



Entertainment Computing -- ICEC 2009

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Condition: New. Publisher/Verlag: Springer, Berlin | 8th International Conference, ICEC 2009, Paris, France, September 3-5, 2009, Proceedings | This book constitutes the thoroughly refereed proceedings of the 8th International Conference on Entertainment Computing, ICEC 2009, held in Paris, France, in September 2009, under the auspices of IFIP. The 14 revised long papers, 19 short papers and 23 poster papers and demos presented were carefully reviewed and selected from 105 submissions for inclusion in the book. The papers cover all main domains of entertainment computing, from interactive music to games, taking a wide range of scientific domains from aesthetic to computer science. | Long Papers.- Player Performance, Satisfaction, and Video Game Enjoyment.- Analysis of Area Revisitation Patterns in World of Warcraft.- Scaling the Level of Difficulty in Single Player Video Games.- Dance Motion Control of a Humanoid Robot Based on Real-Time Tempo Tracking from Musical Audio Signals.- Marker-Less Tracking for Multi-layer Authoring in AR Books.- Personal Space Modeling for Human-Computer Interaction.- Technology-Enhanced Role-Play for Intercultural Learning Contexts.- MusicCommentator: Generating Comments Synchronized with Musical Audio Signals by a Joint Probabilistic Model of Acoustic and Textual Features.- MiniDiver: A Novel Mobile Media Playback Interface for Rich Video Content on an iPhoneTM.- Children's Choice of Games:...



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