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Preface

It is with pride that we present the proceedings of ICEC 2014, the 13th IFIP International Conference on Entertainment Computing, held for the first time in Australia. Australia, with the second-highest human development index in the world, is and will be one of the major players in shaping our global future. ICEC 2014 was held in Sydney, the financial, manufacturing, and economic powerhouse of Australia that many believe is the greatest city in the world.

Continuing the distinguished tradition of excellence of previous ICEC conferences, ICEC 2014 provided a leading international and interdisciplinary forum encompassing all aspects of entertainment computing including authoring, development, use and evaluation of digital entertainment artefacts and processes. The conference served to deepen our understanding and improve practice in this exciting and rapidly developing field.

The ICEC 2014 proceedings contain cutting-edge and insightful research articles. Overall we had 62 submissions, from which 20 were selected as full papers, six were selected as short papers, and eight were selected as posters. In addition, we had three demonstration papers and two workshops. All the submissions were thoroughly evaluated in a review and meta-review process by the ICEC 2014 Program Committee consisting of 58 distinguished experts from 23 different countries. We are grateful to all our reviewers and sub-reviewers for their hard, timely, and meticulous work that provided extensive and constructive feedback to all our submissions and had a decisive contribution to the success and high quality of this event.

The keynotes for ICEC 2014 were Leila Alem from Commonwealth Scientific and Industrial Research Organisation (CSIRO), Anaisa Franco, a New Media artist currently based in UK, and Stefan Greuter from RMIT University.

We thank our sponsors the University of Technology, Sydney (UTS), the Centre for Human Centred Technology Design (HCTD), and Griffith Film School, Griffith University, as well as our supporters. We also thank the IFIP TC14 Technical Committee for supporting ICEC 2014.

October 2014

Yusuf Pisan
Nikitas M. Sgouros
Tim Marsh



Griffith Film School

ICEC 2014 Workshops

Designing the Autonomous Driving Experience: Gameful Interventions for Enjoyment and Stresslessness in the Horizon of Autonomous Cars

(Sven Krome, Steffen P. Walz, Stefan Greuter, Jussi Holopainen, William Owen and Alexander Muscat)

Entertainment in Serious Games and Entertaining Serious Purposes

(Tim Marsh, Rainer Malaka, Jannicke Baalsrud Hauge, Matthias Rauterberg, Nikitas M. Sgouros, Erik Champion, Helmut Hlavacs, Minhua Ma)

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