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[Entertainment Computing - ICEC 2012 - 11th International ...](#)

This book constitutes the refereed proceedings of the 11th International Conference on Entertainment Computing, ICEC 2012, held in Bremen, Germany, in September 2012. The 21 full papers, 13 short papers, 16 posters, 8 demos, 4 workshops, 1 tutorial and 3 doctoral consortium submissions presented

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Camera is becoming more common in mobile phones and it is commonly used for exchanging photos between people. The photos could be used for other purposes as well, such as gaming. This paper

**Entertainment Computing - ICEC 2016 | Springer for ...**

Conference on Entertainment Computing, ICEC 2016, held in Vienna, Austria, in September 2016. The 16 full papers, 13 short papers, and 2 posters presented were carefully reviewed and selected from 46 submissions.

**IFIP International Conference on Entertainment Computing ...**

IFIP International Conference on Entertainment Computing is the longest established and most prestigious conference in the field of entertainment computing. The conference is the primary forum for disseminating and showcasing research results relating to the creation, development and use of digital entertainment. The conference brings together practitioners, academics, artists and researchers

**305\_Capturing Notions From S | Human Machine Interaction ...**

A 6 . 2011) night, human has the tendency to interpret things in a holistic view, and meanwhile possess the mysteriousness. In addition, the peripheral information provides the mysterious atmosphere that would induce users to reconstruct the impression spontaneously with their own reflection and imagination, the caterpillar, which needs users to fill in the rest to create unique experiences on

**Entertainment Computing Conference 2017 Dubai ICEC Events ...**

ICEC 2017 has teamed up with the Special Journal Issue on Entertainment Computing. A number of selected high-impact full-text papers will also be considered for the special journal issues. All submitted papers will have the opportunity to be considered for this Special Journal Issue. The paper selection will be carried out during the peer review process as well as at the conference.

**(PDF) GPU-based image method for room impulse response ...**

Room impulse response (RIR) simulation based on the image-source method is widely used in room acoustic research. The calculation of the RIR in computer has to digitalize sound propagation delay.