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IWEC 2002 — CALL FOR PAPERS

First International Workshop on Entertainment Computing(IWEC)

May 14 ~ 17, 2002 SHARP Conference Hall, Makuhari, JAPAN

Sponsored by **IFIP**, Organized by **IPSJ**
http://www.graphic.esys.tsukuba.ac.jp/iwec2002/

Entertainment has been taking very important parts in our life by refreshing us and activating our creativity. Recently by the advancement of computers and networks new types of entertainment have been emerging such as video games, entertainment robots, and network games. As these new games have a strong power to change our lives, it is good time for people who work in this area to discuss various aspects of entertainment and to promote entertainment related researches. IWEC will bring together researchers, developers, and practitioners working in the area of entertainment computing. It will cover wide range of entertainment computing such as theoretical issues, hardware/software issues, systems, human interfaces, and applications.

Workshop Topics

1. **Computers & Games**:computer game algorithms; modeling of players; web technologies for networked games; human interface technologies for game applications
2. **Home/Arcade Games and Interactive Movies**:interactive storytelling; simulating characters, people, and environment; motion capture; real-time graphics and clusters; gestures and multi-modal interaction; 3D sensing; large display and haptics; image-based modeling
3. **Entertainment Robots & Physical Systems**: entertainment robot systems; toy robots, pet robots; entertainment robots for man-machine interfacing; physical games and mental games
4. **Music Informatics**:MIDI and its extensions; acoustic computation; computer music for home entertainment; new music instruments; sound and voice for entertainment
5. **Sociology and Psychology of Entertainment**: modeling and representation of emotion; mind model for entertainment; psychological aspect of immersion; future of entertainment; social significance of entertainment

Submissions

Papers: Submission of papers addressing any of the conference topics is solicited. Intending authors should submit an extended abstract of 2 – 4 pages by the deadline date for submission: **December 15, 2001**. Full papers are also welcome. Authors are requested to submit papers in PDF format via e-mail to one of the technical subcommittee chairs depending on the topic of the paper and send a copy to the following address to make the paper submission secure: *iwec-paper@ipsj.or.jp*

Demos & Contests:Proposals of demonstrations and contests are solicited. Entries should consist of live demonstrations of computer games, interactive entertainment systems, and robots. Also proposals of contest of new games and robots are welcomed. Submit a proposal for review by the deadline date for submission: January 15, 2002.

Exhibitions:Exhibits are invited from interested commercial organizations. Exhibits of computer games, arcade games, interactive systems, robots and toys are welcomed. Details of the exhibitions will be announced later.

Important Date	
Extended Abstract submission due:	December 15, 2001
Demo and contest proposal due:	January 15, 2002
Notification of Acceptance:	January 31, 2002
Camera-ready papers due:	March 15, 2002