SG16: Entertainment Computing
Report to General Assembly – Vilnius, 2003

Ryohei Nakatsu, SG16 Chair

Part 1: General Assembly

SG16 Entertainment Computing

Last Meeting

Activities
1. Major members of SG16 have contributed for the organisation of the International Workshop on
Entertainment Computing (IWEC2002) that was held on May 14-17 in Makuhari, Japan
(http://www.graphic.esys.tsukuba.ac.jp/iwec2002/). Although that was the first meeting of this
kind, the workshop was very successful with more than 60 presentations and more than 100
attendees from all over the world. The success of this workshop led to the establishment of the
new Specialist Group on Entertainment Computing. The proceedings of this workshop were

2. Based on the success of IWEC2002, SG16 organised the ICEC2003 (International Conference on
Entertainment Computing), that was held on May 8-10, at CMU, Pittsburgh USA
(http://www.etc.cmu.edu/icec2003/). ICEC was also successful with more than 100 attendees and
more than 20 papers. All of the papers for ICEC2003 have been accepted by ACM in New York
City for inclusion in their online library and archive of research material in this field. Also
publication is under discussion with Carnegie Mellon University Press..

3. During ICEC2003 the annual meeting of SG16 was held. At the meeting the future organisation
of ICEC was discussed and it was decided that hereafter ICEC will be held annually with its
conference site somewhere in North America, Europe, and Asia in turn.

4. To promote the activity in the area of Entertainment Computing, it has been decided at the
meeting that SG16 would promote the establishment of academic society and/or research
laboratories on Entertainment Computing all over the world. Already there is a laboratory called
Entertainment Technology Center (ETC) at CMU. Recently in Japan a new research laboratory
called Entertainment Computing Research Center was established where it is expected that joint
research between academia and industry will be carried out. SG16 will promote the research
activities in these organisations as well as the collaboration between these organisations.

5. At the annual meeting of SG16, the establishment of working group was discussed and it was
decided as first working groups of SG16, three working groups are to be established; WG16.1
6. As one of the activities of SG16, SG16 becomes a sponsor of the international conference on computer games, ACG-10 (10\textsuperscript{th} Advances in Computer Games Conference), that will be held on November 24-27\textsuperscript{th} at Graz, Austria (http://www.cs.unimaas.nl/icga/acg10/).

\textit{Last SG16 Publications}


\textit{SG16 Statistics and attendance}

See at the end of this report.

\textbf{WG16.1 Digital Storytelling}

\textit{Scope}

Storytelling is one of the core technology of entertainment. Especially with the advancement of information and communication technologies (ICT), new type of entertainment called video games have been developed where interactive story development is the key that makes those games really entertaining. At the same time, however, it has not been studied well what is the difference between the interactive storytelling and the conventional storytelling. Also as the development of interactive storytelling need a lot of time and human power, it is crucial to develop technologies for automatic or semiautomatic story development. The objective of this working group is to study and discuss these issues.

\textit{Members}

As a first member of this WG16.1, Prof. Mac Cavazza was named as a chair of this working group. He is responsible for selecting a vice chair and other members of this WG16.1.

\textit{WG16.1 Activities}

Already there are several conferences/workshops on digital storytelling. To establish a link between IFIP and these conferences/workshops is the first activity of WG16.1.

\textbf{WG16.2 Entertainment Robot}

\textit{Scope}

Robot is becoming one of the most appealing entertainment. New entertainment robot and/or pet robot is becoming popular. Also, from theoretical point of view, compared with computer graphics based characters/animations, robot is an interesting research object as it has physical entity. Taking these into considerations, it was decided at the SG16 annual meeting that a new working group on entertainment robot is to be established.

\textit{Members}

As a first member of this workshop, Prof. Hitoshi Matsubara was named as a chair of this working group. He is responsible for selecting a vice chair and other members of this WG16.2.

\textit{WG16.2 Activities}
As a first activity of this working group, WG 16.2 organised a domestic workshop on entertainment computing, Entertainment Computing 2003, on Jan. 13-15 at Osaka, Japan (http://www.graphic.esys.tsukuba.ac.jp/ec2003/). It has attracted more than 120 attendees and 30 papers. The proceedings were published from IPSJ (Information Processing Society of Japan).

Publications

WG16.3 Theoretical Basis of Entertainment

Scope
Although there are huge entertainment industries already such as video games, toys, movies, etc., little academic interest has been paid on such questions as what is the core of entertainment, what is the technologies that would create new entertainment, and how the core technologies of entertainment can be applied to other areas such as education, learning and so on. The main objective of this WG is to study these issues.

Members
As a first member of this workshop, Prof. Matthias Rauterberg was named as a chair of this workshop. He is responsible for selecting vice chair and other members of this WG16.3.

Part 2: Technical Assembly 2002 (Vilnius)

The sponsorship of ICEC2004
Based on the agreement at the annual meeting of SG16, ICEC is to be held annually with its site changing among North America, Europe, and Asia in turn. The next ICEC, ICEC2004, will be held in Barcelona in May, 2004. At the SG16 meeting, the sponsorship of ICEC2004 was also discussed. As ICEC is one of the major activities of SG16, it is crucial for SG16 to be a sponsor of ICEC. At the same time, however, it is important to have a close connection with academic societies such as ACM or IEEE if ICEC is expected to attract many active researchers and industrial people in this area. As recently within ACM the interest in the area of entertainment computing is growing and a journal dedicated on entertainment computing is to be published soon, several SG members insist that ICEC should have both IFIP and ACM as main sponsors.
SG16 Members (2003)

Chairman
JP Ryohei Nakatsu

Vice-Chair
NL Matthias Rauterberg

Secretary
US Claudio Pinhanez

National Representatives

<table>
<thead>
<tr>
<th>Country</th>
<th>Representative</th>
</tr>
</thead>
<tbody>
<tr>
<td>NL</td>
<td>Matthias Rauterberg</td>
</tr>
<tr>
<td>NL</td>
<td>Jaap van den Herik</td>
</tr>
<tr>
<td>JP</td>
<td>Tak Kamae</td>
</tr>
<tr>
<td>UK</td>
<td>Marc Cavazza</td>
</tr>
<tr>
<td>USA</td>
<td>Donaldo Marinelli</td>
</tr>
</tbody>
</table>

WG16.x Chair persons

<table>
<thead>
<tr>
<th>WG16.x</th>
<th>Chairperson</th>
</tr>
</thead>
<tbody>
<tr>
<td>WG16.1</td>
<td>Marc Cavazza</td>
</tr>
<tr>
<td>WG16.2</td>
<td>Hitoshi Matsubara</td>
</tr>
<tr>
<td>WG16.3</td>
<td>Matthias Rauterberg</td>
</tr>
</tbody>
</table>
**SG16 Meetings: Attendance**

<table>
<thead>
<tr>
<th>Nation/Year</th>
<th>02</th>
<th>03</th>
</tr>
</thead>
<tbody>
<tr>
<td>Netherlands</td>
<td>+</td>
<td>+</td>
</tr>
<tr>
<td>Netherlands</td>
<td>+</td>
<td>a</td>
</tr>
<tr>
<td>JP</td>
<td>+</td>
<td>+</td>
</tr>
<tr>
<td>UK</td>
<td>+</td>
<td>+</td>
</tr>
<tr>
<td>USA</td>
<td>+</td>
<td>+</td>
</tr>
<tr>
<td>WG16.1 Chair</td>
<td>+</td>
<td>+</td>
</tr>
<tr>
<td>WG16.2 Chair</td>
<td>+</td>
<td>a</td>
</tr>
<tr>
<td>WG16.3 Chair</td>
<td>+</td>
<td>+</td>
</tr>
</tbody>
</table>

* Resigned from TC — + representative attended — a apologies — r represented — o observer