

Editor's Message to Special Issue of Entertainment Computing

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This special issue was planned in conjunction with the Entertainment Computing 2018 Symposium held at the University of Electro-Communications from September 13th to 15th, 2018.

The themes of this special issue include logical and practical studies, various application system development, and content production related to entertainment computing. To collect “truly interesting” papers that could become milestones in this field, we invited researchers at the forefront of the entertainment computing field to be special editors to review submitted papers. Each special editor carefully reviewed all submitted papers, and the high-quality research papers were passed on to the special issue editing committee with a letter of recommendation. The editorial committee avoided marking the papers using a point deduction method and adopted a procedure for reviewing papers that focused on the areas where the papers excelled in relation to the objectives of the special issue.

Additionally, we established a qualification system. Authors describe proposed mechanics of entertainment in the format of Entertainment Design Asset (EDA) and demonstrate the work at the Entertainment Computing Symposium. The qualification committee evaluates whether the work satisfy the EDA. The qualified EDA guarantees the effectiveness of the paper. The aim of this system is not only to complement the special editor system but also to accumulate knowledge in the area of entertainment computing. This time, we had seven qualified EDAs at the EC2018 symposium. Four full papers and one technical note among them are submitted to this special issue, and we accepted three papers and one note. These are remarkable papers that deeply discuss the basis of entertainment.

Ultimately, 13 of the 25 submissions for this special issue were accepted (adoption rate 52.0%). This acceptance rate was virtually the same as that in last year (52.6%), and this is believed to be the result of the discussions between the editorial committee and efforts of all committee members as meta reviewers.

In this special issue, we believe that we have included a wide range of logical and practical studies, various application system developments, and content production regarding entertainment computing.

I would like to express my deepest gratitude to all the authors, the reviewers for careful and thorough reading, the Editorial Board and committee members for editing this issue in a timely manner, and the IPSJ staff for supporting the publication

of this special issue.

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