



11th International Conference  
on Entertainment Computing

Sept 26-29  
Bremen, Germany



## Call for Papers

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### *International Conference on Entertainment Computing 2012:*

The IFIP International Conference on Entertainment Computing explores the application of computational technology to entertainment. The conference brings together practitioners and researchers interested in the art and design of entertainment computing applications. ICEC welcomes submissions on the design, engineering, application and theory of entertainment technology. We solicit paper, poster and demonstration submissions, as well as proposals for tutorials and workshops. In addition to regular scientific contributions we encourage contributions specifically for and by the industry that will be presented in a dedicated session. Papers will be published via Springer and archived in the SpringerLink digital library. Official conference website: [icec2012.org](http://icec2012.org)

### Submission Types

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- ❖ Full Technical Papers (10-14 pages)
- ❖ Short Technical Papers (4-8 pages)
- ❖ Poster Papers (max. 4 pages)
- ❖ Demonstrations / Interactive Installations (max. 4 pages)
- ❖ Industry Short Papers (2-4 pages), Posters (max. 4 pages), Demonstrations (max. 4 pages)
- ❖ Tutorial / Workshop submissions (max. 4 pages)
- ❖ Doctoral Consortium submissions (max. 4 pages)

Submissions must be in [Springer LNCS](#) format. All submissions will be reviewed by the conference's international program committee. Accepted papers will be published as technical papers, poster papers, demo papers or extended abstracts. Authors might be asked by the program committee to resubmit their paper in a different category. Extended versions of selected papers will be invited for a special issue of the "Entertainment Computing" journal.

### Important Dates

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March 10 <sup>th</sup> , 2012	Workshop proposal submission
April 22 <sup>nd</sup> , 2012	Full/short paper submission (Extended Deadline)
June 4 <sup>th</sup> , 2012	Notification for full/short papers
June 17 <sup>th</sup> , 2012	Poster/demo/installation/doctoral consortium submission; industry track short paper/poster/demo submission (Extended Deadline)
June 15 <sup>th</sup> , 2012	Notification for posters/demos/installations/doctoral consortium and industry track submissions
June 22 <sup>nd</sup> , 2012	Camera ready submission (all submission types)
Sep. 26 <sup>th</sup> -29 <sup>th</sup> , 2012	Conference: University Bremen, Germany

## Topics

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We invite authors to submit original papers, posters or demos in all areas of entertainment computing including (but not limited to):

### *Technologies for Entertainment Computing*

- ❖ Computer Graphics
- ❖ Digital Audio
- ❖ Human Machine Interfaces
- ❖ Artificial Intelligence
- ❖ Integrated Development
- ❖ Computer, Video, Console and Internet Games

### *Design and Creative Environment*

- ❖ Game Design
- ❖ Interactive Sound
- ❖ Graphic Design
- ❖ Art and Novel Media
- ❖ New Genres of Entertainment Technology

### *Advanced Applications and Platforms*

- ❖ Augmented, Virtual or Mixed Reality
- ❖ Ubiquitous / Pervasive Entertainment
- ❖ Entertainment and Ambient Intelligence
- ❖ Robots and Agents
- ❖ Mobile Entertainment
- ❖ Self-Reflecting Entertainment Computing

### *Application Domains of Entertainment Computing*

- ❖ Games / Serious Games
- ❖ Human Computation Games
- ❖ Interactive TV and Cinema
- ❖ Edutainment
- ❖ Authoring and Communication
- ❖ Healthcare
- ❖ Simulation
- ❖ Digital Entertainment and Sports
- ❖ Digital Entertainment and Pleasure
- ❖ Games for Special Audiences (elderly, children, people with disabilities)

### *Theory*

- ❖ Impact of Entertainment Technology on Users and Society
- ❖ TransMedia, Art and Entertainment
- ❖ Methodologies, Paradigms, Tools for Entertainment Applications
- ❖ Narratives / Digital Storytelling
- ❖ Social Impact, Social Networking, Sound and Music

## Technical Papers

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Technical papers are the main medium for presenting new research results to the community at ICEC. Submissions should describe novel unpublished work relating to one or more of the topics listed above. Papers must be submitted in the Springer LNCS format (see below). Papers must be written in English. As to account for the expected variety in submissions to this multidisciplinary conference, paper lengths may vary within a certain limit. Short paper submissions have to be between 4 and 8 pages in length. Full paper submissions have to be between 10 and 14 pages in length. In any case, reviewers will be instructed to judge the contribution of a paper relative to its length. Typical contributions presenting significant research advances/results should be around 12 pages in

length (*Full Technical Papers*). Contributions presenting more focused approaches/results should be around 6 pages in length (*Short Technical Papers*). Papers with exceeding length relative to their contribution will be rejected. All papers will be reviewed by the ICEC 2012 program committee. Accepted papers will be divided into two categories, long presentations and short presentations. The committee may accept papers conditionally or for a different category. Authors may be asked to either shorten or lengthen their paper accordingly. Authors may also include a video (optional) in their submission. Video files should be at most *50MB* in size. See the general submission information for more details about preparing your submission.

## Posters

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Posters provide an interactive forum in which authors can present work to conference attendees during special poster sessions. Posters provide an opportunity to describe new work or work that is still in progress and will be more lightly reviewed than papers. A poster submission should be in the form of a four-page paper in Springer LNCS format, describing the research problem, contribution, and value to ICEC attendees, submitted as a PDF file. Authors may also include a video (optional). Video files should be at most 50MB in size. See the general submission information for more details about preparing your submission. Posters will be displayed on cork boards during specific sessions. We expect to be able to accommodate posters of up to 3 feet by 4 feet (portrait format), so we suggest using that size or smaller. Additional details concerning the poster format will be made available following author notification.

## Demonstrations and Interactive Installations

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Peer-reviewed demonstrations show early implementations of novel, interesting, and important entertainment computing concepts or systems, or can serve to showcase commercial products not previously described in the research literature. At the ICEC, demonstrations also encompass interactive works of art or installations of interest to the entertainment computing community. Demonstrations should be brief, so that they can be shown repeatedly. We particularly encourage demonstrations with which attendees can interact. A demonstration or installation submission consists of: 1) an extended abstract that should be no more than four Springer-format pages in length, 2) an accompanying video which should be at most 50MB in size, and 3) a supplement document with a list of a) technical requirements including electrical and connectivity needs and b) space requirements including display and footprint needs. By default, demos will have a table, chairs and internet connection available. By their nature, interactive installations are intended for larger, potentially public spaces. We will try to accommodate for the needs of these types of installations, but please include a minimal set-up so that we know the range of requirements that we will need to meet. Successful demonstration/installation submissions will be contacted by the chair to confirm the availability of the requested resources. The abstract, digital video and requirements supplement must be submitted electronically.

## Industry Papers / Posters / Demonstrations

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Industry papers, posters, and demonstrations are intended to increase the knowledge transfer between academia and industry in entertainment computing. While regular contributions are mainly reviewed for their scientific novelty and contribution, industry papers should focus more on practical solutions and results that are of immediate interest to the industry or especially facilitate communication between industry and academia. Possible examples are (but are not limited to):

- ❖ Novel and interesting applications (both commercial and non-profit)
- ❖ New frameworks, tools, or libraries
- ❖ Business models (especially for serious games)
- ❖ Development best practices
- ❖ Novel input devices

Industry contributions should follow the same guidelines as regular contributions in terms of layout, pages, additional material etc. (see above). We specifically invite industry members to consider submitting a short paper, poster or demo to present live working systems. The page restrictions for posters (max. 4 pages) and demonstrations (max. 4 pages) are the same as for the other tracks, whereas the short paper within the industry track is limited to only four pages.

If you work in the industry and would like to make a submission, but you are not used to working with scientific paper templates and publication procedures, please do not hesitate to contact us for assistance.

## Tutorials/Workshops

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We invite proposals for workshops that will be held in conjunction with ICEC 2012. We invite proposals in all areas of entertainment computing (see conference topics listed above) and particularly welcome proposals that will focus on and promote discussion on new and emerging trends. Workshop proposals are restricted to four pages in length (in the Springer LNCS format) and must include the following information:

- ❖ Contact information (name, affiliation, address, phone number/fax, and email) of the workshop organizer(s)
- ❖ Relevant CV information of the workshop leader(s)
- ❖ Workshop title
- ❖ Workshop objective
- ❖ Background/relevance of workshop topic
- ❖ Expected workshop outcomes (publications, activates, "take-home" skills development, etc.)
- ❖ Names of potential workshop participants and expected number of participants
- ❖ Workshop due dates (schedule of submission and review of submitted material for your workshop)

Workshops can be scheduled for either half a day or a full day (please indicate your choice). Please submit your workshop proposal via the electronic conference system.

## Doctoral Consortium

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The ICEC 2012 Doctoral Consortium provides an opportunity for doctoral students to explore and develop their research interests in an interdisciplinary workshop, under the guidance of a panel of distinguished researchers. We invite students who feel they would benefit from this kind of feedback on their dissertation work to apply for this unique opportunity to share their work with students in a similar situation as well as senior researchers in the field. The strongest candidates will be those who have a clear idea and an area, and have made some progress, but who are not so far along that they can no longer make changes. Also, as well as stating how you will gain from acceptance, both you and your advisor should be clear on what you can contribute to the Doctoral Consortium.

The Consortium has the following objectives:

- ❖ Provide a supportive setting for feedback on students' current research and guidance on future research directions
- ❖ Offer each student comments and fresh perspectives on their work from researchers and students outside their own institution
- ❖ Promote the development of a supportive community of scholars and a spirit of collaborative research
- ❖ Contribute to the conference goals through interaction with other researchers and conference events

Current graduate students pursuing a PhD project who would benefit from detailed workshop discussions of their doctoral research should submit a single PDF file consisting of:

1. A 4-page extended abstract of your thesis work in [Springer LNCS](#) format. Clearly specifying:

- ❖ Originality of the work with respect to current concepts and techniques
- ❖ Importance of the work with respect to fundamental issues and themes in entertainment computing
- ❖ Results to date and their validity
- ❖ Contribution of the work (expected and/or achieved) to entertainment computing

2. Your CV

3. A one-paragraph statement of expected benefits of participation for both yourself and the other consortium participants (i.e., what will you contribute as well as gain).

More information on the Doctoral Consortium can be found at the conference website ([icec2012.org](http://icec2012.org)).

## Submission Guidelines

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Papers and abstracts should be submitted through the submission web site in PDF format. All materials will be reviewed and processed electronically. The information about the work and a contact author's email address, mailing address, and phone number must be submitted through the submission website by the deadline (see above). Submissions should not be anonymized for review. Movies or other materials can also be submitted through the submission web site. The movies must not exceed 50 megabytes in size. Any additional materials must also be received by the deadline. All submissions will be reviewed by the ICEC 2012 program committee.

## Conference Chairs

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### *General Conference Chair*

Rainer Malaka, University of Bremen

### *Conference Advisory Committee*

Ryohei Nakatsu, National University of Singapore

Matthias Rauterberg, Technical University of Eindhoven

### *Program Chair*

Maic Masuch, University of Duisburg-Essen

### *Workshop Chairs*

Lynne Baillie, Glasgow Caledonian University

Rod McCall, University of Luxembourg

### *Industry Chairs*

Don Marinelli, Entertainment Technology Center, Pittsburgh

Joerg Niesenhaus, University of Duisburg-Essen/GTCC.NRW

### *Doctoral Consortium Chairs*

Matthias Rauterberg, Technical University of Eindhoven

Ryohei Nakatsu, National University of Singapore

### *Social Media Chair*

Lennart Nacke, University of Ontario Institute of Technology

Please find us and more information on

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