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Entertainment Computing – ICEC 2018


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Proceedings

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Preface

This LNCS volume collects all contributions that were accepted for the 17th edition of the International Conference on Entertainment Computation 2018 (IFIP-ICEC 2018). IFIP-ICEC is the longest lasting conference on entertainment computation, with a series of successful conferences held in São Paulo, Brazil (2013), Sydney, Australia (2014), Trondheim, Norway (2015), Vienna, Austria (2016), and Tsukuba, Japan (2017). This year's event was held in Poznan, Poland, during September 17–20, 2018, and was co-located with the IFIP World Computer Congress (WCC 2018).

Overall, we received 66 submissions by authors from several countries across Europe, North and South America, Asia, and Australia. Each submission underwent a rigorous review process and received at least three reviewers by members of the entertainment computation community. Eventually, we accepted 14 full papers, 14 short papers, nine posters, one demo, four workshop proposals, and two art and exhibition entries. Furthermore, the workshop on “Designing Entertainment for the Aging Population” (DEAP 2018; five papers), and the workshop on “Entertainment Computing – A Key for Improving Inclusion and Reducing Gender Gap?” (four papers) also provided their papers for this conference proceedings volume. Several workshop submissions included in the proceedings were reviewed double-blind. The conference also hosted two other workshops, entitled “Bio-Sensing Platforms for Wellness Entertainment System Design,” and the workshop on “Robot Competitions.”

IFIP-ICEC 2018 innovated several aspects of the conference: an emerging topics paper track was added to provide a forum for emerging new topics; art exhibition and interactive sessions enriched the conference with more creative types of contributions; the IFIP-ICEC award was introduced to promote best contributions; and thematic areas were introduced to broaden the thematic cover of the conference. The areas added in 2018 covered the topics of human–computer interaction; entertainment systems and technology; digital games; and entertainment business, information systems and media studies. Besides these novelties, the conference called for full papers, short papers, posters, demonstrations, and doctoral consortium papers. The conference program was enriched by two keynote speakers – Prof. Ellen Yi-Luen Do from the University of Colorado Boulder (USA) and Prof. Aisling Kelliher from the Institute for Creativity, Arts, and Technology (USA), contributing with their views on the latest developments in entertainment computing.

We would like to thank all Program Committee members for their hard work, and as a surprise to us as organizers, all reviews were conducted on time. Therefore, we would truly like to thank them for their hard work. We also would like to thank Poznan University of Technology, Poland, which organized the WCC 2018 event, for their help and support. We especially would like to express our gratitude to all the Organizing Committee members, especially our area chairs. Many thanks also go to our

sponsors, the International Federation for Information Processing (IFIP), and the IFIP World Computer Congress (IFIP-WCC 2018) for supporting this year's conference.

July 2018

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Contents

Full Papers

Dynamic Projection Mapping on Multiple Non-rigid Moving Objects for Stage Performance Applications	3
<i>Ryohei Nakatsu, Ningfeng Yang, Hirokazu Takata, Takashi Nakanishi, Makoto Kitaguchi, and Naoko Tosa</i>	
Applying Design Thinking for Prototyping a Game Controller	16
<i>Gabriel Ferreira Alves, Emerson Vitor Souza, Daniela Gorski Trevisan, Anselmo Antunes Montenegro, Luciana Cardoso de Castro Salgado, and Esteban Walter Gonzalez Clua</i>	
Diminishing Reality.	28
<i>Andreas Hackl and Helmut Hlavacs</i>	
Live Probabilistic Editing for Virtual Cinematography	40
<i>Luiz Velho, Leonardo Carvalho, and Djama Lucio</i>	
Virtual and Real Body Experience Comparison Using Mixed Reality Cycling Environment.	52
<i>Wesley Oliveira, Werner Gaisbauer, Michelle Tizuka, Esteban Clua, and Helmut Hlavacs</i>	
Aspects that Need to Be Addressed During the Development of Location-Based Games	64
<i>Jacques Barnard, Magda Huisman, and Günther Drevin</i>	
Games that Make Curious: An Exploratory Survey into Digital Games that Invoke Curiosity	76
<i>Marcello A. Gómez Maureira and Isabelle Kniestedt</i>	
Learning to Identify Rush Strategies in StarCraft.	90
<i>Teguh Budianto, Hyunwoo Oh, and Takehito Utsuro</i>	
Design and Evaluation of a Fall Prevention Multiplayer Game for Senior Care Centres.	103
<i>Joana Silva, Elsa Oliveira, Dinis Moreira, Francisco Nunes, Martina Caic, João Madureira, and Eduardo Pereira</i>	
Comedy in the Ludonarrative of Video Games	115
<i>Oskari Kallio and Masood Masoodian</i>	

Physiological Affect and Performance in a Collaborative Serious Game Between Humans and an Autonomous Robot	127
<i>Petar Jerčić, Johan Hagelbäck, and Craig Lindley</i>	
Analysis of the Effect of Number of Players on the Excitement of the Game with Respect to Fairness	139
<i>Sagguneswaraan Thavamuni, Hadzariah Ismail, and Hiroyuki Iida</i>	
The Influence of Digital Convergence/Divergence on Digital Media Business Models	152
<i>Zvezdan Vukanovic</i>	
Sensor Ball Raffle – Gamification of Billboard Advertising: How to Engage the Audience?	164
<i>Sari Järvinen, Johannes Peltola, and Paul Kemppi</i>	
Dance Dance Gradation: A Generation of Fine-Tuned Dance Charts	175
<i>Yudai Tsujino and Ryosuke Yamanishi</i>	
Short Papers	
Playful Information Access Through Virtual Creatures	191
<i>Kota Gushima and Tatsuo Nakajima</i>	
Validating the Creature Believability Scale for Videogames	198
<i>Nuno Barreto, Rui Craveirinha, and Licinio Roque</i>	
The Programmable Drone for STEM Education	205
<i>Patrik Voštinár, Dana Horváthová, and Nika Klimová</i>	
A Taxonomy of Synchronous Communication Modalities in Online Games	211
<i>Quentin Gyger and Nicolas Szilas</i>	
Realtime Musical Composition System for Automatic Driving Vehicles	217
<i>Yoichi Nagashima</i>	
<i>Circus Noel: A Case Study into Interaction and Interface Design for Cinematic VR</i>	223
<i>Mirjam Vosmeer and Alyea Sandovar</i>	
Reorientation Method to Suppress Simulator Sickness in Home VR Contents Using HMD	228
<i>Yuki Ueda, Kazuma Nagata, Soh Masuko, and Junichi Hoshino</i>	
A.R.M. - Augmented Reality Muscularity	235
<i>Dirk J. J. Sweere, Martin P. Hughes, Martijn G. van Laar, and Lisa E. Rombout</i>	

Virtual Reality as e-Mental Health to Support Starting with Mindfulness-Based Cognitive Therapy	241
<i>Koen H. B. Damen and Erik D. van der Spek</i>	
Engagement in Interactive Digital Storytelling: Sampling Without Spoiling.	248
<i>Sergio Estupiñán, Kasper Ingdahl Andkjaer, and Nicolas Szilas</i>	
Playing with Empathy Through a Collaborative Storytelling Game	254
<i>Sindre B. Skaraas, Javier Gomez, and Letizia Jaccheri</i>	
Construction of Mixed Reality Story Environment Based on Real Space Shape	260
<i>Kazuma Nagata, Soh Masuko, and Junichi Hoshino</i>	
Digital Therapies.	266
<i>Robert J. Wierzbicki</i>	
Posters	
Data Reduction of Indoor Point Clouds	277
<i>Stephan Feichter and Helmut Hlavacs</i>	
Designing ‘Wall Mounted Level’ – A Cooperative Mixed-Reality Game About Reconciliation	284
<i>Kyoung Swearingen and Scott Swearingen</i>	
Automatic Generation of the Periodic Hair Motion of 3D Characters for Anime Production	289
<i>Kenji Furukawa and Susumu Nakata</i>	
An iTV Prototype for Content Unification	293
<i>Jorge Abreu, Pedro Almeida, Ana Velhinho, Silvia Fernandes, and Rafael Guedes</i>	
Content Unification: A Trend Reshaping the iTV Ecosystem	297
<i>Jorge Abreu, Pedro Almeida, Silvia Fernandes, Ana Velhinho, and Ana Rodrigues</i>	
Creating Art Installation in Virtual Reality. The Stilleben Project	301
<i>Jan K. Argasiński</i>	
Design of a Mixed-Reality Serious Game to Tackle a Public Health Problem.	305
<i>Tiago França Melo Lima, João Paulo Ferreira Beltrame, Carlos Ramos Niquini, Breno Gonçalves Barbosa, and Clodoveu Augusto Davis Jr.</i>	

Converging Data Storytelling and Visualisation.	310
<i>Yangjinbo Zhang</i>	
A Systematic Mapping of Game-Based Methods to Tackle a Public Health Problem.	317
<i>Tiago França Melo Lima and Clodoveu Augusto Davis Jr.</i>	
Workshop on Robot Competitions.	324
<i>David Obdržálek, Richard Balogh, and Artur Lugmayr</i>	
Demonstration	
NOVELICA: A Visual Novel System to Make People Forget Their Negative Feelings on Mathematics	329
<i>Nobumitsu Shikine, Toshimasa Yamanaka, Letizia Jaccheri, Javier Gomez, and Junichi Hoshino</i>	
Art Exhibition	
Imperceptible Art	337
<i>Aleksandra Vasovic</i>	
Tappetina: An Ecosystem of Art, Software, and Research	340
<i>Letizia Jaccheri, Javier Gomez, and Sindre B. Skaraas</i>	
Workshops	
Designing Entertainment for the Aging Population	345
<i>Paula Alexandra Silva and Masood Masoodian</i>	
Storytelling: A Medium for Co-design of Health and Well-Being Services for Seniors.	349
<i>Leah Burns and Masood Masoodian</i>	
User-Centered Design of an Online Mobile Game Suite to Affect Well-Being of Older Adults	355
<i>Isabelle Kniestedt, Stephan Lukosch, and Frances Brazier</i>	
Providing Life-Style-Intervention to Improve Well-Being of Elderly People	362
<i>Thomas Rist, Andreas Seiderer, and Elisabeth André</i>	
Intergenerational Joint Media Engagement: Pre-testing Interviews, Activities and Tablet’s Applications.	368
<i>Ana Carla Amaro, Lidia Oliveira, and Vania Baldi</i>	

Physical Activity Among Older Adults: A Meta-review of EU-Funded Research Projects 374
Paula Alexandra Silva

Entertainment Computing - A Key for Improving Inclusion and Reducing Gender Gap? 388
Javier Gomez, Letizia Jaccheri, and Jannicke Baalsrud Hauge

Who Will Be the Leaders in Top Academic Positions in Entertainment Computing? 392
Letizia Jaccheri, Soudabeh Khodambashi, Katrien De Moor, Özlem Özgöbek, and Katina Kravevska

Serious Games in Special Education. A Practitioner’s Experience Review . . . 397
Guadalupe Montero and Javier Gomez

Perspectives on Accessibility in Digital Games 402
Jannicke Baalsrud Hauge, Neil Judd, Ioana Andreea Stefan, and Antoniu Stefan

Adult Perception of Gender-Based Toys and Their Influence on Girls’ Careers in STEM 407
Serena Lee-Cultura, Katerina Mangaroska, and Kshitij Sharma

Author Index 411