



CALL FOR PARTICIPATION

17th IFIP INTERNATIONAL CONFERENCE ON ENTERTAINMENT COMPUTING (ICEC'18)

“ explore . create . reflect . develop ”

bridging the gap between technology, HCI, business, design, and art in entertainment

Papers, Posters, Demos, Art Exhibits, Workshops, Tutorials, Doctoral Consortium, Industry

in conjunction with IFIP World Computer Congress (WCC'18)

September, 18th-20th 2018

Poznan, Poland

www.ifip-icec.org

* longest lasting and prime scientific conference series in entertainment computing *

HIGHLIGHTS'18

- breaking **NEW ACTIVITIES@ICEC**: art exhibition, ICEC award, new conference areas
- **NEW AREAS@ICEC**:
media studies, human-computer-interaction, business & information systems
- first **DEADLINES** approaching: 14th March 2018 – Workshops; 7th May 2018 - Papers
- IFIP ICEC Entertainment Award

STAY IN TOUCH

- Facebook group: <https://www.facebook.com/groups/EntertainmentComputing/>
- Subscribe to our mailing list on www.ifip-icec.org
- Twitter: [@IFIP_ICEC](https://twitter.com/IFIP_ICEC)

Overview

The IFIP International Conference on Entertainment Computation is the longest lasting and prime scientific conference series in the area of Entertainment Computing. It brings together practitioners,

researchers, artists, designers, and industry on the design, creation, development, use, application and evaluation of digital entertainment content and experience systems.

The conference series is cross-disciplinary, and stretches over the domains of computer science, human-computer-interaction, content production, digital games, multimedia, media studies, art, and design. The conference series aims at presenting high quality scientific results spanning from theory to application, use-cases, experience, and demonstrations. We solicit papers, posters, and demonstrations, as well as we are looking for tutorial and workshop proposal. The conference theme for 2018 is “Explore . Create . Reflect . Develop”.

All papers are published by Springer Lecture Notes in Computer Science. Best full papers are recommended to publish in a special issue of the Elsevier Entertainment Computing Journal.

Topics

We invite the submission of papers, posters, demos, tutorials and workshop proposals on the design, development, and study of broad forms of digital entertainment. Topics include but are not limited to:

Emerging Topics in Entertainment Computing

- Ubiquitous Computing and Interfaces in Entertainment
- Immersive and Virtual Multimedia Experiences
- Quality of Services (QoS), and Quality of Experience (QoE)
- AI, Big Data, and Deep Learning in Entertainment
- Content Production and Production Systems

Digital Games and Interactive Entertainment

- Game Design and Development
- Interactive Narratives & Digital Storytelling
- Entertainment Robots, Toys & Smart Gadgets

Design, Human-Computer Interaction, and Analysis of Entertainment Systems

- Experience Design & Analysis
- Telemetry & Semi-Automated Analysis
- Methodologies, Tools & Techniques for Entertainment
- Human Factors & Performance of Entertainment Applications & Technology

Interactive Art, Performance and Cultural Computing

- Digital Art & Installations
- Virtual/Augmented/Mixed Reality & Entertainment
- Ubiquitous/Pervasive Entertainment
- Sound, Music & Performance
- TransMedia and Entertainment
- Social Computing

Entertainment Devices, Platforms & Systems

- Digital Entertainment Hardware & Devices
- Ambient Entertainment
- Digital Broadcasting and Digital Cinema
- Interactive Television and Broadcasting

Theoretical Foundations and Ethical Issues

- Emotions and Affective Interaction
- Social / Cultural Impacts of Digital Entertainment
- Issues of Public Relations & Advertising Through Entertainment

Entertainment for Purpose & Persuasion

- Serious & Learning Games
- Games for Health & Well-Being
- Games For Change & Social Impact Games
- Exergaming
- Advergaming and Digital Marketing

Computational Methodologies for Entertainment

- Artificial Intelligence & Machine Learning for Entertainment
- Procedural Content Generation
- Computer Graphics & Visual Effects
- Big Data in Entertainment
- Security & Privacy in Entertainment

Media Studies, Communication, Business, and Information Systems

- Information Technology in Media Industry
- IT and the Economics of Media Business
- Audience Measurement and Participation
- Interplay between technology, content, and consumer choice
- Adoption and diffusion of technology driven media products
- New communication models through emerging new technologies

Submission Categories

- Short (6pp) and long papers (12pp)
- Posters (4pp + the actual poster in A0 as pdf)
- Art, Demonstrations and Interactive Exhibits (4pp including description of the experience)
- Industry track (1pp + modality /demonstration, justification of modality: demo/presentation)
- Workshops and tutorials (4pp)
- Doctoral consortium (4pp)

Important Dates

- 14th March 2018: Workshops
(notification 30th March 2018)
- 7th May 2018: Long and Short Papers
(notification 5th June 2018)
- 20th May 2018: Posters, Demos, Tutorials, Interactive Sessions
(notification 5th June 2018)
- 19th June 2018: Camera Ready Papers Due (all tracks)
- 01st July 2018: Suggested Deadline for Workshop Papers
- 01st July 2018: Art Exhibitions Entries
- 01st August 2018: Doctoral Consortium Application

Submission Guidelines, and Contact Information

All submission guidelines can be found on the conference website on <http://www.ifip-icec.org>.

If you have any questions concerning the conference, please contact us under contact@ifip-icecc.org.

Conference Organisers

The conference is organized by the IFIP-TC14

- Artur Lugmayr, Curtin Univ., AUSTRALIA – General Chair
- Kathrin Gerling, KU Leuven, BELGIUM – General Chair
- Esteban Clua, Fluminense Federal Univ., BRAZIL – Program Chair
- Licinio Roque, from Universidade de Coimbra, PORTUGAL – Program Chair
- Rainer Malaka, Univ. of Bremen, GERMANY – IFIP TC 14 Chair