

International Workshop on Entertainment Computing 2002
Program
(May 14-17, 2002)

- Tuesday, May 14 -

16:00-18:00

[Exhibition] Main Hall (2F)

"Human vs. Computer Othello Match"

Human: Mr. Shigeru Kaneda

(7-dan, former world champion)

Computer: Logistello (Developed by Dr. Michael Buro)

Commentator: Mr. Takeshi Murakami

(Former world champion)

18:00-20:00

[Reception] Reception Room (21F)

- Wednesday, May 15 -

9:00- 9:20

[Opening]

Main Hall (2F)

9:30-12:00

[Sociology and Psychology of Entertainment - 1]

Main Hall (2F)

1. The Technoludic Film: Images of Video Games in Movies (1973-2001)
Matteo Bittanti (Catholic Univ. of the Sacred Heart)
2. Determinantes for Collaboration in Networked Multi User Games
Matthias Rauterberg (Technical Univ. Eindhoven)
3. The new role of Gaming - How games move outside entertainment
Anders Frank (Swedish Defense Materiel Administration)
Nicklas Lundblad (Swedish Research Institute for Information Technology)
4. Awareness Communications by Entertaining Toy Doll Agents
Kazuyuki Saitoh, Tomoko Yonezawa, Kenji Mase (ATR)

[Music Informatics - 1]

Room C-41 (4F)

1. Development of MIDI Encoder "Auto-F" for Creating MIDI Controllable General Audio Contents
Toshio Modegi
2. "Improvisession-II" - a performing/composing system for improvisational sessions with networks
Yoichi Nagashima
3. An accommodating piano which augments intention of inexperienced players
Akio Yatsui, Haruhiko Katayose
4. Two-step Input Method for Supporting Composition of MIDI Sequence Data
Chika Oshima, Yohei Miyagawa, Kazushi Nishimoto, Takashi Shirosaki
5. A Melody Retrieval System on Parallel-ized Computers
Tomonari Sonoda, Toshiya Ikenaga, Kana Shimizu, Yoichi Muraoka

[Mixed Reality Special Session - 1]

Room C-44 (4F)

1. A New Economical Fluorescent Lamp Information Transmission System for Indoor Tracking with Applications for Indoor Games
Yue Li, Adrian David Cheok
2. SKILL TRAINING SYSTEM OF MANUAL ARC WELDING by Kazuhiko Kobayashi, Shinobu Ishigame, Hideo Kato
3. Interaction for Entertainment Contents Based on Direct Manipulation with Bare Hands
Kenji Oka, Imari Sato, Yasuto Nakanishi, Yoichi Sato, Hideki Koike
4. Authoring Mixed Reality - A Component and Framework-Based Approach
Ralf Doerner, Christian Geiger, Michael Haller, Volker Paelke
5. Playing Rubik's Cube in Mixed Reality
Makoto Sato

-Lunch Time / Demo-

13:30-14:30

[Invited Talk - 1]

Main Hall (2F)

Non-Linearity and Interactivity: What Exactly Do They Mean in Digital Media?
Prof. Donald Marinelli (CMU)

-Break Time / Demo-

15:00-17:30

[Computers & Games - 1]

Main Hall (2F)

1. Multi-goal path-finding for autonomous agents in virtual worlds
Philippe Codognet (Univ. of Paris)
2. Multiplayer Game Cheating Prevention with Pipelined Lockstep Protocol
Ho Lee, Eric Kozlowski, Scott Lenker, Sugih Jamin (Univ. of Michigan)
3. Complex Games and Palm Computers
Pieter Spronck, Jaap van den Herik (Univ. of Maastricht)
4. Facilitating Learning in a Real Time Strategy Computer Game
Penelope Sweetser (School of Information Technology and Electrical Engineering)
Simon Dennis (Univ. of Queensland)
5. A Toolkit for Developing Programs of Card Game Played on the Internet
Masato Koide, Jingde Cheng (Saitama Univ.)

[Home/Arcade Games and Interactive Movies - 1]

Room C-41 (4F)

1. Digital Storytelling with DINAH: Dynamic, Interactive, Narrative Authoring Heuristic
(David Ventura, David Brogan)
2. Real-time Character Animation Using Puppet Metaphor
(Minoru Okada)

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3. Fly Through View Video Generation of Soccer Scene
(Naho Inamoto, Hideo Saito)
4. Prototyping Mobile Game Applications
(Johan Sanneblad, Lars Erik-Holmquist)
5. A Method for Real-Time Rendering of Water Droplets
Taking into Account Interactiv Depth of Field Effects
(Tomoya Sato, Yoshinori Dobashi,
Tsuayoshi Yamamoto)

[Mixed Reality Special Session - 2] Room C-44 (4F)

1. Inside the Score: Music and Augmented Reality
Rodney Berry, Ivan Poupyrev, Makoto Tadenuma,
Nobuji Tetsutani, Shigeo Imura
2. Magic Music Desk: A Multi-Modal Embodied
Interactive Desk
Zhou Zhiying, Farzam Farbiz, Chen Xiangdong,
Adrian David Cheok
3. Senses of Spaces through Transfiction
Alok Nandi, Xavier Marichal
4. Penguin Hockey: A Virtual Reality game system for
children
Akihiko Shirai, Shouichi Hasegawa, Yasuharu Koike,
Makoto Sato

- Thursday, May 16 -

9:00-10:30

[Home/Arcade Games and Interactive Movies - 2] Main Hall (2F)

1. Kirifuki: Inhaling and Exhaling Interaction with Visual
Objects
(Soichiro Iga, Fumito Higuchi)
2. Virtual Horseback Archery-KibaKiba Mushamusha
(Masataka Imura, Jun Kozuka, Koichi Minami,
Yoshito Tabata, Tatsuya, Shizui, Kunihiro Chihara)
3. Creating Ubiquitous Interactive Games Using
Everywhere Display Projectors
(Claudio Pinhanez)

[Mixed Reality Special Session - 3] Room C-44 (4F)

1. Usability and Playability Issues for ARQuake
Bruce Thomas, Nicholas Krul, Benjamin Close,
Wayne Piekarski
2. Touch Space: An Embodied Computing Mixed
Reality Game Space
Wang Weihua, Xubo Yang, Yang Zhi Hui,
Adrian David Cheok, Mark Billinghurst,
Hirokazu Kato
3. Using Augmented Reality for Entertainment
Blair MacIntyre, Brendan Hannigan

-Break Time / Demo-

11:00-12:00

[Entertainment Robots & Physical Systems - 1] Main Hall (2F)

1. Development of a Person Detection System by
Using the Active Vision on an Entertainment Robot
H. Ohta et al. (Gifu Univ, Japan)

2. Development of Autonomous Blimp Robot with
Intelligent Control
Keiko. Motoyama, Hidenori Kawamura,
Masahito Yamamoto, Azuma Ohuchi
(Hokkaido Univ.)

[Sociology and Psychology of Entertainment - 2] Room C-41 (4F)

1. Leaving fantasy behind in videogames: The Limits of the
narrative Paradigm
Gonzalo Frasca(Ludology)
2. Responses in Light, Sound and Scent: A Therapeutic
Interactive Yoga System
Sidney Fels, Jamas Gauthier, Patricia Smith
(Univ. of British Columbia)

[Mixed Reality Special Session - 4] Room C-44 (4F)

1. Rapid Prototyping of Mixed Reality Applications that
Entertain and Inform
Christian Geiger, Christian Reimann,
Waldemar Rosenbach, Joerg Stoecklein
2. An Authoring Toolkit for Mixed Reality Experiences
Scott S. Fisher

-Lunch Time / Demo-

13:30-14:30

[Invited Talk - 2] Main Hall (2F)

- Under the Influence: Language-enabled Characters in
Interactive Storytelling
Prof. Marc Cavazza, (Univ. of Teesside)

-Break Time / Demo-

15:00-17:30

[Entertainment Robots & Physical Systems - 2] Main Hall (2F)

1. Lego Mindstorms Cheer Leading Robot
Naohiro Matsutani (Chiba Univ)
Kumiko Tanaka-Ishii(Tokyo Univ.)
Ian Frank, Hitoshi Matsubara(Future Univ.-Hakodate)
2. Electronically Enhanced Board Games by
Integrating Physical and Virtual Spaces
Fusako Kusunoki (Tama Art Univ)
Masanori Sugimoto(Univ. of Tokyo)
Hiromichi Hashizume(National Institute of Infomatics)
3. A Distributed Control System and Scripting Language
for "Interactivity" in Live Performance
Eitan Mendelowitz, Jeff Burke(Univ. of California)
4. Recognition of Human Hand Gesture from a Monocular
Image Sequence for Human-Machine Communication
System
Satoru Odo, Kiyoshi Hoshino(Univ. of the Ryukyus)
5. CGA Synthesizer Interpolating and Extrapolating Motion
Data
Kiyoshi Hoshino (Univ. of the Ryukyus)

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[Computers & Games - 2]

Room C-41 (4F)

1. A Metric for Entertainment of Boardgames:
its implication for evolution of chess variants
Hiroyuki Iida, Nobuo Takeshita and Jin Yoshimura
(Shizuoka Univ.)
2. Threat Stacks to Guide Pruning and Search Extensions
in Shogi
Reijer Grimbergen(Saga Univ.)
3. The Evolution of Strong Othello Programs
Michael Buro(NEC Research Institute)

[Mixed Reality Special Session - 5]

Room C-44 (4F)

1. A Distributed MR Transporter for Networked
Collaboration
Koichi Minami, Tomi Korpipaa, Masataka Imura,
Yoshihiro Yasumuro, Tomohiro Kuroda,
Yoshitsugu Manabe, Kunihiko Chihara
2. Immersive Environment Technologies for Planetary
Exploration with Applications for Mixed Reality
John Wright, Frank Hartman, Brian Cooper
3. 3D Live Humans in Mixed Reality Entertainment
Simon J.D. Prince, Adrian David Cheok,
Farzam Farbiz, Todd Williamson, Nik Johnson,
Mark Billinghurst and Hirokazu Kato
4. Content Management in Mixed Reality Systems
Considerations from an applied science perspective
Martin Kurze

18:30-20:30

[Banquet] Hotel Springs Makuhari.

Banquet Dinner Talk

Robot Entertainment and its technology

Masahiro Fujita

(SONY Entertainment Robot Co.)

- Friday, May 17 -

9:00-11:00

[Music Informatics - 2]

Main Hall (2F)

1. Sound Compass™
Hidenobu Nagata, Naoko Kosugi, Ryoji Kataoka
2. Statistical Phrase Extraction and Indexing for Music
Retrieval
Atsuhiko Takasu, Teruhito Kanazawa, Jun Adachi
3. A Portable Electronic Bass Using Two PDAs
Tsutomu Terada, Masahiko Tsukamoto,
Shojiro Nishio
4. Musical Composition by Onomatopoeia
Toshiyuki Masui

[Home/Arcade Games and Interactive Movies - 3]

Room C-41 (4F)

1. Face Analysis and Synthesis for Interactive
Entertainment
(Shoichiro Iwasawa, Tatsuo Yotsukura,
Shigeo Morishima)
2. Video Motion Capture for Interactive Movies
(Atsushi Nakano, Junichi Hoshino)
3. Computer Vision Based Recognition of Interactions
between Human and Objects
(Masumi Kobana, Jun Ohya)
4. Real-time Manipulation of Motion-capture Data with
Pattern Generator
(Shigeru Kuriyama, Yusuke Irino, Toyohisa Kaneko)

[Sociology and Psychology of Entertainment - 3]

Room C-41 (4F)

1. Politics in Simulation?
Anders Frank(Defense Materiel Administration)
Nicklas Lundblad
(Swedish Research Institute for Information
Technology)
2. The Inherent Appeal of Physically Controlled
Peripherals
Daniel Johnson, John Gardner, Janet Wiles,
Penelope Sweetser, Kelly Hollingsworth
(Univ. of Queensland)

-Break Time / Demo-

11:30-12:30

[Invited Talk - 3]

Main Hall (2F)

Multimodal and the Games

Masaya Matsuura(President of NaoaOn-sha.Co.,Ltd.)