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Advances in Computer Entertainment

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Preface

These are the proceedings of the 10th International Conference on Advances in Computer Entertainment (ACE 2013), hosted by the Human Media Interaction research group of the Centre for Telematics and Information Technology at the University of Twente, The Netherlands.

The ACE series of conferences, held yearly since 2004, has always been lively and interactive events. There are not just mainly paper presentations, but also many creative showcases, demonstrations, workshops, and often a game competition as well. For ten years now, 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 that is not likely to decrease.

At ACE, we look at entertainment computing as the subject of our research. We look at changing perceptions and behaviors using serious games and other persuasive technologies. We 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. We explore the creative design space to find new forms of beauty, experience, and fun. Also, we attempt to re-create existing human experiences in an interestingly new way. New developments in multimodal interactive technology are used to re-create certain experiences as faithfully as possible; subsequently, we attempt to find out whether we can fundamentally enhance 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?

The latter is also reflected in the theme of this anniversary edition, which was "Making New Knowledge". As already noted in last year's introduction to

the proceedings of ACE 2012, creating has always been an important form of entertainment. People paint for a hobby, play music, build model airplanes, or write amateur poetry in their free time. Just for the fun of designing and creating their own entertainment; the final result may be less important than the process. Tinkering can also be a strong source of learning, something that has been known at least since the seminal work of Seymour Papert. In a video lecture on Carnegie Commons, John Seely Brown suggests that the role of a teacher partly shifts from imparting knowledge to building a learning community. Clearly, tools for programming and physical computing can serve as tinkering materials in such a community, and maybe there are further roles that computer entertainment technology can play in building and facilitating such a learning community.

These thoughts are not only reflected in a number of papers and extended abstracts in these proceedings, but also in several of the additional activities that were organized during this year's conference. There were panels, workshops in which the participants sit down together to actively make things or to discuss the role (and challenges!) of tinkering in scientific education, the Kids' Workshop Track featuring activities for children making stories, animations, and elements for games, and there were special efforts to include more students at various levels in their education in the conference. All this took place at the beautiful resort Bad Boekelo, situated in the pastoral countryside of Twente.

Of course, there cannot be a conference without the submission of many good papers. This year, 133 papers were submitted to the various tracks. With an acceptance rate of 22% for long regular presentations, and 54% for all contributions including extended abstracts for the poster presentations, these proceedings represent the very interesting and relevant work currently carried out by the ACE community.

Like every year, many people worked hard to make this 10th edition of ACE a success. To the Program Committee, reviewers, authors, track chairs, workshop organizers, delegates visiting the conference, and the sponsors supporting the conference in various ways: Thank you! We are proud to have served as this year's general and program chairs to bring everything together in the lovely countryside of Boekelo, The Netherlands!

November 2013   Dennis Reidsma
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