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Motion in Games

Second International Workshop, MIG 2009
Zeist, The Netherlands, November 21-24, 2009
Proceedings

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Preface

Following the very successful Motion in Games event in June 2008, we organized the Second International Workshop on Motion in Games (MIG) during November 21–24, 2009 in Zeist, The Netherlands.

Games have become a very important medium for both education and entertainment. Motion plays a crucial role in computer games. Characters move around, objects are manipulated or move due to physical constraints, entities are animated, and the camera moves through the scene. Even the motion of the player nowadays is used as input to games. Motion is currently studied in many different areas of research, including graphics and animation, game technology, robotics, simulation, computer vision, and also physics, psychology, and urban studies. Cross-fertilization between these communities can considerably advance the state of the art in this area. The goal of the workshop Motion in Games is to bring together researchers from this variety of fields to present the most recent results and to initiate collaboration. The workshop is organized by the Dutch research project GATE. In total, the workshop this year consisted of 27 high-quality presentations by a selection of internationally renowned speakers in the field of games and simulations. We were extremely pleased with the quality of the contributions to the MIG workshop and we look forward to organizing a follow-up MIG event.

November 2009

Arjan Egges
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³ <http://www.microsoft.com/netherlands>

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