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Mark Maybury
Oliviero Stock
Wolfgang Wahlster (Eds.)

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First International Conference, INTETAIN 2005
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Preface

From November 30 to December 2, 2005, INTETAIN 2005 was held in beautiful Madonna di Campiglio, on the majestic mountains of the Province of Trento, Italy. The idea to hold the first international conference that would have as topic “Intelligent Technologies for Interactive Entertainment” seemed to be timely. In the previous couple of years there had been other more specific — or more generic — events where some of the relevant themes had made it to the front stage. With INTETAIN we were aiming at establishing a conference where intelligent computational technologies are at the basis of any interactive application for entertainment.

As “intelligent computational technologies” we mean adaptive media presentations, recommendation systems in media scalable crossmedia, affective user interfaces, intelligent speech interfaces, tele-presence in entertainment, collaborative user models and group behavior, collaborative and virtual environments, crossdomain user models, animation and virtual characters, holographic interfaces, augmented, virtual and mixed reality, computer graphics and multimedia, pervasive multimedia, creative language environments, computational humor, and so on.

We also believe that there is an important role for novel underlying interactive device technologies, for example, mobile devices, home entertainment centers, haptic devices, wall screen displays, holographic displays, distributed smart sensors, immersive screens and wearable devices.

Interactive applications for entertainment include, but are certainly not limited to, intelligent interactive games, intelligent music systems, interactive cinema, edutainment, interactive art, interactive museum guides, city and tourism explorer assistants, shopping assistants, interactive real TV, interactive social networks, interactive storytelling, personal diaries, websites and blogs, and comprehensive assisting environments for special groups (challenged, children, the elderly).

The conference attracted a good number of the best practitioners from throughout the world. Papers were submitted from Europe, Asia and America. Twenty-one long papers were accepted out of 39 submissions, making it a good-quality program. To this we added 15 short papers presented as posters, and a rich program of live system demonstrations.

The program also included invited speakers, special events such as a design garage, where participants performed in groups a hands-on limited task of designing intelligent entertainment applications; and also a chess challenge between Almira Skripchenko, the women’s European champion, and Deep Junior, the 2004 world champion computer chess system.

This volume includes all material accepted for presentation: long papers, short papers and demonstration papers, separated into three sections.

We thank the colleagues of the international Program Committee for their active contribution in the selection process of long and short papers, and Tsvi Kuflik and Carlo Strapparava for taking care of the selection of the demonstration papers included in the special section.

We gratefully acknowledge the sponsorship of this event by CREATE-NET, by ITC-first, and by DFKI (VHNET).

Finally, we would like to thank Dina Goren-Bar and Oscar Mayora for their hard work in organizing the conference, and Susana Otero for her help in putting together the camera-ready material.

December 2005

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