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# Motion in Games

Third International Conference, MIG 2010  
Utrecht, The Netherlands, November 14-16, 2010  
Proceedings

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# Preface

Following the very successful Motion in Games events in 2008 and 2009, we organized the Third International Conference on Motion in Games from 14–16 November 2010, in Utrecht, 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 Motion in Games conference was to bring together researchers from these various fields to present the most recent results and to initiate collaboration. The conference was organized by the Dutch research project GATE. The conference consisted of a regular paper session, a poster session, as well as presentations by a selection of internationally renowned speakers in the field of games and simulations.

November 2010

Ronan Boulic  
Yiorgos Chrysanthou  
Taku Komura  
Roland Geraerts  
Arjan Egges  
Mark Overmars

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Motion in Games 2010 was sponsored by the GATE project<sup>1,2</sup>



Game research  
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<sup>1</sup> <http://gate.gameresearch.nl>

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