

Contents

E-Learning and Game

Visual Exploration of Virtual Lives in Multiplayer Online Games	3
<i>Zhiqi Liu, Yandi Shen, Junhua Lu, Dingke Kong, Yinyin Chen, Jingxuan He, Shu Liu, Ye Qi, and Wei Chen</i>	
Educational Folktale E-book with Collage Illustratable Tool	15
<i>Dongwann Kang, Feng Tian, and Reza Sahandi</i>	
The Design of Augmented Reality-Based Learning System Applied in U-Learning Environment	27
<i>Jun Xiao, Zhen Xu, Ye Yu, Shuo Cai, and Preben Hansen</i>	
ARDock: A Web-AR Based Real-Time Tangible Edugame for Molecular Docking.	37
<i>Gaoqi He, Fei Sun, Dong Hu, Xingjian Lu, Yi Guo, Shuhua Lai, and Zhigeng Pan</i>	
Research on Virtual Training System in Aerospace Based on Interactive Environment.	50
<i>Fang You, Yuxin Tan, Jinsong Feng, Linshen Li, Jing Lin, and Xin Liu</i>	
Web3D Online Virtual Education Platform for Touring Huangyangjie Battlefield Scenario Over Internet	63
<i>Chang Liu, Jinyuan Jia, Yibo Ge, and Ning Xie</i>	
EDTree: Emotional Dialogue Trees for Game Based Training.	77
<i>Jay Collins, William Hisrt, Wen Tang, Colin Luu, Peter Smith, Andrew Watson, and Reza Sahandi</i>	
Survey: Development and Analysis of a Games-Based Crisis Scenario Generation System	85
<i>Pisit Praiwattana and Abdennour El Rhalibi</i>	
A Study of the Teaching Methods in the Course of the Programming of High-Level Language Based on Moodle Platform	101
<i>Chun-Bo Bao</i>	
Exploring Olfaction for Enhancing Multisensory and Emotional Game Experience	111
<i>Lekai Zhang, Shouqian Sun, Baixi Xing, Jiaqi Fu, and Shixian Yu</i>	

Graphics, Imaging and Applications

Real-Time Weighted Median Filtering with the Edge-Aware 4D Bilateral Grid	125
<i>Hanli Zhao, Dandan Gao, Ming Wang, and Zhigeng Pan</i>	
Nose Tip Detection and Face Localization from Face Range Image Based on Multi-angle Energy	136
<i>Jian Liu, Quan Zhang, and Chaojing Tang</i>	
A Class of Variable Degree Trigonometric Polynomial Spline and Its Applications	148
<i>Min Sheng, Benyue Su, and Liping Zou</i>	
Visualization of Multi-dimensional Information of Electromagnetic Environment Based on Three Dimensional Spheres	163
<i>Ying Gao, Hongshuai Han, Fei Ge, and Shuxia Guo</i>	
Remote Rendering for Mobile Devices Literature Overview	173
<i>Chanchan Xu, Guangzheng Fei, and Honglei Han</i>	
Research of Mesh Layout Algorithm Based on Greedy Optimization Strategy	182
<i>Ziting Lou and Yaping Zhang</i>	
An Interactive 2D-to-3D Cartoon Modeling System.	193
<i>Lele Feng, Xubo Yang, Shuangjiu Xiao, and Fan Jiang</i>	
Monet-Style Images Generation Using Recurrent Neural Networks	205
<i>Yili Zhao and Dan Xu</i>	
Image Stylization for Yunnan Out-of-Print Woodcut Through Virtual Carving and Printing	212
<i>Jie Li and Dan Xu</i>	
Cross-Platform Cloth Simulation API for Games.	224
<i>Wen Tang, Abhishek Sagi, Daniel Green, and Tao Ruan Wan</i>	
Object Proposal Refinement Based on Contour Support for Augmented Reality.	233
<i>Xiao Huang, Yuanqi Su, and Yuehu Liu</i>	
Sketch-Based Retrieval in Large-Scale Image Database via Position-Aware Silhouette Matching.	243
<i>Shijie Hu, Hongxin Zhang, Sanyuan Zhang, Zishuo Fang, and Qi Huang</i>	
ProcPlan: A Procedural Evaluation Strategy for Tourist Attractions Planning	257
<i>Chanchan Xu, Guangzheng Fei, and Honglei Han</i>	

A Survey on Processing of Large-Scale 3D Point Cloud	267
<i>Xinying Liu, Weiliang Meng, Jianwei Guo, and Xiaopeng Zhang</i>	
A Method of Real-Time Image Correction for Multi-aircrafts Cooperative Detection	280
<i>Ge Fu, Xiao-gang Yang, Xiao-pei Tang, Ai-gang Zhao, and Nai-xin Qi</i>	
A Flexible and Easy-to-Use Platform to Create Advanced Edutainment Applications	291
<i>Nagore Barrena, Andrés Navarro, and David Oyarzun</i>	
Bike-Sharing Prediction System	301
<i>Qiang Cai, Ziyu Xue, Dianhui Mao, Haisheng Li, and Jian Cao</i>	
A Support Network for Distributed Systems	318
<i>Sahar Badri, Paul Fergus, and William Hurst</i>	
Workshop on Intelligent Data Analytics and Visualization	
Visually Exploring Differences of DTI Fiber Models	333
<i>Honghui Mei, Haidong Chen, Fangzhou Guo, Fan Zhang, Wei Chen, Zhang Song, and Guizhen Wang</i>	
MyHealthAvatar: A Lifetime Visual Analytics Companion for Citizen Well-being	345
<i>Zhikun Deng, Youbing Zhao, Farzad Parvinzamid, Xia Zhao, Hui Wei, Mu Liu, Xu Zhang, Feng Dong, Enjie Liu, and Gordon Clapworthy</i>	
UIA: A Uniform Integrated Advection Algorithm for Steady and Unsteady Piecewise Linear Flow Field on Structured and Unstructured Grids	357
<i>Fang Wang, Yang Liu, Dan Zhao, Liang Deng, and Sikun Li</i>	
Data Mining, Management and Visualization in Large Scientific Corporations	371
<i>Hui Wei, Shaopeng Wu, Youbing Zhao, Zhikun Deng, Nikolaos Ersotelos, Farzad Parvinzamid, Baoquan Liu, Enjie Liu, and Feng Dong</i>	
Visual Analytics for Health Monitoring and Risk Management in CARRE	380
<i>Youbing Zhao, Farzad Parvinzamid, Hui Wei, Enjie Liu, Zhikun Deng, Feng Dong, Allan Third, Arūnas Lukoševičius, Vaidotas Marozas, Eleni Kaldoudi, and Gordon Clapworthy</i>	
Robust Color Gradient Estimation for Photographic Volumes	392
<i>Bin Zhang, Yubo Tao, and Hai Lin</i>	
Edge Point Extract of LiDAR Data via Building Wrapped Circle	403
<i>Yu-ze Nie, Ying-lei Cheng, Lang-bo Qiu, Man-yun He, and Pin Wang</i>	

TieVis: Visual Analytics of Evolution of Interpersonal Ties 412
 Tao Lin, Fangzhou Guo, Yingcai Wu, Biao Zhu, Fan Zhang,
 Huamin Qu, and Wei Chen

Author Index 425

E-Learning and Games

10th International Conference, Edutainment 2016,
Hangzhou, China, April 14-16, 2016, Revised Selected
Papers

El Rhalibi, A.; Tian, F.; Pan, Z.; Liu, B. (Eds.)

2016, XIV, 426 p. 239 illus., Softcover

ISBN: 978-3-319-40258-1