

## IFIP 6<sup>th</sup> International Conference on Entertainment Computing

September 15-17, 2007, Shanghai Jiao Tong University, Shanghai, P. R. China

### CALL FOR PAPERS

<http://digitalmedia.sjtu.edu.cn/icec2007>

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Yuan-Shin Lee)	Zhigeng Pan
ZhaoQi Wang	Zhiyong Huang

#### Invited Speakers:

Qunsheng Peng  
Harry Shum  
Ryohei Nakatsu  
Matthias Rauterberg  
Lizhuang Ma

We invite you to participate in the prestigious 6th International Conference on Entertainment Computing (ICEC 2007). Entertainment is taking a very important role in our life by refreshing our mind and activating our creativity. With the development of graphics hardware and software, interactive tools, media technologies, new types of entertainment have emerged, such as network games, video-based games and mobile games. Based on the very successful preceding workshop and conferences, the next ICEC 2007 conference has been set up to offer an occasion to exchange new ideas and knowledge among researchers and developers in the field of entertainment computing. Shanghai is the most important economic and financial center in the mainland of China; it is also a tourist city, which has attracted travelers from domestic region and abroad by its commercial activity as well as its scenic beauty.

#### Conference Topics:

Papers presenting original research and applications are being sought in all areas of entertainment. Suggested topics include (but are not limited to):

- Aesthetics, Ontology and Social Reflection
- Art, Design and Novel Media
- Augmented, Virtual and Mixed Reality
- Computer Animation
- Computer Games and Game Based Interfaces
- Digital Storytelling and Interactive Television
- Education, Training, and Edutainment Technologies
- Entertainment and Healthcare
- Image/Video Processing Techniques for Entertainment
- Interactive Design for Entertainment
- Interactive Computer Graphics
- Mobile Entertainment via e.g. Mobile Phones, PDAs etc
- Modeling Techniques for Games
- Narrative Environments and Intelligent Medias
- New Genres, New Standards
- Novel and Evolutionary Platforms / Hardware Devices
- Pervasive Entertainment and Game-Playing
- Robots and Cyber Pets
- Social and Human Factors of Entertainment
- Self Reflecting Entertainment
- Simulation Applications of Games, and Military Training
- Sound, Music, Creative Environments

#### Submissions and Publications:

Submission types include:

- \* Full Technical Paper: max. 12 pages
- \* Short Technical Paper: max. 6 pages
- \* Poster Paper: max. 4 pages
- \* Demo Paper: max. 4 pages

Paper to be submitted should follow the author instructions for Lecture Notes in Computer Science.

Accepted papers will be published by Springer Lecture Notes in Computer Science (SCIE). Please submit your paper via <http://digitalmedia.sjtu.edu.cn/icec2007> or email to [2007.icec@gmail.com](mailto:2007.icec@gmail.com).

#### Important Dates

Full Paper Submission Due: **31 March 2007 (GMT)**  
Short Paper, Demos Submission Due: **15 April 2007(GMT)**  
Notification of Acceptance: **31 May 2007(GMT)**  
Posters & Demos Submission Due: **15 July 2007(GMT)**  
Early bird Registration Deadline: **1 August 2007(GMT)**  
Conference: **15, 16 & 17 September 2007**