



## Call for Participation

We are pleased to invite you to participate in the prestigious 5th International Conference on Entertainment Computing, under the auspices of the International Federation for Information Processing (IFIP). Based on the very successful first international workshop ([IWEC 2002](#)) and the following international conferences ([ICEC 2003](#), [ICEC 2004](#), [ICEC 2005](#)), ICEC 2006 will be an international forum for the exchange of experience and knowledge amongst researchers and developers in the field of entertainment computing. Different submission types are invited that present scientific ideas or improvements to existing techniques in the broad multi-disciplinary field of entertainment and edutainment applications.

### Important Dates:

- Full paper submission due: **Friday 30 March, 2006**
- Short paper, Demo: **Friday 7 April, 2006**
- Notification of acceptance: **Monday 29 May, 2006**
- Camera-ready copy due: **Monday 19 June, 2006**
- Conference: **20, 21 & 22 September, 2006**

### Topics:

Topics suggested, but not limited to, are listed below:

- Advanced Interaction Design, e.g. Haptic Interfaces
- Aesthetics, Ontology and Social Reflection
- Ambient Intelligence for Entertainment
- Art, Design and Media
- Augmented, Virtual and Mixed Reality
- Avatars and Virtual Action
- Computer Games and Game Based Interfaces
- Education, Training, and Edutainment Technologies
- Entertainment and Healthcare
- Evolutionary Platforms / Hardware
- Graphics Techniques
- Human Factors of Games
- Human Sciences, Violence and Entertainment
- In-Car/Flight/Train Entertainment Systems
- Intelligent Board Games

- Interactive Digital Storytelling, and Interactive Tele-Vision
- Mobile Entertainment via e.g. Mobile Phones, PDAs etc
- Modeling
- Narrative Environments and Virtual Characters
- Networking (technical and social)
- New Genres, New Standards
- Novel Hardware Devices
- Pervasive Entertainment and Game-Playing
- Robots and Cyber Pets
- Self Reflecting Entertainment
- Simulation Applications of Games, and Military Training
- Social Computing and Presence
- Sound and Music
- Sport and Entertainment
- Video Games
- Visual Media Engineering
- Wearable Computers and Sensors for Entertainment

## Case Studies:

Case studies are invited from any entertainment and edutainment application, including:

- Authoring
- Computer Games
- Cultural Heritage
- E-Commerce
- E-Learning
- Event-Marketing
- Home Entertainment
- Media System Design
- Service Robotics
- Affective Interaction
- Intelligent Environments

## *General Conference Chair:*

- [Richard Harper](#) (Microsoft Research, UK)

## *International Steering Committee:*

- [Marc Cavazza](#) (University of Teesside, UK)
- [Tak Kamae](#) (Tokyo Women's Medical University, Japan)
- [Lizhuang Ma \(Shanghai Jiao Tong University, China\)](#)
- [Don Marinelli](#) (Carnegie Mellon University, USA)
- [Stéphane Natkin](#) (CNAM, France)
- [Ryohei Nakatsu](#) (Kwansei Gakuin University, Japan)
- [Matthias Rauterberg](#) (TU Eindhoven, The Netherlands)
- [Peter Robinson](#) (University of Cambridge, UK)
- [Andy Sloane](#) (University of Wolverhampton, UK)
- [Bill Swartout](#) (University of Southern California, USA)

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