

Technologies for E-Learning and Digital Entertainment

Second International Conference, Edutainment 2007, Hong Kong, China, June 11-13, 2007, Proceedings

To learn while being entertained is always an effective means in education. With the advance in technologies, in particular graphics, multimedia, and virtual reality technologies, this has evolved into the specific area of "Edutainment". The second international conference on edutainment, Edutainment 2007, aimed to provide a forum for practitioners and researchers in the field to share their experiences and findings in this fast growing area. Following the success of Edutainment 2006, which was held in Hangzhou, China, Edutainment 2007 was held during June 11–13, 2007 in Hong Kong. This year, we received 393 submissions from 29 different countries and areas, including China (including Taiwan), USA, UK, Germany, Italy, France, Australia, Canada, Switzerland, Korea, Japan, Singapore and Malaysia. A total of 90 papers were selected, after peer review, for this volume. Topics of these papers fall into six different areas ranging from fundamental issues in geometry and imaging to virtual reality systems and their applications in entertainment and education. These topics include Virtual Reality in Games and Education, Virtual Characters in Games and Education, E-learning Platforms and Tools, Geometry in Games and Virtual Reality, Vision, Imaging and Video Technology, and Collaborative and Distributed Environments. We are grateful to the International Program Committee and the reviewers for their effort to get all the papers reviewed in a short period of time. We would also like to thank everyone who contributed to organizing the conference.

To learn while being entertained is always an effective means in education. With the advance in technologies, in particular graphics, multimedia, and virtual reality technologies, this has evolved into the specific area of Edutainment. The second international conference on edutainment, Edutainment 2007, aimed to provide a forum for practitioners and researchers in the field to share their experiences and findings in this fast growing area. Following the success of Edutainment 2006, which was held in Hangzhou, China, Edutainment 2007 was held during June 11–13, 2007 in Hong Kong. This year, we received 393 submissions from 29 different countries and areas, including China (including Taiwan), USA, UK, Germany, Italy, France, Australia, Canada, Switzerland, Korea, Japan, Singapore and Malaysia. A total of 90 papers were selected, after peer review, for this volume. Topics of these papers fall into six different areas ranging from fundamental issues in geometry and imaging to virtual reality systems and their applications in entertainment and education. These topics include Virtual Reality in Games and Education, Virtual Characters in Games and Education, E-learning Platforms and Tools, Geometry in Games and Virtual Reality, Vision, Imaging and Video Technology, and Collaborative and Distributed Environments. We are grateful to the International Program Committee and the reviewers for their effort to get all the papers reviewed in a short period of time. We would also like to thank everyone who contributed to organizing the conference.



106,99 €
99,99 € (zzgl. MwSt.)

Lieferfrist: bis zu 10 Tage

Artikelnummer: 9783540730101
Medium: Buch
ISBN: 978-3-540-73010-1
Verlag: Springer
Erscheinungstermin: 05.06.2007
Sprache(n): Englisch
Auflage: Erscheinungsjahr 2007
Serie: Lecture Notes in Computer Science
Produktform: Kartoniert
Gewicht: 1475 g
Seiten: 974
Format (B x H): 155 x 235 mm

