



Entertainment Computing - Icec 2004: Third International Conference, Eindhoven, the Netherlands, September 1-3, 2004, Proceedings

By -

Springer. Paperback. Book Condition: New. Paperback. 617 pages. Dimensions: 9.2in. x 6.0in. x 1.0in. The advancement of information and communication technologies (ICT) has enabled broad use of ICT and facilitated the use of ICT in the private and personal domain. ICT-related industries are directing their business targets to home applications. Among these applications, entertainment will differentiate ICT applications in the private and personal market from the office. Comprehensive research and development on ICT - applications for entertainment will be different for the promotion of ICT use in the home and other places for leisure. So far engineering research and development on entertainment has never been really established in the academic communities. On the other hand entertainment-related industries such as the video and computer game industries have been growing rapidly in the last 10 years, and today the entertainment computing business outperforms the turnover of the movie industry. Entertainment robots are drawing the attention of young people.

The event called RoboCup has been increasing the number of participants year by year. Entertainment technologies cover a broad range of products and services: movies, music, TV (including upcoming interactive TV), VCR, VoD (including music on demand), computer games, game consoles, video arcades, gambling machines, the Internet (e. g. , chat rooms, board...

Reviews

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