

Preface

This volume collects all contributions accepted for ICEC 2016, the International Conference on Entertainment Computing. ICEC 2016 was the 15th event in a series of successful conferences on entertainment computing, previously held in São Paulo, Brazil (2013); Sydney, Australia (2014); and Trondheim, Norway (2015).

This year's event was held in Vienna, Austria on September 28–30, 2016. ICEC 2016 was hosted by the University of Vienna, the oldest university in the German-speaking world, celebrating its 650th anniversary last year. It is Austria's largest research institution and home to more than 94,000 students.

The papers brought together in this edited volume span a variety of topics pertaining to different aspects of entertainment computing, including but not limited to games for health and learning, player behavioral analysis, and technological aspects. This once again shows that entertainment computing is a diverse and thriving research area bringing together experts from a wide range of disciplines. In this regard, ICEC 2016 served as a lively forum for multidisciplinary exchange to advance our understanding of this exciting field.

Overall, we received 46 submissions by authors from 22 countries across Europe, North and South America, Asia, and Australia. Each submission received at least three reviews by members of the international Program Committee. Eventually, 16 submissions were accepted as full papers, 13 as short papers, and two as posters. In addition, several demonstrations, three workshops, and a doctoral consortium were held during the conference.

The conference program was further complemented by two invited keynotes, held by Dag Svanæs from the Norwegian University of Science and Technology and Kris Staber from Arx Anima, an animation studio located in Vienna.

Finally, we would like to thank all members of the Program Committee and all external reviewers for their commitment and contribution to making ICEC 2016 a success. We also would like to thank our sponsors, the Austrian Computer Society and the International Federation for Information Processing (IFIP), for supporting this year's conference.

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