

## DRAFT MINUTES OF THE EXTENDED ECTF MEETING

TIME: 19:00-20:45, Wednesday, May 15, 2002

PLACE: 21<sup>st</sup> Floor of Sharp Makuhari Building

ATTENDANCE ( in no particular order) :

Tak Kamae (Chair, LIST, Japan)  
Marc Cavaza (University of Teesside)  
Matthias Rauterberg (Eindhoven University of Technology)  
Ryohei Nakatsu (Kwansei Gakuin University)  
Scott Fisher (Keio University)  
Hiroyuki Iida (University of Shizuoka)  
Jaap van den Herik (University of Maastricht)  
Gonzalo Frasca (Cartoon Network)  
Junuchi Hoshino (University of Tsukuba)  
Masahiko Tsukamoto (Osaka University)  
Hirokazu Kato (Hiroshima City University)  
Adrian Davit Cheok (National University of Singapore)  
Bruce H. Thomas (University of South Australia)  
Michael Buro (NEC Research Institute)  
Takaya Ishida (Mitsubishi Electric Corporation)  
David Ventura (Carnegie Mellon University)  
Donald Marinelli (Carnegie Mellon University)  
Sidney Fels (University of British Columbia)  
Michael Cohen (University of Aizu)  
Osamu Ayukawa (IWEC Secretary, IPSJ)  
Takayuki Yanagawa (IPSJ)

### AGENDA AND RESOLUTIONS:

Tak Kamae, Chair of Entertainment Computing Task Force, welcomed the attendees and opened the meeting. Using the meeting paper #1, he sorted out discussion items and the meeting agreed to the agenda as follows:

1. Definition of Technical Areas
2. Proposal to IFIP
3. Future Plan of IWEC
4. Others (if any)

#### 1. Technical Areas

Chair requested the meeting to propose technical areas to be added to the five areas of the current

Workshop. The following technical areas were listed up :

- Board and card gaming
- Video gaming
- Network-based entertainment
- Mobile entertainment
- Location based entertainment
- Mixed reality entertainment
- Music informatics for entertainment
- 3D audio for entertainment
- Haptic and non-traditional human interface technologies for entertainment
- Entertainment human interface
- Entertainment robot technologies
- Theoretical aspects of entertainment
- Design of entertainment systems
- Legal aspects of entertainment systems
- Affective computing

The following comments were also made:

- 1) In order to avoid overlaps with existing activities elsewhere the target areas should not be too much expanded.
- 2) It is desirable to create novel areas.
- 3) The conference in Finland in June is focused on human, cultural and art aspects of computing and, thus, may have topics of our interest.
- 4) Topics relating to software applications should be enhanced.
- 5) IWEC may be substantially duplicated with Eurographics
- 6) The distinguished feature of IWEC is that the scope is horizontally segmented instead of vertically as is commonly adopted by other events.

## 2. Proposal on a New TC at IFIP Technical Assembly and General Assembly

At first Chair sought opinion of the meeting if entertainment computing was mature enough to attract interest of large number of scientists and engineers. An opinion was mentioned that Europe where IFIP had a rather strong hold had not much activity in computer games and thus might be reluctant to go into this area. It was pointed out that there were very few academic people specialized in this area even in Japan and that the good relationship between industries and academicisms had not been set up yet.

Even in academic communities, researchers are still hesitating to say that their special area is entertainment computing. Instead they tend to say, for example, that their special area is artificial intelligence, and that they are interested in entertainment computing as an application of the artificial intelligence.

On the other hand it was pointed out that once entertainment computing research community was established, a number of researchers would join the community and say that their research area was entertainment computing and that US and Asia were active enough to found an organizational activity(TC) in IFIP This opinion obtained the general agreement of the meeting.

Secondly Chair asked the meeting whether or not this August was an appropriate timing to make a proposal to set up a new TC(TC14) within IFIP. The meeting was affirmative to do so since this was what the Beijing GA decided and also it would be come too late if it was delayed for one more year. Considering the possible overlap with other existing TCs and WGs such as WG9.3 and TC13, it was suggested to make a adjustment with them such as a discussion to reorganize the current TC/WG structure.

Next Chair requested a proposal of a name of the new TC. After a discussion it was decided to select the present name, Entertainment Computing.

Then WG structure of the new TC was discussed. Some options included to start activity with one WG and to set up five WGs corresponding to the five areas of the IWEC of this year. Finally it was decided to form the two WGs:

WG14.1 Entertainment Theory

WG14.2 Entertainment Technologies

The discussion moved on to select a candidate of TC Chair. Majority of the meeting agreed to nominate Ryohei Nakatsu, Program Chair of IWEC, as the TC Chair and he accepted this nomination. (Tak Kamae, General Chair of IWEC, declined the nomination because of his commitment to other position and probable lack of support by his company.)

### 3. Future IWEC

Secretary reported that there were over 100 registrants about one third of which were from outside Japan. This was recognized as a proof to show the international popularity of the subject and it was agreed to organize this series of workshop in the future according to the following rule:

Frequency: Annually

Time: To be decided by host organization

Place: Rotation in the order of Asia/pacific, North America and Europe

The plan for the next IWEC was discussed. There was an eager invitation from Singapore. It was pointed out that the participation from North America was important. Finally the next decision was made for IWEC2003:

General Chair: Ryohei Nakatsu with the support of Hiroyuki Iida, Masahiko Tsukamoto,  
Junichi Hoshino and Jaap van den Herik

Place: US (Pittsburg, PA) as the first candidate and Singapore as the second

The possibility for the US to host the next IWEC was decided to be asked to CMU during this IWEC period.

#### 4. Others

##### 4.1 Publication of Book

The effort to publish a book of this IWEC until today was reported. The meeting was asked whether or not to continue this effort on top of the existing Workshop Proceedings. It was confirmed to publish the book as far as a priority was given to maintain the quality of papers high.

Ryohei Nakatsu and Hiroyuki Iida were elected as editor and Jaan Van Den Herik as associate editor.

The review of the publication schedule was entrusted to Nakatsu and Iida.

##### 4.2 Workshop at WCC2002

It was confirmed to organize a panel session at WCC2002 in Montreal in August. Nakatsu was elected as organizer who was requested to decide panel members during this IWEC period.