

Entertainment Computing - ICEC 2004 娱乐计算-ICEC 2004 /会议录



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This book constitutes the refereed proceedings of the Third International Conference on Entertainment Computing, ICEC 2004, held in Eindhoven, The Netherlands in September 2004. The 27 revised full papers, 27 revised short papers, 18 revised poster papers, and 3 demo papers presented together with 3 keynote papers and 3 invited topic papers were carefully reviewed and selected from 114 submissions. The papers are organized in topical sections on advanced interaction design; art, design, and media; augmented, virtual, and mixed reality; computers and games; human factors and games; intelligent games; mobile entertainment; sound and music; and visual media engineering.

作者介绍:

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