

Preface

This volume collects all contributions accepted for ICEC 2017, the International Conference on Entertainment Computing. ICEC 2017 was the 16th event in a series of successful conferences on entertainment computing, previously held in São Paulo, Brazil (2013); Sydney, Australia (2014); Trondheim, Norway (2015); and Vienna, Austria (2016).

This year's event was held in Tsukuba, Japan on September 18–21, 2017. ICEC 2017 was hosted by the Special Interest Group on Entertainment Computing (SIG-EC) of the Information Processing Society of Japan (IPSJ), and the Entertainment Computing Lab (ECL) of the University of Tsukuba.

The papers brought together in this edited volume span a variety of topics pertaining to different aspects of entertainment computing, including but not limited to games for health and learning, player behavioral analysis, and technological aspects. This once again shows that entertainment computing is a diverse and thriving research area bringing together experts from a wide range of disciplines. In this regard, ICEC 2017 served as a lively forum for multidisciplinary exchange to advance our understanding of this exciting field.

Overall, we received 52 submissions by authors from 15 countries across Europe, North and South America, and Asia. Eventually, 14 submissions were accepted as full papers, and 23 as short papers. In addition, 32 posters and demonstrations, three workshops, two tutorials, and a doctoral consortium were held during the conference.

The conference program was further complemented by three invited keynotes, held by Driancourt Remi and Miyake Yoichiro from the Advanced Technology Division, Square Enix Co., Ltd. and STUDIO 4 °C Co., Ltd., and Toshimasa Yamanaka from the University of Tsukuba.

Finally, we would like to thank all members of the Program Committee and all external reviewers for their commitment and contribution to making ICEC 2017 a success. We also would like to thank our sponsor, Rakuten, Inc.

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