

Kin-chuen Hui Zhigeng Pan
Ronald Chi-kit Chung Charlie C.L. Wang
Xiaogang Jin Stefan Göbel
Eric C.-L. Li (Eds.)

Technologies for E-Learning and Digital Entertainment

Second International Conference, Edutainment 2007
Hong Kong, China, June 2007
Proceedings



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Preface

To learn while being entertained is always an effective means in education. With the advance in technologies, in particular graphics, multimedia, and virtual reality technologies, this has evolved into the specific area of "Edutainment". The second international conference on edutainment, Edutainment 2007, aimed to provide a forum for practitioners and researchers in the field to share their experiences and findings in this fast growing area. Following the success of Edutainment 2006, which was held in Hangzhou, China, Edutainment 2007 was held during June 11–13, 2007 in Hong Kong.

This year, we received 393 submissions from 29 different countries and areas, including China (including Taiwan), USA, UK, Germany, Italy, France, Australia, Canada, Switzerland, Korea, Japan, Singapore and Malaysia. A total of 90 papers were selected, after peer review, for this volume. Topics of these papers fall into six different areas ranging from fundamental issues in geometry and imaging to virtual reality systems and their applications in entertainment and education. These topics include *Virtual Reality in Games and Education*, *Virtual Characters in Games and Education*, *E-learning Platforms and Tools*, *Geometry in Games and Virtual Reality*, *Vision, Imaging and Video Technology*, and *Collaborative and Distributed Environments*.

We are grateful to the International Program Committee and the reviewers for their effort to get all the papers reviewed in a short period of time. We would also like to thank everyone who contributed to organizing the conference.

April 2007

Kin-chuen Hui
Zhigeng Pan
Ronald Chi-kit Chung
Charlie C.L. Wang
Xiaogang Jin
Stefan Goebel
Eric C.-L. Li

Organization

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- The International Journal of Virtual Reality
- Microsoft-CUHK Joint Laboratory for Human-centric Computing and Interface Technologies
- KC Wong Education Foundation
- Digital Entertainment Society of China Simulation Association
- Eurographics

We would like to thank all of them for offering the opportunity to organize Edutainment 2007 in a way that provided a diversified scientific and social program. Especially, we would like to thank all members of the International Program Committee and Organizing Committee for their great job in defining conference topics, reviewing the large number of submitted papers, and managing to put all the materials together for this great event.

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