

SG16: Entertainment Computing

Report to General Assembly – Gaborone, Botswana, 2005

Ryohei Nakatsu, SG16 Chair

Part 1: General Assembly

SG16 Entertainment Computing

1. SG16 meetings held since last report

No meetings held

2. SG16 meetings scheduled until next IFIP GA meeting

Time: September 19-21, 2005

Place: Sanda, Japan

3. Changes in Membership and Officers

(a) Pedro Gonzalez Calero joined SG16 as the representative for Spain

(b) The present SG members are shown below

1	Bulgaria	Galia Angelova	(Prof., Burgalian Academy of Sciences)
2	Canada	Sidney Fels	(Prof., University of British Columbia)
3	China	Zhigeng Pan	(Prof., Zhejiang University)
4	Denmark	(to be nominated)	
5	Finland	Ville-Veikko Mattila	(Dr., Nokia Research Center)
6	France	Bruno Alnandi	(IRISA)
7	Germany	(to be nominated)	
8	Ireland	Richard Reilly	(Lecturer, University College of Dublin)
9	Italy	Paolo Ciancarini	(Prof., University of Bologna)
10	Japan	Takehiko Kamae	(Dr., National Institute of Informatics)
11	Korea	Hyun S. Yang	(Prof., KAIST)
12	Netherlands	Matthias Rauterberg	(Prof., Technical University of Eindhoven)
13	Norway	Geir Egil Myhre	(Dr., University of Troms)
14	Singapore	Adrian David Cheok	(Prof., National University of Singapore)
15	Spain	Pedro Gonzalez Calero	(Prof., Complutense University of Madrid)
16	Thailand	Natanicha Chorpothong	(Dr., Assumption University)
17	United Kingdom	Marc Cavazza	(Prof., University of Teesside)
18	USA-ACM	Donald Marinelli	(Prof., Carnegie Mellon University)
19	USA-IEEE	(to be nominated)	

4. SG16 Activities

4.1 Organization of ICEC2005

The next ICEC, ICEC2005, is to be held in Sanda, Japan on September 19-21, 2005. As ICEC is one of the major activities of SG16, SG16 supports the conference as a major sponsor. Also IPSJ (Information Processing Society of Japan) supports the conference as a co-sponsor. (URL of ICEC2005: <http://ist.ksc.kwansei.ac.jp/icec2005/>)

4.2 Related events of ICEC2005

To lead ICEC2005 into success, we will organize several workshops in conjunction with ICEC2005.

4.2.1 Entertainment Computing 2005 (EC2005)

EC2005 is a domestic workshop on Entertainment Computing. Its main purpose is to activate the research activities of young researchers/students in this area and also to strengthen the relationship between academia and industry. The first EC workshop was held in 2003 in Osaka, Japan. This year, the third EC workshop will be held just before ICEC2005 on Sept 16-19 in Sanda, Japan. Although the workshop is mainly for Japanese attendees, several key members of the SG16 will join the workshop as keynote speakers. Also several joint events such as Wearable Fashion Show will be held in cooperation with ICEC2005. (URL of EC2005: <http://www.entcomp.org/ec2005/>)

4.2.2 International Ubiquitous Home Workshop

After ICEC2005, International Ubiquitous Home Workshop will be held on Sept. 22-23, 2005 in Kyoto, Japan. The theme of the workshop is "Ubiquitous Society and Entertainment" Although ICEC focuses mainly on entertainment technologies, it is well known that entertainment is strongly related to our life, society, art, and culture. Therefore we want to make this workshop an interdisciplinary one including keynote speech, panel discussions and presentations from areas such as sociology, psychology, philosophy, and so on. (URL of International Ubiquitous Home Workshop: http://www2.nict.go.jp/jt/a135/resource/ubiquitous_ws2/call.html)

4.3 International Conference ACE

As one of the activities of SG16, SG16 became co-sponsor of International Conference on Advances in Computer Entertainment Technology (ACE) that was held on June 15-17 in Valencia Spain. (URL of ACE: <http://www.ace2005.org/>)

4.4 International Email Distribution List

To share relevant information among interested researchers and practitioners around the world, an un-moderated email distribution [ICEC] is established. 173 members are already subscribed.

(URL of List <http://listserver.tue.nl/mailman/listinfo/icec>)

Working Groups

1. WG16.1 Digital Storytelling

(a) Meetings

WG16.1 meeting was held in Valencia, Spain on July 15-17, 2005 at the time of ACE2005. Next WG16.1 meeting will be held in Sanda, Japan on Sept. 19-21, 2005 at the time of ICEC2005.

(b) Events

2. WG16.2 Entertainment Robot

(a) Meetings

WG16.2 meeting was held in Osaka, Japan on June 13-19, 2005 at the time of RoboCup2005.

Next WG16.2 meeting will be held in Sanda, Japan on Sept. 19-21, 2005 during ICEC2005.

(b) Events

Exhibition: RoboCup 2005

Place: Osaka, Japan

Time: June 13-19, 2005

<http://www.robocup2005.jp/gaiyou/index.html>

(c) Activities

WG16.2 supports RoboCup as entertainment robot is one of key themes of it. International Robocup was held in Osaka in June of 2005 where Prof. Matsubara, chair of WG16.2, acted as a general chair. 330 teams including 2000 people joined Robocup from 31 countries all over the world. The number of attendees was 181,540.

3. WG16.3 Theoretical Foundation of Entertainment Computing

(a) Meetings

WG16.3 was held in Leiden, Netherlands on May 11, 2005. Next WG16.3 meeting will held in Sanda, Japan on Sept. 19-21, 2005 at the time of ICEC2005.

(b) Events

Workshop Entertainment Computing on January 25, 2005 at the Technical University Eindhoven, Netherlands

Open Symposium on Digitainment on May 11, 2005 in Leiden, Netherlands

<http://www.digitainment2005.nl/secretaris@snic.nl>

Open Conference Design and Semantics of Form and Movement, on Nov. 11, 2005 in Newcastle upon Tyne, UK

4. New Working Groups

At the last SG16 meeting in Eindhoven, Netherlands, the establishment of the following two working groups was proposed and was approved among SG16 members.

WG16.4 Games and Entertainment Computing

Chair: Jaap van den Herik (Prof., University of Maastricht, Netherlands)

WG16.5 Social and Ethical Issues in Entertainment Computing

Chair: Andy Sloane (Prof., University of Wolverhampton, UK)

The proposals for these working groups including their aims and scopes are shown in Appendix 1 and Appendix 2 respectively.

Part 2: Technical Assembly 2005 (Gaborone)

SG16 Members (2004)

Chairman	
Japan	Ryohei Nakatsu
Vice-Chair	
Netherlands	Matthias Rauterberg
Secretary	
USA	Claudio Pinhanez

National Representatives

Bulgaria	Galia Angelova (Prof.)
Canada	Sidney Fels (Prof., University of British Columbia)
China	Zhigeng Pan (Prof., Zhejiang University)
Denmark	to be nominated
Finland	Ville-Veikko Mattila (Dr., Nokia Research Center)
France	Bruno Alnandi (IRISA)
Germany	to be nominated
Ireland	Richard Reilly (Lecturer, University College of Dublin)
Italy	Paolo Ciancarini (Prof., University of Bologna)
Japan	Takehiko Kamae (Dr., National Institute of Infomatics)
Korea	Hyun S. Yang (Prof., KAIST)
Netherlands	Matthias Rauterberg (Prof., Technical University of Eindhoven)
Norway	Geir Egil Myhr (Dr., University of Troms)
Singapore	Adrian David Cheok (Prof., National University of Singapore)
Spain	Pedro Gonzalez Calero (Prof., Complutense University of Madrid)
Thailand	Natanicha Chorpothong (Dr., Internet Association)
United Kingdom	Marc Cavazza (Prof., University of Teesside)
USA-ACM	Donald Marinelli (Prof., CMU)

WG16.x Chair persons

WG16.1	Marc Cavazza
WG16.2	Hitoshi Matsubara
WG16.3	Matthias Rauterberg
(WG16.4	Jaap van den Herik)
(WG16.5	Andy Sloane)

SG16 Meetings: Attendance

Nation/Year	02	03/1	03/2	04/1	Total
Bulgaria	-	-	-	a	-
Canada	-	-	-	a	-
China	-	-	-	a	-
Denmark	-	-	-	-	-
Finland	-	-	-	+	1
France	-	-	-	+	1
Germany	-	-	-	-	-
Ireland	-	-	-	a	-
Italy	-	-	-	+	1
Japan	+	+	+	+	4
Korea	-	-	-	+	1
Netherlands	+	+	+	+	4
Norway	-	-	-	+	1
Singapore	-	-	-	+	1
Spain	-	-	-	-	-
Thailand	-	-	-	a	-
United Kingdom	+	+	+	+	4
USA	+	a	a	+	2
WG16.1 Chair	+	+	+	+	4
WG16.2 Chair	+	a	a	+	2
WG16.3 Chair	+	+	+	+	4
	02	03/1	03/2	04/1	Total

— + representative attended — a apologies — r represented— o observer

Appendix 1

WG 16.4 Games and Entertainment Computing *Proposal*

Aim

To research and develop computing techniques for the improvement of computer games and other forms of computer entertainment.

Scope

The scope of this workgroup includes, but is not limited to the following applications, technologies, and activities.

Applications:

- Analytical games (e.g. Chess, Go, Poker)
- Commercial games (e.g., Action games, Role-playing games, Strategy games)
- Mobile games (e.g., Mobile phones, PDA's)
- Interactive multimedia (e.g., Virtual reality, Simulations)

Technologies:

- Search Techniques
- Machine Learning
- Reasoning
- Agent Technology
- Human-Computer Interaction

Activities:

- The workgroup will hold meetings at several conferences where Games and Entertainment Computing are prevalent, such as the ICEC.
- The workgroup will promote computer games as a viable and challenging area of research in state-of-the-art computing techniques, for instance by organising special events at conferences.
- The workgroup members will engage in research activities in the aforementioned areas.

Members

Chair: Jaap van den Herik (Prof., University of Maastricht, Netherlands)

Other members are being recruited now.

Appendix 2

WG 16.5 Social and Ethical Issues in Entertainment Computing *Proposal*

Aims

- 1) Foster the ethical design, development, implementation, applications and use of entertainment computing.
- 2) Encourage surveys and studies on social, ethical and cultural aspects of entertainment computing.
- 3) Develop methodologies for studying social, ethical and cultural implications of entertainment computing.
- 4) Establish a global platform for interaction, exchange, joint initiatives and co-operation between such groups as:
 - the end users of entertainment computing
 - industrial developers and designers of entertainment computing
 - policy, decision making, social and consultative bodies
 - academics and scientists.

Scope

The social and ethical implications of entertainment computing including:

- actual and potential human usefulness or harm of entertainment computing
- social impact of these technologies
- developments of the underlying infrastructure
- rationale in innovation and design processes
- dynamics of technology development
- ethical development
- cultural diversity and other cultural issues
- education of the public about the social and ethical implications of entertainment computing, and of computer professionals about the effects of their work.

WG 16.5 explicitly cares about the position of, and the potentials for, vulnerable groups such as children, the less-educated, disabled, elderly and non-employed people, cultural minorities, unaware users and others.

Members

Chair: Andy Sloane (UK)

Ryohei Nakatsu (JP)

Brad Bushman (US)

Jeanne Funk (US)

Claire Dormann (CA)

Lynne Baillie(AT)

Porfirio Barroso (ES)

Suzana Stojakovic-Celustka (HR)

Chris Zielinski (CH)