

Preface

Welcome to the International 1st IFIP Entertainment Computing Symposium on "New Frontiers for Entertainment Computing" (ECS-2008), which is part of the 20th IFIP World Computer Congress, to be held in Milano, Italy, September 7-10, 2008. On behalf of all the people who made this conference happen, we wish to welcome you to this international event.

During the past years the IFIP World Computer Congress offered an opportunity for researchers and practitioners to present their findings and research results in several prominent areas of computer science and engineering. This year, among other activities, IFIP launches a new initiative focused on all the relevant issues concerning Computing and Entertainment. As a result, the 2-day technical program of the Entertainment Computing Symposium (ECS) will provide a forum to address, explore and exchange information on the state-of-the-art of computer based entertainment and allied technologies, their design and use, and their impact on the society.

Within the emerging field of entertainment technologies, we need to tackle a broad range of technology, management and design issues, and we need to become familiar with newly introduced techniques and current applications. To this aim, the spectrum of papers presented at ECS will cover topics from system modeling and simulation to physics, professional gaming products, multimedia visualization, artificial intelligence, robotics, plus others designed to provide a wide range of topics as reflected in the technical program of the Conference. Those contributed papers have undergone a detailed peer paper review and helped us to achieve this goal. Special recognition goes to each of the contributing authors for their dedication and effort in their field of research. Our technical program bears testimony to the many challenges that the field of entertainment computing is stimulating. In particular the ECS technical program include the following papers:

Enhancing Artificial Intelligence in Games by Learning the Opponent's Playing Style
Fabio Aiolli and Claudio Palazzi

Using Game Engines for Visualization in Scientific Applications
Karl-Ingo Friese, Marc Herrlich and Franz-Erich Wolter

An Interactive Visual Canon Platform
Mathias Funk and Christoph Bartneck

Physical Emotion Induction and Its Use in Entertainment: Lessons Learned
Ralph Kok and Joost Broekens

Networked Virtual Marionette Theater
Daisuke Ninomiya, Kohji Miyazaki and Ryohei Nakatsu

Entertainment Computing in the Orbit
Matthias Rauterberg, Mark Neerincx, Karl Tuyls and Jack van Loon

A Collaborative Science Learning Game Environment for Informal Science Education: DinoQuest Online
Walt Scacchi and Robert Nideffer

Construction and Evaluation of a Robot Dance System
Kuniya Shinozaki, Akitsugu Iwatani and Ryohei Nakatsu

Context-aware fun and games with Bluetooth
Andy Sloane and Chris Dennett

Automatic Comic Generation from Game Log
Ruck Thawonmas and Tomonori Shuda

i.plot
Naoko Tosa and Seigow Matsuoka

Analysis and Generation of Japanese Folktales Based on Vladimir Propp's Methodology
Takenori Wama and Ryohei Nakatsu.

In addition to all the accepted papers, we assembled a program comprising also two keynote speeches given by Dr. Jason Chown (Sony Computer Entertainment Europe) and by Dr. Nicolas Gaume (Mimesis Republic, France).

On behalf of the Organizing Committee, we would like to extend our personal thanks to all the members of the International Program Committee, namely to: Christoph Bartneck, NL; Brad Bushman, US; Marc Cavazza, UK; Adrian Cheok, SG; Konstantinos Chorianopoulos, DE; Sidney Fels, CA; Nahum Gershon, US; Jan Klabbers, NL; David Obrazalek, CZ; Zhigeng Pan, CN; Claudio Pinhanez, US; Andy Sloane, UK; Bill Swartout, US; Naoko Tosa, JP; Gino Yu, HK.

Our sincere gratitude goes to them for their hard work in reviewing and selecting the best papers to be presented from all the received submissions. The success of this

conference is credited to them, as well as to session chairs, presenters and attendees. We are indebted also to the many individuals who have helped us to make ECS a successful event. A special thank goes to Gian Piero Favini, who took care of the conference management site and prepared the draft of the camera ready of these proceedings.

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