham, Mixed Reality Laboratory
Nottingham NG8 1BB, UK
E-mail: dar@cs.nott.ac.uk

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Preface

The use of computing technology for entertainment purposes is not a recent phenomenon. Video game consoles, home computers and other entertainment media have been used widely for more than three decades, and people of all ages are spending an increasing amount of time and money on these technologies.

More recent is the rise of a vibrant research community focusing on gaming and entertainment applications. Driven by the growth and the coming of age of the gaming industry, and by its increasing recognition in the media and the minds of the broader public, the study of computer games, game development and experiences is attracting the interest of researchers from very diverse fields: social sciences, computing, electrical engineering, design, etc.

Research of this kind looks to extend the boundaries of gaming technologies. In a relentless drive for innovation, it looks to create and understand an ever increasing range of experiences, and examine how games can provide value for educational, therapeutic and other 'serious' purposes. These themes were reflected in the call for participation and eventually the papers accepted for presentation.

The Fun n' Games conference was the second event of a bi-annual series of conferences. The first event of the series was held in Preston in 2006 organized by the University of Central Lancashire. Following the success of this event it was decided to run a follow up.

The aim of this second event in the series was to bring together researchers creating innovations in games and technologies supporting games, researchers studying the experiences of playing games, and those exploring the emerging theme of serious games.

Fun n' Games was designed as a single-track conference for interaction between participants coming from different disciplines. It included a workshop program, a posters session and a demonstrations program. This volume contains the refereed technical papers presented at the conference and the invited papers by the keynote speakers. An adjunct proceedings volume distributed to the conference attendees includes the papers in the other categories (demos, posters, workshop abstracts).

Technical papers were selected after a rigorous review process. In all, 36 technical papers were submitted, of which 17 were selected for presentation. Each paper was reviewed by three to five reviewers and a meta-review was conducted separately by the Chairs. The selection criteria were designed to invite contributions from both scientific and design disciplines; they included soundness, originality, innovativeness, potential impact. We are confident that this process is reflected in the quality of the selected articles and we hope that the proceedings are a useful point of reference for designers and scientists working in this field.

The first section includes two invited papers contributed by keynote speakers. Roderick Murray-Smith presents his work on tightly coupled embodied control of movement-sensitive mobile devices. Matthias Rauterberg discusses the notions of

hypercomputation and cultural computing and relates them to his design work in the project Alice.

The second section includes papers that all share a focus on innovation; emerging gaming paradigms, concepts and platforms to support gaming are described. The third section focuses on affective aspects of gaming: first the measurement of experiences relating to gaming is considered and second the use of psychophysiological measures is considered, either as an input to games or as a tool for evaluation.

The final section includes a collection of papers on seniors and on children, and addresses the notion of serious games; the aim here is to help provide cognitive or physiological training.

Fun n' Games 2008 was organized by the Eindhoven University of Technology, with the participation in the Organizing Committee of researchers from Philips Research, the University of Nottingham, and the University of Central Lancashire. The Program Chairs are grateful for the help of all members of the Organizing Committee and the reviewers for their voluntary work. We would also like to thank the department of Industrial Design, Philips, and Senter Novem, IOP Human-Machine Interaction (IOP-MMI) for sponsoring this event.

July 2007

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Wijnand Ijsselsteijn
Duncan Rowland

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