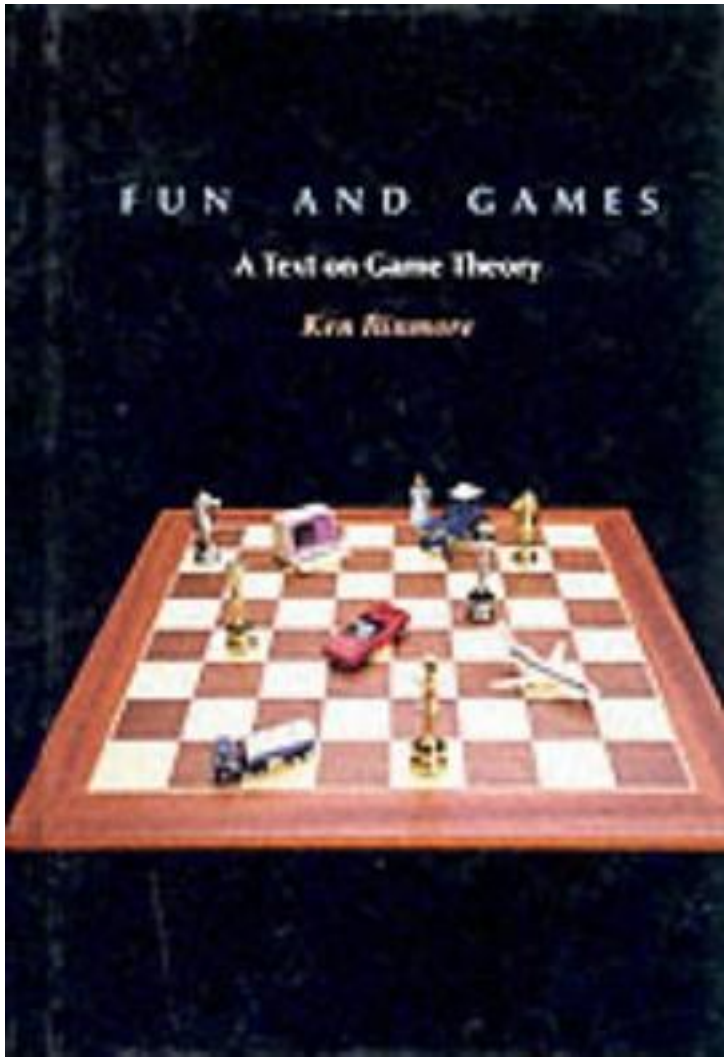# Fun and Games

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This book constitutes the refereed proceedings of the Second International Conference on Fun and Games, held in Eindhoven, The Netherlands, in October 2008. The 17 revised full papers, presented together with 2 invited talks were carefully reviewed and selected from a total of 36 submissions. The papers encompass the study of computer games, game development and experiences by researchers from social sciences, computing, electrical engineering, design, etc. Main focus is given to topics such as tightly-coupled embodied control of movement-sensitive mobile devices, hypercomputation and cultural computing, emerging gaming paradigms, concepts and platforms to support gaming, affective aspects of gaming, and finally to the notion of serious games to help provide cognitive or physiological training.

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