



Donald Marinelli & Randy Pausch, Co-Directors
College of Fine Arts/School of Computer Science

Second International Conference on Entertainment Computing May 8-10, 2003 Pittsburgh, Pennsylvania, USA

Call for Papers

The second annual International Conference on Entertainment Computing (ICEC) will occur at Carnegie Mellon University in Pittsburgh, Pennsylvania, USA, May 8-10, 2003, sponsored by the Carnegie Mellon University Entertainment Technology Center.

The second annual ICEC will bring together researchers, developers, industry practitioners, critics, and scholars working in the area of entertainment computing. The conference will cover a wide range of entertainment computing including, but not limited to, theoretical issues, hardware/software issues, systems, human-computer interfaces, applications, critical commentary, as well as academic and curricular issues related to the teaching of entertainment technology.

Conference Topics

- 1. Computers & Games, Home/Arcade Games**
computer game algorithms, modeling of players, web technologies for networked games, human interface technologies for game applications, videogame computer technologies
- 2. Virtual Worlds and Interactive Environments**
motion capture technologies; real-time computer graphics technologies; interactive movie systems; story generation for games/movies; human factors of video games; social, psychological and physiological aspects of video games
- 3. Entertainment Robots & Physical Systems**
entertainment robot systems; toy robots, pet robots; entertainment robots for man-machine interfacing; physical games and mental games, motion-bases, motion-based filmmaking

4. Music Informatics

MIDI and its extensions; acoustic computation; computer music for home entertainment; new music instruments; sound and voice for entertainment

5. Sociology and Psychology of Entertainment

modeling and representation of emotion; artificial intelligence for entertainment purposes; psychological aspects of immersion; future of entertainment; social significance of entertainment

Papers

Submission of papers addressing any of the conference topics is solicited. Intending authors should submit an extended abstract of 2 - 4 pages by the deadline date for submission: December 31, 2002. Authors should indicate the topic of the paper among 5 conference topics identified in the conference topics.

Demos & Contests

Proposals of demonstrations and contests are solicited. Entries should consist of live demonstrations of computer games, interactive entertainment systems, and robots. Also proposals of contest of new games and robots are welcomed. Submit a proposal of demo and contest for review by the deadline date for submission: December 31, 2002.

Exhibitions

Exhibits are invited from interested commercial organizations. Exhibits of computer games, arcade games, interactive systems, robots, and toys are welcomed. Details of the exhibitions will be announced later.

ICEC 2002 Important Dates

**Abstract submissions, as well Demo Proposals are due:
December 31, 2002**

Notification of Acceptance: February 28, 2003

Camera-ready papers due: March 31, 2003

Camera-ready papers submitted by March 31, 2003 will be published in IWEC Proceedings.

[Note: accepted authors are expected to attend the workshop to present their papers or to demonstrate their work.]

Submissions Information

Authors are requested to submit papers in PDF format via email to the Conference Chair. Papers will then be distributed to the ICEC Committee Members based upon the specific area of interest and expertise.

The ICEC Conference Committee is comprised of the following individuals:

**Prof. Donald Marinelli, Conference Chair,
Entertainment Technology Center,
Carnegie Mellon University, USA**

**Prof. Tina Blaine, Entertainment Technology Center,
Carnegie Mellon University, Pittsburgh, PA**

**Prof. Marc Cavazza, Digital Media Department,
University of Teesside, United Kingdom**

**Prof. Ryohei Nakatsu, School of Science and Technology
Kwansei Gakuin University, Japan**

**Prof. Randy Pausch, Entertainment Technology Center,
Carnegie Mellon University, USA**

**Prof. Matthias Rauterberg, Faculty Industrial Design,
Technical University of Eindhoven, Netherlands**

**Prof. Jesse Schell, Entertainment Technology Center,
Carnegie Mellon University, USA**

**Prof. Scott Stevens, Human-Computer Interaction Institute,
Carnegie Mellon University, USA**

Participation Fee

**Members of sponsoring, organizing and supporting
organizations: \$325.00 US**

Non-members: \$350.00 US

Students: \$150.00 US

All of this fees are in effect if paid before March 1, 2003.

**After March 1, 2003 an additional \$50 must be added to each
category.**

Further Information

**Specific questions regarding the International Conference on
Entertainment Computing should be directed to the Conference
Chair:**

**Donald Marinelli, Ph.D., ICEC Conference Chair, Co-Director,
Entertainment Technology Center, 5000 Forbes Avenue,
Carnegie Mellon University, Pittsburgh, Pennsylvania USA,
ETC Office: 412-268-3737, Email: futurist@cs.cmu.edu**

Please refer to our website at:

<http://www.etc.cmu.edu/ICEC2003>