

Intelligent Technologies for Interactive Entertainment



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Reviews

Basically no phrases to clarify. It really is written in straightforward phrases rather than hard to understand. You will not sense monotony at any moment of your own time (that's what catalogues are for concerning if you ask me).

(Doris Beier)

INTELLIGENT TECHNOLOGIES FOR INTERACTIVE ENTERTAINMENT

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Springer Nov 2005, 2005. Taschenbuch. Book Condition: Neu. 235x155x19 mm. This item is printed on demand - Print on Demand Titel. Neuware - This book constitutes the refereed proceedings of the First International Conference on Intelligent Technologies for Interactive Entertainment, INTETAIN 2005 held in Madonna di Campiglio, Italy in November/December 2005. Among the intelligent computational technologies covered are adaptive media presentations, recommendation systems in media scalable crossmedia, affective user interfaces, intelligent speech interfaces, tele-presence in entertainment, collaborative user models and group behavior, collaborative and virtual environments, cross domain user models, animation and virtual characters, holographic interfaces, augmented, virtual and mixed reality, computer graphics and multimedia, pervasive multimedia, creative language environments, computational humour, etc. The 21 revised full papers and 15 short papers presented together with 12 demonstration papers were carefully reviewed and selected from a total of 39 submissions. The papers cover a wide range of topics, including intelligent interactive games, intelligent music systems, interactive cinema, edutainment, interactive art, interactive museum guides, city and tourism explorers assistants, shopping assistants, interactive real TV, interactive social networks, interactive storytelling, personal diaries, websites and blogs, and comprehensive assisting environments for special populations (impaired, children, elderly). 364 pp. Englisch.

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