

# Preface

We are proud to present the proceedings of the 14th International Conference on Entertainment Computing (ICEC 2015). After Brazil (2013) and Australia (2014), ICEC was back in Europe, for the first time in Norway.

The conference was hosted in Trondheim, from September 30 to October 2, by NTNU, The Norwegian University of Science and Technology. As a result of a university merge, starting with January 2016, NTNU will be the biggest university in Norway with circa 38,000 students. Thanks to NTNU, the research institute Sintef and an ecosystems of knowledge intensive companies, Trondheim is one of the main Nordic centers of innovation, research, and development.

Entertainment computing is a diverse field bringing together computer science, social and cultural sciences, psychology, art, design, and many other disciplines.

Therefore, entertainment computing is one focal point of exchange between these different disciplines. ICEC 2015 aimed at celebrating the multidisciplinary nature of the area, and this is well demonstrated in this edited book by the variety and scientific quality of this year's program.

Overall, we received more than 100 unique submissions, from 31 countries, demonstrating the global interest for this research area and for ICEC 2015. Out of the total submissions, after a rigorous peer-review and meta-review process, we accepted 26 full papers and six short papers. To complement the oral presentations, the ICEC 2015 program also included six demos and 16 posters. Moreover, the main conference program was complemented by five workshops and two tutorials focusing on special topics of interest. In summary, ICEC 2015 offered an exciting program that provided an excellent overview of the state of the art in entertainment computing and an occasion for bringing research forward and creating new networks.

We are very proud of the final selection of papers, which would not have been possible without the effort and support of our excellent Program Committee, including 53 top researchers from 23 countries. We would like to thank all members of the Program Committee and all additional external reviewers for their work and commitment.

We thank our keynote speakers Florian “Floyd” Mueller, Yvonne Rogers, Alf Inge Wang, and Axel Tidemann.

Finally, this event would not have been possible without the help of all the great people who assisted us at NTNU, including our technical staff and student volunteers. We would like to specifically thank NTNU Videre for support with local organization and registration, the technical and administrative group at the Department of Computer and Information Science for the technical support before and during the conference, Tore R. Jørgensen for his support with the

conference organization, and Francesco Gianni for his aid in the editing process of the proceedings. We also thank our sponsors and supporting organizations.

July 2015

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Entertainment Computing - ICEC 2015

14th International Conference, ICEC 2015, Trondheim,  
Norway, September 29 - October 2, 2015, Proceedings

Chorianopoulos, K.; Divitini, M.; Baalsrud Hauge, J.;  
Jaccheri, L.; Malaka, R. (Eds.)

2015, XVI, 583 p. 168 illus. in color., Softcover

ISBN: 978-3-319-24588-1