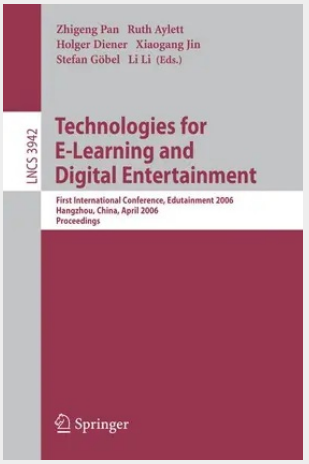
Pan / Aylett / Diener

# Technologies for E-Learning and Digital Entertainment

First International Conference, Edutainment 2006, Hangzhou, China, April 16-19, 2006, Proceedings

Edutainment 2006 is an international conference on research and development on e-learning and digital entertainment. The main purpose of the conference is the d- cussion, information and opinions exchange on the development and use of such s- tems. It provides a very interesting opportunity for researchers who want to attend or present communications at these events. The conference includes plenary invited talks, workshops, tutorials, paper presentation tracks and panel discussions. "Edutainment" is a recently coined term that expresses the union between education and entertainment in a television program, game or website. Today, the world of multimedia games and activities is a place where education and entertainment meet. Edutainment has evolved as a prospering research topic banding together formerly disjoined disciplines stemming from education, entertainment as well as computer s- ence. Thus, with this conference, we can bring people from different fields together to discuss techniques for e-learning and digital entertainment as well as about the future of edutainment. This conference developed from the previous Europe–China Workshop on E-learning and Games called Edutainment 2005 (April 28-March 2, 2005), which was originally based on the ELVIS project, an EU–Asia link project (Prof. Ruth Alyett was the project coordinator and Prof. Zhigeng Pan was the project leader). It was also a sub-event for celebrating the 30th Anniversary of EU China Diplomatic Relations. During this workshop, experts from home and abroad were invited to give keynote speeches, and about 90 people attended the workshop.

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