Call for Papers

The 3rd International Conference on Intelligent Technologies for Interactive Entertainment

INTETAIN 09

Amsterdam, the Netherlands
June 22-24, 2009
`http://intetain.org`

OVERVIEW

The Human Media Interaction (HMI) department of the University of Twente in the Netherlands and the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering (ICST) are pleased to announce the Third International Conference on Intelligent Technologies for Interactive Entertainment to be held on June 22-24, 2009 in Amsterdam, the Netherlands.

INTETAIN 09 intends to stimulate interaction among academic researchers and commercial developers of interactive entertainment systems. We are seeking long (full) and short (poster) *papers* as well as proposals for *interactive demos*. In addition, the conference organisation aims at an interactive hands-on session[1] along the lines of the Design Garage that was held at INTETAIN 2005.

The global theme of this third edition of the international conference is "Playful interaction, with others and with the environment".

Contributions may, for example, contribute to this theme by focusing on the **Supporting Device Technologies** underlying interactive systems (mobile devices, home entertainment centers, haptic devices, wall screen displays, information kiosks, holographic displays, fog screens, distributed smart sensors, immersive screens and wearable devices), on the **Intelligent Computational Technologies** used to build the interactive systems, or by discussing the **Interactive Applications for Entertainment** themselves.

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1 Individuals who want to organise special sessions during INTETAIN 09 may contact the General Chair, Anton Nijholt

TOPICS
We seek novel, revolutionary, and exciting work in areas including but not limited to:

Supporting Technology
- New hardware technology for interaction and entertainment
- Novel sensors and displays
- Haptic devices
- Wearable devices

Intelligent Computational Technologies
- Animation and Virtual Characters
- Holographic Interfaces
- Adaptive Multimodal Presentations
- Creative language environments
- Affective User Interfaces
- Intelligent Speech Interfaces
- Tele-presence in Entertainment
- (Collaborative) User Models and Group Behavior
- Collaborative and virtual Environments
- Brain Computer Interaction
- Cross Domain User Models
- Augmented, Virtual and Mixed Reality
- Computer Graphics & Multimedia
- Pervasive Multimedia
- Robots
- Computational humor

Interactive Applications for Entertainment
- Intelligent Interactive Games
- Emergent games
- Human Music Interaction
- Interactive Cinema
- Edutainment
- Urban Gaming
- Interactive Art
- Interactive Museum Guides
- Evaluation
- City and Tourism Explorers Assistants
- Shopping Assistants
- Interactive Real TV
- Interactive Social Networks
- Interactive Story Telling
- Personal Diaries, Websites and Blogs
- Comprehensive assisting environments for special populations (handicapped, children, elderly)
- Exertion games

SUBMISSION FORMAT
INTETAIN 09 accepts long papers and short poster papers as well as demo proposals accompanied by a two page extended abstract. Accepted long and short papers will be published in the new Springer series LNICST: *Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering.* The organisation of INTETAIN 09 is currently working to secure a special edition of a journal, as happened previously for the 2005 edition of the Intetain conference.

Submissions should follow the LNICST instructions for authors, available from the INTETAIN 09 web site.

Long papers
Submissions of a maximum of **12 pages** that describe original research work not submitted or published elsewhere. Long papers will be orally presented at the conference.

Short papers
Submissions of a maximum of **6 pages** that describe original research work not submitted or published elsewhere. Short papers will be presented with a poster during the demo and poster session at the conference.

Demos
Researchers are invited to submit proposals for demonstrations to be held during a special demo and poster session at the INTETAIN 09. For more information, see the Call for Demos below. Demo proposals may either be accompanied by a long or short paper submission, or by a two page extended abstract describing the demo. The extended abstracts will be published in a supplementary proceedings distributed during the conference.

IMPORTANT DATES
Submission deadline:
Monday, Februari 16, 2009

Notification:
Monday, March 16, 2009

Camera ready submission deadline:
Monday, March 30, 2009

Late demo submission deadline (extended abstract only!):
Monday, March 30, 2009

Conference: June 22-24, 2009, Amsterdam, the Netherlands

COMMITTEE
General Program Chair:
Anton Nijholt, Human Media Interaction, University of Twente, the Netherlands

Local Chair:
Dennis Reidsma, Human Media Interaction, University of Twente, the Netherlands

Web Master and Publication Chair:
Hendri Hondorp, Human Media Interaction, University of Twente, the Netherlands

Steering Committee Chair:
Imrich Chlamtac, Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering

CALL FOR DEMOS
We actively seek proposals from both industry and academia for interactive demos to be held during a dedicated session at the conference. Demos may accompany a long or short paper. Also, demos may be submitted at a later deadline instead, with a short, two page extended abstract explaining the demo and showing why the demo would be a worthwhile contribution the INTETAIN 09's demo session.

Format
Demo submissions should be accompanied by the following additional information:
- A short description of the setup and demo (2 alineas)
- Requirements (hardware, power, network, space, sound conditions, etc, time needed for setup)
- A sketch or photo of the setup

Videos showing the demonstration setup in action are very welcome.

Review
Demo proposals will be reviewed by a review team that will take into account aspects such as novelty, relevance to the conference, coverage of topics and available resources.

Topics
Topics for demo submissions include, but are not limited to:
- New technology for interaction and entertainment
- (serious) gaming
- New entertainment applications
- BCI
- Human Music Interaction
- Music technology
- Edutainment
- Exertion interfaces