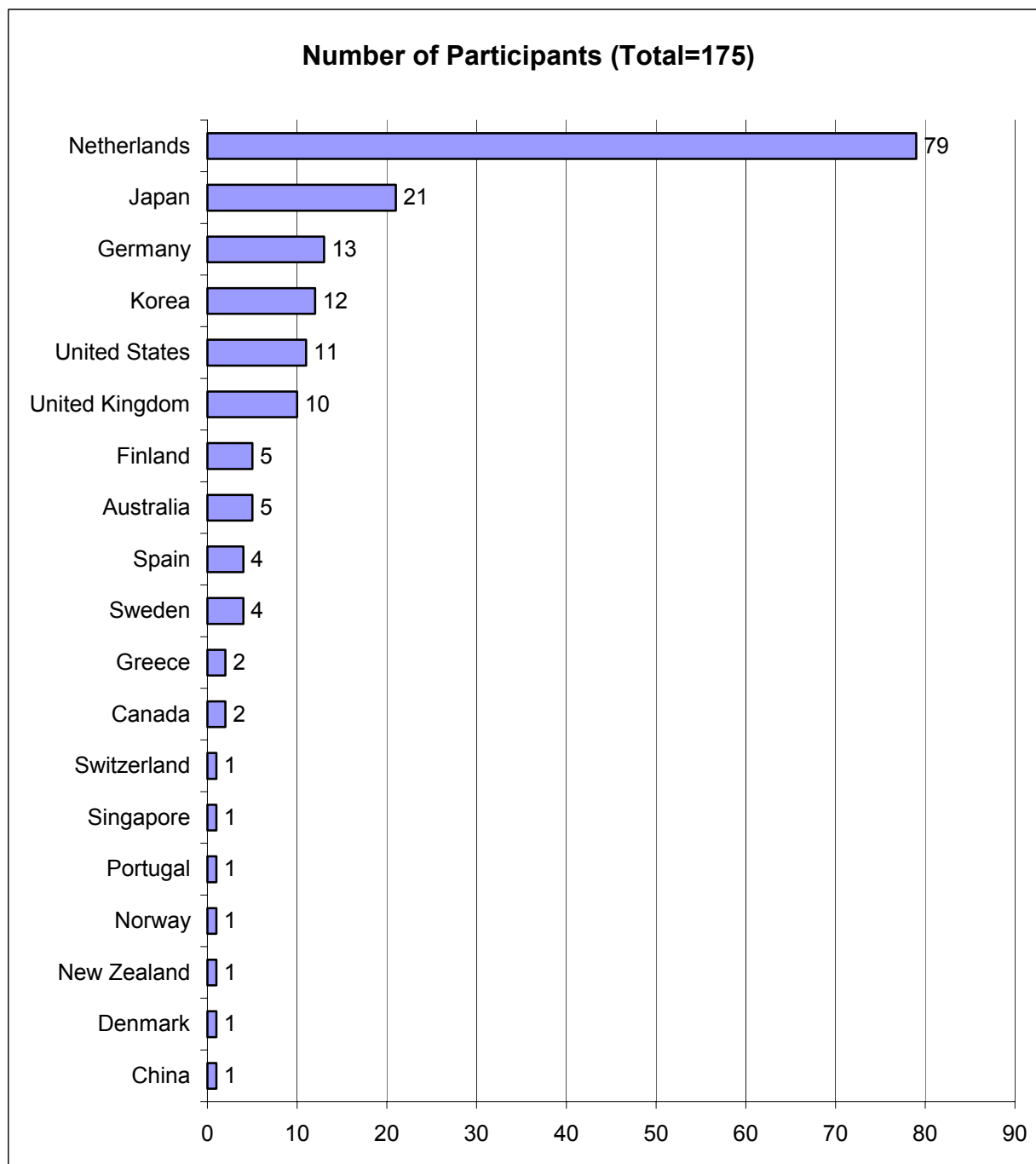




(September 21, 2004)

Final Statistics:

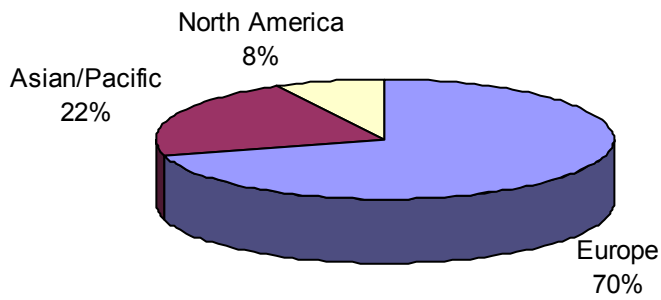


In total 175 participants from 19 different countries from all over the world attended ICEC 2004.

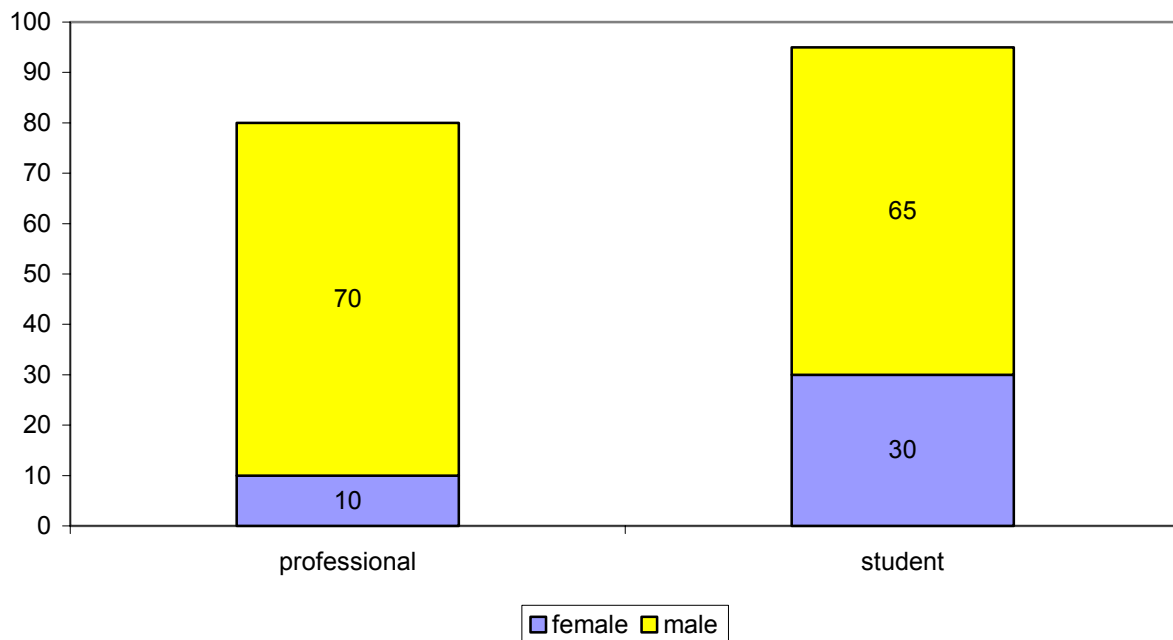
In total 89 oral presentations were scheduled. One presentation was canceled on a short notice, and five no-shows (6%).



Number of Participants (N=175)



Gender by Background





International Program Committee:

Based on a thorough review and selection process done by 93 international experts from academia and industry as member of the program committee, a high quality program could be compiled. The international program committee consisted of experts from 23 different countries from all over the world: 3 from Australia, 3 from Austria, 3 from Canada, 1 from China, 1 from Croatia, 2 from Denmark, 1 from Finland, 6 from France, 15 from Germany, 2 from Greece, 2 from Ireland, 2 from Italy, 8 from Japan, 1 from Korea, 16 from Netherlands, 1 from New Zealand, 1 from Philippines, 1 from Singapore, 1 from South Africa, 3 from Sweden, 1 from Switzerland, 7 from United Kingdom, and 12 from United States.

Review Process:

ICEC 2004 attracted 62 full paper submissions, 40 short paper submissions, 8 poster submissions and 4 demo submissions, in total 114.

As result, 27 full papers (44%) were directly accepted as submitted, and for the acceptable remaining 21 submissions the status to 9 short papers and 12 posters were recommended to change for final acceptance; 14 full paper submissions (23%) were definitively rejected; 19 short papers were directly accepted as submitted, and status to 8 posters and 2 demo papers were recommended to change for final acceptance; 11 short paper submissions (28%) were definitively rejected; 3 poster paper submissions were accepted and 5 rejected (63%); 3 demo paper submissions were accepted and 1 rejected (25%).

Finally 27 full papers, 27 short papers, 18 poster papers, 3 demo papers, and in addition 3 keynote papers plus 3 specially invited topic papers are compiled and presented in this book.

All these papers could be allocated to one of the following topics: (1) advanced interaction design; (2) art, design and media; (3) augmented, virtual and mixed reality; (4) computer games; (5) human factors of games; (6) intelligent games; (8) mobile entertainment; (9) sound and music; and (10) visual media engineering. Papers per topic are ordered as follows: full papers, short papers, demo papers, and poster papers.

Proceedings:



Entertainment Computing - ICEC 2004

Third International Conference, Eindhoven, The Netherlands, September 1-3, 2004, Proceedings

Series : [Lecture Notes in Computer Science](#) , Vol. 3166

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Conference Evaluation:

Based on 20 filled-in evaluation forms (handed out during the conference), the conference was rated overall (bipolar scale: 0=poor,...,10=great) mean 7.4 (1.5 std).