《2005 娱乐计算 - ICEC 2005》

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内容概要

This book constitutes the refereed proceedings of the 4th International Conference on Entertainment Computing, ICEC 2005, held in Sanda, Japan in September 2005. The 47 revised papers, 3 poster papers, and 5 demonstration papers presented together with one keynote paper were carefully reviewed and selected from 110 submissions. The papers are organized in topical sections on interactive digital storytelling, graphics, advanced interaction design, social impact and evaluation, seamful and seamless interfaces, body and face, robots, music and sound, mixed reality and mobility, education, virtual reality and simulation, and theory.

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书籍目录

IFIP SG16 Chair's Welcome Address A New Framework for Entertainment Computing: From Passive to Active ExperienceInteractive Digital Storytelling Cultural Computing with Context-Aware Application:ZENetic Computer Automatic Conversion from E-Content into Animated Storytelling Key Action Technique for Digital StorytellingGraphics A New Constrained Texture Mapping Method Protect Interactive 3D Models via Vertex Shader Programming An Optimized Soft 3D Mobile Graphics Library Based on JIT Backend CompilerAdvanced Interaction Design Frame Rate Control in Distributed Game Engine A Universal Interface for Video Game Machines Using Biological Signals Development of a System to Measure Visual Functions of the Brain for Assessment of Entertainment SportsVBR: A Content-Based TV Sports Video Browsing and Retrieval SystemSocial Impact and Evaluation Online Community Building Techniques Used by Video Game Developers Aggregation of Action Symbol Sub-sequences for Discovery of Online-Game Player Characteristics Using KeyGraph Agreeing to Disagree - Pre-game Interaction and the Issue of Community Keyword Discovery by Measuring Influence Rates on Bulletin Board ServicesSeamful/Seamless Interface Seamful Design for Location-Based Mobile Games A Display Table for Strategic Collaboration Preserving Private and Public Information Gamble -- A Multiuser Game with an Embodied Conversational Agent Touchable Interactive Walls: Opportunities and ChallengesBody and FaceRobotMusic and SoundMixed Reality and MobileEducationVheory Reality and SimulationTheoryPosters and DemonstrationAuthor Index

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