

### Important Deadlines

Long and Short Papers due: July 18, 2005

Acceptance: August 29, 2005

Final papers due: September 19, 2005

**INTETAIN 05** invites the academic, industrial and government community to submit work in all categories of participation for publication and presentation at the conference. Full papers are the main category to disseminate complete research results. **INTETAIN** follows the usual international academic standards to evaluate and disseminate full papers.

The conference intends to stimulate interaction among academic researchers and commercial developers of interactive entertainment systems. In addition to paper presentations, posters and demos, the conference will foster discussions in topic centered workshops and special events such as the design garage (see below).

The conference will have mainly one track. Besides high quality paper presentations, posters and demos, the conference will launch an innovative type of activity: a design garage. At this activity the **INTETAIN** participants will perform in groups a hands-on limited task of designing intelligent entertainment applications. The best work will get the **INTETAIN 2005** design garage competition award. More details about the design garage will be published in the conference site.

### Topics of Interest:

Underlying **Interactive Device Technologies** (mobile devices, home entertainment centers, haptic devices, wall screen displays, information kiosks, holographic displays, fog screens, distributed smart sensors, immersive screens and wearable devices), can provide through a variety of **Media Delivery Infrastructures** (multimedia networks, interactive radio, streaming technologies, DVB-T/M, ITV, P2P, satellite broadcasting, UMTS, Bluetooth, Broadband, VoIP) a series of user centered **Intelligent Computational Technologies** and **Interactive Applications for Entertainment** as described below.

We seek novel, revolutionary, and exciting work in areas including but not limited to:

#### Intelligent Computational Technologies

- Adaptive Media Presentations
- Recommendation Systems in Media
- Scalable Crossmedia
- Affective User Interfaces
- Intelligent Speech Interfaces
- Tele-presence in Entertainment
- Collaborative User Models and Group Behavior
- Collaborative and virtual Environments
- Cross Domain User Models
- Animation and Virtual Characters
- Holographic Interfaces for Enhanced Visualization
- Augmented, Virtual and Mixed Reality
- Computer Graphics & Multimedia
- Pervasive Multimedia
- Creative language environments
- Computational humor

#### Interactive Applications for Entertainment

- Intelligent Interactive Games
- Intelligent Music Systems
- Interactive Cinema
- Edutainment
- Interactive Art
- Interactive Museum Guides
- City and Tourism Explorers Assistants
- Shopping Assistants
- Interactive Real TV
- Interactive Social Networks
- Interactive Story Telling
- Personal Diaries, Websites and Blogs
- Comprehensive assisting environments for special populations (handicapped, children, elderly)

### Information for Authors

#### Submission of Papers:

**INTETAIN 05** accepts submissions that describe original, research work not submitted or published elsewhere. Papers should be formatted according to LNCS (Lecture Notes in Computer Science) format (templates can be found in at Springer LNCS Authors' [Instructions page](#)). Accepted papers will be presented at the conference and published in the **Springer LNAI proceedings**. Authors of best contributions will be invited to submit extended papers to a special edition of **IEEE Intelligent Systems Journal**.

Types of submission to **INTETAIN 05** will include Long Papers (10 pages maximum) and Short Papers (4 pages maximum) that will be presented as posters. For details in each type of submission please refer to the conference web site. Authors are requested to submit their manuscripts electronically as a PDF file by following the link and instructions at the conference home page:

<http://www.intetain.org>

### Organizing Committee:

#### General Co-Chairs:

**Dina Goren-Bar**  
 Ben-Gurion University of the Negev, Beer-Sheva, Israel and Center for Scientific and Technological Research, (ITC-irst), Trento, Italy  
**Oscar Mayora-Ibarra**  
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**Ulrike Spierling:** Interaction Design Group, University of Hamburg, Germany  
**Bill Swartout:** Institute for Creative Technologies at USC, LA, USA  
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