

# 20<sup>th</sup> IFIP World Computer Congress

Milano, Italy 7-10 September 2008

TC14 Conference on

Entertainment Computing Symposium 2008 – ECS



## Programme

Tuesday, September 9 <sup>th</sup> 2008	
9:20-10:30	<b>Opening address</b> <b>Enhancing Artificial Intelligence in Games by Learning the Opponent's Playing Style</b> <i>Fabio Aiolli and Claudio Palazzi</i> <b>Using Game Engines for Visualization in Scientific Applications</b> <i>Karl-Ingo Friese, Marc Herrlich and Franz-Erich Wolter</i>
10:30-11:00	<b>Coffee Break</b>
11:00-12:30	<b>Keynote speaker</b> <b>Scars &gt;From The Bleeding Edge</b> <i>Jason Chown, Sony Computer Entertainment Europe</i> <b>General session WCC Keynote (TBA)</b>
12:30-14:30	<b>Lunch Break</b>
14:30-16:00	<b>An Interactive Visual Canon Platform</b> <i>Mathias Funk and Christoph Bartneck</i> <b>Physical Emotion Induction and Its Use in Entertainment: Lessons Learned</b> <i>Ralph Kok and Joost Broekens</i> <b>Networked Virtual Marionette Theater</b> <i>Daisuke Ninomiya, Kohji Miyazaki and Ryohei Nakatsu</i>
16:00-16:30	<b>Coffee Break</b>
16:30-18:00	<b>Entertainment Computing in the Orbit</b> <i>Matthias Rauterberg, Mark Neerincx, Karl Tuyls and Jack van Loon</i> <b>A Collaborative Science Learning Game Environment for Informal Science Education:</b> <i>DinoQuest Online Walt Scacchi and Robert Nideffer</i>



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**Wednesday, September 10<sup>th</sup> 2008**

<b>09.30-10.30</b>	<b>Construction and Evaluation of a Robot Dance System</b> <i>Kuniya Shinozaki, Akitsugu Iwatani and Ryohei Nakatsu</i> <b>Context-aware fun and games with Bluetooth</b> <i>Andy Sloane and Chris Dennett</i>
<b>10.30-11.00</b>	<b>Coffee Break</b>
<b>11.00-12.30</b>	<b>Keynote speaker</b> <b>Understanding the nature of videogames, shaping the future of online entertainment &amp; social networks</b> <i>Nicholas Gaume, Mimesis Republic, France</i> <b>General session WCC Keynote (TBA)</b>
<b>12.30-14.30</b>	<b>Lunch Break</b>
<b>14.30-16.00</b>	<b>Automatic Comic Generation from Game Log</b> <i>Ruck Thawonmas and Tomonori Shuda</i> <b>i.plot</b> <i>Naoko Tosa, Seigow Matsuoka and Ryohei Nakatsu</i> <b>Analysis and Generation of Japanese Folktales Based on Vladimir Propp's Methodology</b> <i>Takenori Wama and Ryohei Nakatsu</i>