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

Ryohei Nakatsu, SG16 Chair

Part 1: General Assembly

SG16 Entertainment Computing

Last Meeting
Pittsburgh, May 8-10, 2003. Present: 5 members, Apologies: 2.

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 published from Kluwer Academic Publishers.

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

(Digital Storytelling), WG16.2 (Entertainment Robots), and WG16.3 (Theoretical Basis of Entertainment).

6. As one of the activities of SG16, SG16 becomes a sponsor of the international conference on computer games, ACG-10 (10th Advances in Computer Games Conference), that will be held on November 24-27th at Graz, Austria (http://www.cs.unimaas.nl/icga/acg10/).

Last SG16 Publications
1. Ryohei Nakatsu and Junichi Hoshino edt., "Entertainment Computing," Kluwer Academic Publishers 2003.3 [Proceedings of the IWEC2002]

SG16 Statistics and attendance
See at the end of this report.

WG16.1 Digital Storytelling

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.

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.

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.

WG16.2 Entertainment Robot

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.

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.

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
   "Entertainment Computing," IPSJ Symposium Series Vol. 2003, No.1.

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

NL	Matthias Rauterberg
NL	Jaap van den Herik
JP	Tak Kamae
UK	Marc Cavazza
USA	Donaldo Marinelli

WG16.x Chair persons

WG16.1	Marc Cavazza
WG16.2	Hitoshi Matsubara
WG16.3	Matthias Rauterberg

SG16 Meetings: Attendance

Nation/Year	02	03
Netherlands	+	+
Netherlands	+	a
JP	+	+
UK	+	+
USA	+	+
WG16.1 Chair	+	+
WG16.2 Chair	+	a
WG16.3 Chair	+	+
	02	**03**

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