



Contents lists available at ScienceDirect

# Entertainment Computing

journal homepage: [ees.elsevier.com/entcom](http://ees.elsevier.com/entcom)

## Preface

### Special issue: Ten years of Advances in Computer Entertainment



This special issue celebrates the 10th edition of the International Conference on Advances in Computer Entertainment (ACE) by collecting six selected and revised papers from among this year's accepted contributions.

The ACE series of conferences, held yearly since 2004, has always been lively and interactive events. The conference has not just mainly paper presentations, but also many creative showcases, demonstrations, workshops, and often a game competition as well. For 10 years now, the ACE has shown itself to be a strong and vibrant community.

Throughout the years, there has been a common element that ties together many of the different types of work presented at ACE. In their contributions, authors not only present solutions to known problems, or observe and describe aspects of the technological reality that is out there, but also actively explore what new things they can make, and why these new things might be important or interestingly different.

During ACE 2011, held in Lisbon (Portugal), Hiroshi Ishii challenged the ACE community by asking for the real value of Entertainment Computing, and especially the relevance of *research* in this field. At ACE 2012, held in Kathmandu (Nepal), this question was raised again during the panel session. We can try to address this question through some viewpoints on entertainment technologies. Clearly, entertainment can be a valuable goal in itself. People need to experience fun, engagement, social connectedness, and many other things achieved through entertainment. Entertainment can also be used as a powerful means for changing people's perceptions, ideas and behavior. Entertainment with and through computers is a fact of daily life. It is there, and it has a huge economic impact which is not likely to lessen.

At ACE, we look at entertainment computing as the subject of our research. One of the forms this takes is to invent new interfaces to improve old tasks. Chi Thanh Vi et al. present D-Flip, a novel method to browse photo collections. Other researchers in our community try to change users' perceptions and behaviors using serious games and other persuasive technologies. Tuuli Keskinen

et al. write about how they use entertainment computing to persuade children to participate actively in physical exercise at school. We also try to *analyze and understand* various aspects of computer entertainment: besides "making new things", we "analyze the things that we find in the world of computer entertainment", how people use technology or play games. The contribution by James Fraser et al. attempts to model how certain parameters of interventions in a game and its rules have a predictable impact on the difficulty of the game. Marcello Gómez-Maureira et al. look at the *method* of designing entertainment systems, by exploring how user analysis can contribute to improved level design. Other people in the field explore the creative design space to find new forms of beauty, experience, and fun. Cristina Sylla presents her project in which she unlocks the creative powers of users to construct, and be immersed in, creative new stories. Finally, a lot of work in the ACE community attempts to re-create existing human experiences in an interestingly new way, or invent completely new types of human experience. New developments in multimodal interactive technology make it possible to develop full-body immersive experiences; subsequently, we can attempt to find out whether we can fundamentally enhance or change the experience, due to the technological innovation. What can we do better, differently, in a more interesting way, because we implemented technology for this particular experience? A good example of this is the contribution by Yosuke Kurihara et al.: they make it possible for a user to have an immersive full-body haptic, auditory, and visual experience of having a robotic body.

Taken together, the selected papers give a good overview of the creative power of the research community of the ACE conference. We hope and expect that this community will continue to grow and strengthen, so we can see more work of this high quality over the next 10 years!

Haruhiro Katayose  
Dennis Reidsma