《Intelligent Technolo》

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内容概要

This book constitutes the refereed proceedings of the First International Conference on Intelligent Technologies for Interactive Entertainment, INTETAIN 2005 held in Madonna di Campiglio, Italy in November/December 2005. Among the intelligent computational technologies covered are adaptive media presentations, recommendation systems in media scalable crossmedia, affective user interfaces, intelligent speech interfaces, tele-presence in entertainment, collaborative user models and group behavior, collaborative and virtual environments, cross domain user models, animation and virtual characters, holographic interfaces, augmented, virtual and mixed reality, computer graphics and multimedia, pervasive multimedia, creative language environments, computational humour, etc. The 21 revised full papers and 15 short papers presented together with 12 demonstration papers were carefully reviewed and selected from a total of 39 submissions. The papers cover a wide range of topics, including intelligent interactive games, intelligent music systems, interactive cinema, edutainment, interactive art, interactive museum guides, city and tourism explorers assistants, shopping assistants, interactive real TV, interactive social networks, interactive storytelling, personal diaries, websites and blogs, and comprehensive assisting environments for special populations (impaired, children, elderly).

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书籍目录

Long PapersCOMPASS2008: Multimodal, Multilingual and Crosslingual Interaction for Mobile Tourist Guide Applications Discovering the European Heritage Through the ChiKho Educational Web Game Squidball: An Experiment in Large-Scale Motion Capture and Game Design Generating Ambient Behaviors in Computer Role-Playing Games Telepresence Techniques for Controlling Avatar Motion in First Person Games Parallel Presentations for Heterogenous User Groups - An Initial User Study Performing Physical Object References with Migrating Virtual Characters AI-Mediated Interaction in Virtual Reality Art Laughter Abounds in the Mouths of Computers: Investigations in Automatic Humor Recognition AmbientBrowser: Web Browser for Everyday Enrichment Ambient Intelligence in Edutainment: Tangible Interaction with Life-Like Exhibit Guides Drawings as Input for Handheld Game Computers Let's Come Together -- Social Navigation Behaviors of Virtual and Real Humans Interacting with a Virtual Rap Dancer Grounding Emotions in Human-Machine Conversational Systems Water, Temperature and Proximity Sensing for a Mixed Reality Art Installation Geogames: A Conceptual Framework and Tool for the Design of Location-Based Games from Classic Board Game Disjunctor Selection for One-Line Jokes Multiplayer Gaming with Mobile Phones - Enhancing User Experience with a Public Screen……Short PapersDemosAuthor Index

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