

Lecture Notes of the Institute
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and Telecommunications Engineering

9

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Intelligent Technologies for Interactive Entertainment

Third International Conference, INTETAIN 2009
Amsterdam, The Netherlands, June 22-24, 2009
Proceedings

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Library of Congress Control Number: Applied for

CR Subject Classification (1998): K.8, I.2.1, H.5, H.1.2, J.5

ISSN 1867-8211
ISBN-10 3-642-02314-2 Springer Berlin Heidelberg New York
ISBN-13 978-3-642-02314-9 Springer Berlin Heidelberg New York

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Printed in Germany

Typesetting: Camera-ready by author, data conversion by Scientific Publishing Services, Chennai, India
Printed on acid-free paper SPIN: 12697731 06/3180 5 4 3 2 1 0

Preface

These are the proceedings of the 3rd International Conference on Intelligent Technologies for Interactive Entertainment (INTETAIN 09). The first edition of this conference, organised in Madonna di Campiglio, saw the gathering of a diverse audience with broad and varied interests. With presentations on topics ranging from underlying technology to intelligent interaction and entertainment applications, several inspiring invited lectures, a demonstration session and a hands-on design garage, that first edition of INTETAIN generated a lot of interaction between participants in a lively atmosphere. We hope that we have managed to continue this direction with the third edition, which will take place in Amsterdam, following the second edition held in Cancún. The submissions for short and long papers this year show a certain focus on topics such as emergent games, exertion interfaces and embodied interaction, but also cover important topics of the previous editions, such as, affective user interfaces, story telling, sensors, tele-presence in entertainment, animation, edutainment, and (interactive) art. The presentation of the accepted papers, together with the many interactive demonstrations of entertainment and art installations, and other participative activities to be held during the conference, should go some way towards recreating the open and interactive atmosphere that has been the goal of INTETAIN since its beginning.

In addition to the aforementioned papers and demonstrations, we are happy to present contributions from three excellent invited speakers for INTETAIN 09. Matthias Rauterberg of Eindhoven University, in his contribution titled “Entertainment Computing, Social Transformation and the Quantum Field”, takes a broad view as he discusses positive aspects of entertainment computing regarding its capacity for social transformation. Michael Mateas, of the University of California, Santa Cruz, talks about his work in interactive art and storytelling. Antonio Camurri, of InfoMus Lab, Genova, discusses an approach to Human Music Interaction that assigns a more active role to users listening to and interacting with music, in his contribution titled “Non-verbal full body emotional and social interaction: a case study on multimedia systems for active music listening”.

This conference would not have been possible without the help of many people. In the first place, there are the members of the Program Committee, who did a very good job of providing authors with constructive feedback. Their dedication results in the kind of review process that improves the quality of a conference. We also extend our thanks to the additional reviewers who contributed their specific expertise on certain papers. In alphabetical order, these were: Betsy van Dijk, Wim Fikkert, Matthias Kranz, Frank Nack, Mannes Poel, Ronald Poppe, Sara Streng, Ivo Swartjes, Dhaval Vyas, and Herwin van Welbergen. We would also like to acknowledge the generous support of our sponsors and technical sponsors. ICST and CREATE-NET supported the organisational

process, BNVKI-AIABN provided us with financial support, and GATE, NWO, and IIP-CreaTe made it possible to organise special activities during the conference. Finally, this conference would not have been organised but for the unflagging technical and organisational support of Charlotte Bijron, Lynn Packwood and Alice Vissers-Schotmeijer.

June 2009

Anton Nijholt
Dennis Reidsma
Hendri Hondorp

Organization

INTETAIN 2009 is organized by Human Media Interaction (HMI) which is part of the Department of Electrical Engineering, Mathematics and Computer Science, (EEMCS) at the University of Twente in cooperation with the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering (ICST).

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BNVKI-AIABN: Benelux Association for Artificial Intelligence



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