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Entertainment Computing – ICEC 2009

8th International Conference
Paris, France, September 3-5, 2009
Proceedings



Springer

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Library of Congress Control Number: 2009933197

CR Subject Classification (1998): H.5, H.4, H.3, I.2.1, I.3, J.4, J.5, K.3, K.4

LNCS Sublibrary: SL 3 – Information Systems and Application,
incl. Internet/Web and HCI

ISSN 0302-9743

ISBN-10 3-642-04051-9 Springer Berlin Heidelberg New York

ISBN-13 978-3-642-04051-1 Springer Berlin Heidelberg New York

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springer.com

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Printed in Germany

Typesetting: Camera-ready by author, data conversion by Scientific Publishing Services, Chennai, India

Printed on acid-free paper SPIN: 12744916 06/3180 5 4 3 2 1 0

*The original version of the book frontmatter was revised:
The copyright line was incorrect. The Erratum
to the book frontmatter is available at
DOI: [10.1007/978-3-642-04052-8_63](https://doi.org/10.1007/978-3-642-04052-8_63)*

Preface

ICEC 2009 was hosted in Paris, following Carnegie Mellon (2008) and Shanghai (2007). It took place in the CNAM (Conservatoire National des Arts et Métiers), a legendary place of education, research and culture in France and in Europe. The CNAM was founded by l'Abbé Grégoire during the French revolution to deliver the knowledge of science and crafts to everyone ("Omnes Docet Ubique"). It also includes a famous museum of technology, "le Musée des Arts et Métiers," described in the book of Umberto Eco, "Foucault's Pendulum," where one can see the ancestor of all computers "la machine de Pascal" and the first TV set. Today, it is a place where you can find the Computer Research Laboratory, the CEDRIC, where 30 researchers are involved in the field of interactive media and intelligent spaces, the graduate school for games and interactive media (ENJ-MIN) and where students coming from all around the world can obtain a master degree and a PhD in, for example, game and interactive media or in interaction design. Thus, it is a good place to host the International Conference on Entertainment Computing.



Fig. 1. Machine de Barthélémy (copyright Musée des Arts et Métiers)



Fig. 2. Machine de Pascal (copyright Musée des Arts et Métiers)

The papers selection process was a hard task : we received 105 submissions coming from 25 countries, most of them having a high quality level. The submission comprised : 39 long papers, 37 short papers, 29 posters and demos. The acceptance rate was, according to each category, 36% (14 long papers), 53% (19 short papers), 77% (23 posters and demos). The themes of these papers cover all the main domains of entertainment computing, from interactive music to games, including a wide range of scientific domains from esthetic to computer science. We were very happy to welcome as keynote speakers six well-known researchers, artists and industrialists from the field of digital art and entertainment : Luc Courchesne, Professor at the University of Montreal and one of the initiators of new media art, Nicolas Gaume, one of the leaders of the French game industry and CEO of Mimesis Republic, Gonzalo Frasca, the famous provocative researcher in the field of game design, Susan Gold, Chairperson of the IGDA Education Sig, Yukiharu Sambe CTO Executive Director at TAITO corporation, the leading Japanese arcade entertainment company, and Michael Stora, the psychologist who uses video games as a therapeutic object. The demo part of the conference, installed in the museum, included a great variety of prototypes and installations demonstrating the creativity of this field. If I try to characterize the evolution of ICEC during the last few years and the 2009 issue, I would point out an increasing number of papers devoted to games and the user's model, a significant number of presentations devoted to sound, and a decreasing number of contributions in the field of computer graphics. The content seems to have become more important than the technology.

I would like to thank all the people and institutions that helped us to realize this conference, in particular : The IFIP as the supporting organization of ICEC and the TC14 Technical Committee; our sponsors, the National Center for Cinema (CNC) and Cap Digital, the Paris cluster in the digital contents field; the universities of Paris 6 and La Rochelle co-organizers of this conference; The AR CNAM Poitou-Charentes in charge of the financial management of the conference ; all the people who helped us in the organization of ICEC 2009 and in particular Cecile Le Prado, Daniele Lejais, Jerome Dupire, Ben Salem and all the students of CNAM who were involved in many tasks from designing the web site to helping attendees.

July 2009

Stéphane Natkin

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