



**First Announcement and Call for Papers
1st IFIP Entertainment Computing Symposium
"New Frontiers for Entertainment Computing"
(ECS-2008)**

**Hold in conjunction with 20th
IFIP World Computer Congress
September 7-10, 2008, Milano, IT**

Symposium Co-Chairs:

**Paolo Ciancarini, IT
Ryohei Nakatsu, JP
Marco Rocchetti, IT**

Program Co-Chairs:

**Lyn Pemberton, UK
Matthias Rauterberg, NL
Jaap van den Herik, NL**

Program Committee:

(to be confirmed)

**Christoph Bartneck, NL
Brad Bushman, US
Marc Cavazza, UK
Adrian Cheok, SG
Konstantinos Chorianopoulos, DE
Sidney Fels, CA
Nahum Gershon, US
Jan Klabbers, NL
David Obrazalek, CZ
Zhigeng Pan, CN
Claudio Pinhanez, US
Andy Sloane, UK
Bill Swartout, US
Naoko Tosa, JP
Gino Yu, HK**

Scope and Topics

New challenges in entertainment computing are coming up and need some attention to be discussed. One of the booming areas is gaming on PC and other dedicated hardware, entertainment robots are available, virtual and second life is very attractive to millions of people. How can and should these products be designed to the benefits of different cultural regions on earth? There are many disciplines involved in contributing to these challenges: from computer science to social science. Often these disciplines have their own field of focus, have their own conferences, or only deal with specialized sub-problems.

The 1st IFIP Entertainment Computing Symposium attempts to bring the various fields together and explore boundaries and new frontiers. This symposium will be a single track, highly selective set of presentations and discussions of visionary concepts, advanced technology, and top selling products.

Topics

The symposium will include, but is not limited to, the following topics:

- 1) serious gaming (e.g. what is this all about)
- 2) entertainment in aeronautics (e.g. gaming without gravity)
- 3) violent and adult gaming (e.g. cultural barriers and business)
- 4) cultural computing (e.g. how to address cultural developments)
- 5) entertainment beyond gaming (e.g. next generation of products)
- 6) interactive TeleVision (e.g. ambient entertainment)

Paper submission

Papers presenting original research in conference topics are being sought. A full paper (8 to 10 pages) or short paper (4 pages) written in English should be sent by **21 January 2008**.

Proceedings of IFIP ECS 2008 will be published by *Springer Science and Business Media* (SSBM). More information can be found in due course at <http://www.wcc2008.org>.

Acceptance will be based on quality, relevance and originality of the work. Authors will be notified of acceptance or rejection via e-mail by 10 March 2008. Full versions of accepted papers (camera-ready) must be written in English, and will be due by **7 April 2008**.

Submission via:

<http://www.wcc2008.org>

IMPORTANT DATES

Deadline: 21 January 2008

Notification: 10 March 2008

Camera Ready: 7 April 2008

**Organized by IFIP Technical Committee 14
"Entertainment Computing"
<http://www.org.id.tue.nl/IFIP-TC14/>
and IFIP WG14.3, WG14.4 and WG14.6**