



INTETAIN 2008

INtelligent Technologies for interactive enterTAINment
Playa del Carmen, Cancun, Mexico
January 8th–10th, 2008
<http://www.intetain.org/>



Extended Deadline

Paper Submission Deadline: September 7, 2007 (00:00 CET)
Notification of Acceptance: October 15, 2007
Camera-ready Paper Deadline: November 12, 2007

Late-Breaking Results and Demo Submission Deadline: October 22, 2007 (00:00 CET)
Notification of Acceptance: November 5, 2007

Workshop Proposal Submission Deadline: August 14, 2007 (00:00 CET)
Workshop Proposal Notification: August 21, 2007

INTETAIN 2008, held in cooperation with ACM SIGCHI, aims to stimulate interaction among academic researchers and commercial developers of interactive entertainment systems. In addition to paper presentations, posters, and demos, the conference will foster discussion through workshops and special events.

INTETAIN 2008 focuses on the development of novel user-centered intelligent computational technologies and interactive applications for entertainment, being made possible through the use of a wide range of interactive device technologies (e.g., mobile and wearable devices, home entertainment centers, haptic devices, wall screen displays, information kiosks, holographic displays, fog screens, distributed smart sensors, and immersive displays) and media delivery infrastructures (e.g., multimedia networks, interactive radio, streaming technologies, DVB-T/M, ITV, P2P, satellite broadcasting, UMTS, Bluetooth, Broadband, and VoIP).

We seek exciting and innovative work in areas including, but not limited to:

Intelligent Computational Technologies for Entertainment

- Adaptive Media Presentations
- Recommendation Systems in Media
- Scalable Crossmedia
- Affective User Interfaces
- Novel Interaction Technologies
- Intelligent Speech and Multimedia Interfaces
- Telepresence in Entertainment
- Collaborative User Models and Group Behavior
- Collaborative and Virtual Environments
- Cross-Domain User Models
- Animation and Virtual Characters
- Novel Displays and Devices
- Augmented, Virtual, and Mixed Reality
- Computer Graphics and Multimedia
- Pervasive Multimedia and Gaming
- Creative Language Environments
- Computational Humor

Interactive Applications for Entertainment

- Intelligent Interactive Games
- Intelligent Music Systems
- Interactive Cinema
- Edutainment
- Interactive Art
- Museum Guides
- City Guides and Tourism Assistants
- Shopping Assistants
- Interactive Social Networks
- Interactive Story Telling
- Personal Diaries, Websites, and Blogs
- Applications for Special Populations (Handicapped, Children, Elderly)

INTETAIN 2008 accepts three types of paper submissions:

- Full Papers (from 6-10 pages)
- Late Breaking Results (up to 4 pages)
- Demos (up to 4 pages)



All submissions must follow the ACM two-column conference style format including figures and references. Links to templates will be available from the conference website. Authors are requested to submit their PDF manuscripts electronically by following the instructions at the conference home page: <http://www.intetain.org/>. Supporting videos can also be submitted. Full papers will be included in the ACM Digital Library.

Workshop Proposals

Proposals are solicited for workshops as part of the events associated with INTETAIN 2008. In addition to the interest areas listed above, workshops may address other topics in entertainment technology and applications. Please see the Call for Workshop Proposals on the website for more information.

Publication

Submissions should describe original research that has not been previously published or accepted for publication, and is not under consideration for publication at another conference or journal. Accepted papers will be presented at the conference as oral or poster presentations.

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