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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.

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