

12th INTERNATIONAL CONFERENCE ON ENTERTAINMENT COMPUTING

ICEC 2013 - <http://www.icec2013.org/>

16-18 October 2013, Sao Paulo, Brazil

([SBGames](http://www.sbgames.org/sbgames2013/) - Brazilian Symposium on Games and Digital Entertainment - <http://www.sbgames.org/sbgames2013/> - will be held jointly with ICEC 2013)

CALL FOR SUBMISSIONS

The IFIP International Conference on Entertainment Computing explores the application of computational technology to entertainment. The conference brings together practitioners and researchers interested in the art and design of entertainment computing applications. ICEC welcomes submissions on the design, engineering, application and theory of entertainment technology. We solicit paper, poster and demonstration submissions, as well as proposals for tutorials and workshops.

Papers should be prepared in the Springer LNCS format (<http://www.springer.com/computer/lncs?SGWID=0-164-6-793341-0>) and will be published in the ACM Digital Library. Authors of selected best papers will be invited to submit extended versions of their submissions to specialized journals on Entertainment Computing.

SUBMISSION TYPES AND DEADLINES

- Full Technical Papers with a maximum length of 12 pages - *28 April*
- Short Technical Papers with a maximum length of 6 pages - *28 April*
- Poster Papers with a maximum length of 4 pages - *28 April*
- Demonstration Papers with a maximum length of 4 pages - *28 April*
- Doctoral Consortium Papers with a maximum length of 4 pages - *28 April*
- Interactive Art Installation Proposals with a maximum length of 2 pages plus companion multimedia material - *28 April*
- Tutorial/Workshop submissions with a maximum length of 4 pages - *24 March*
- ***All acceptance notifications - 11 June***
- ***Camera-ready submission - 13 July***

TOPICS

As the leading academic international conference on entertainment computing, we encourage submissions on **all** topics related to **Entertainment Computing**, spanning: AI to VR, art to games, personal to social, creative to procedural, fun to serious and much more. In recognition that research on games is highly relevant to ICEC, this year we have collocated with Latin America's largest game conference, **SBGames**, providing additional opportunities for ICEC members.

We invite authors to submit original papers, posters or demos in all areas of entertainment computing including (but not limited to):

- Artificial Intelligence for Games
- Authoring and Adaptive Systems
- Computer Graphics and Visual Effects
- Computer, Video, Console and Internet Games
- Creative Entertainment Theory and Design
- Cultural Aspects of Designing and Playing Games
- Digital Broadcasting and Digital Cinema
- Digital Entertainment and Sports
- Edutainment
- Emotions and Affective Interaction
- Entertainment Robots
- Entertainment Technology, Applications, Interfaces and Architecture
- Entertainment for Nomadic Users
- Entertainment for Sustainability
- Exergaming
- Game Physics
- Games for Health
- Human Factors of Entertainment Technology
- Human-Robot Interaction & Performance
- Impact of Entertainment Technology on Users and Society
- Integration of Interaction and Multimedia Capabilities
- Interactive Graphic Design
- Interactive Sound Design
- Interactive Television and Broadcasting
- Methodologies, Paradigms, Tools for Entertainment Applications
- Narratives / Digital Storytelling
- Natural User Interactions in Games
- New Genres of Entertainment Technology
- Procedural Content Generation
- Rich Internet Games
- Simulation/Gaming Methodologies used in Education and Research
- Smart Gadgets and Toys
- Social Computer Games
- Social Impact, Social Networking
- Sound and Music
- TransMedia, Art and Entertainment
- Ubiquitous/Pervasive Entertainment
- VR/AR/MR Entertainment Contents

FURTHER INFORMATION

Submission details can be found at the Conference website: <http://www.icec2013.org/>

For additional information, contact the track chairs directly:

Conference Chairs

- Esteban Clua (Universidade Federal Fluminense)
- Junai Anacleto (Universidade Federal de Sao Carlos)

Conference Advisory Committee

- Matthias Rauterberg (Technical University of Eindhoven)
- Ryohei Nakatsu (National University of Singapore)

Program Chairs

- Flavio Soares Correa da Silva (Universidade de Sao Paulo)
- Hyun Seung Yang (KAIST, Korea)
- Sidney Fels (University of British Columbia, Canada)

Workshop Chair

- David Geerts (KU Leuven, Belgium)

Industry Chair

- Stephane Natkin (Conservatoire National des Arts et Metiers, France)

Doctoral Consortium Chair

- Nuno Correia (New University of Lisbon, Portugal)

Poster, Art and Demo Chair

- Letizia Jaccheri (NTNU Norway)

Proceeding Chairs

- Renner Baffa (Universidade Federal de Sao Carlos)
- Janaina Abib (Universidade Federal de Sao Carlos)

Assistant Chair

- Vinicius Ferreira (Universidade Federal de Sao Carlos) – for Poster, Art and Demo

Local Chairs

- Marcelo Zamith (Universidade Federal Fluminense)
- Andre Bueno (Universidade Federal de Sao Carlos)