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Entertainment Computing and Serious Games

First IFIP TC 14 Joint International Conference, ICEC-JCSG 2019
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Proceedings


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Preface

With pride we present the conference proceedings of ICEC-JCSG 2019, a collaboratively hosted event that marked the 18th edition of the IFIP International Conference on Entertainment Computing (IFIP-ICEC) and the 5th edition of the International Joint Conference on Serious Games (JCSG). Both conference series share the mission to bring together researchers and practitioners from diverse backgrounds in the fields of entertainment computing and serious games. Consequently, they decided to bring both networks together for this conference event. In addition, there is a continuing desire to create a real global community, connecting researchers from all parts of the world to further the science of entertainment computing and serious games. Therefore, after hosting ICEC 2018 at the IFIP World Computer Congress in Poland and previous conferences in Japan (ICEC 2017) and Austria (ICEC 2016), and hosting JCSG 2018 in Germany, as well as before that in Spain (JCSG 2017) and Australia (JCSG 2016), this time the ICEC-JCSG shared conference was held in Arequipa, Peru, at the Catholic University of San Pablo (UCSP). As a further connection with industry, the conference was colocated with the local games industry conference COIDEV.

Entertainment computing and serious games operate on the multidisciplinary intersection of Design, Art, Entertainment, Interaction, Computing, Psychology, and numerous Serious Application Domains, and brings together researchers in all these fields. Two workshops were organized: “Towards Inclusive Co-creation of Inclusive Games” and “Designing Serious Mobile Location Based Augmented-Reality Games.” The shared conference received a total of 88 submissions, and after an extensive review-process, 26 full papers, 5 short papers, 11 poster papers, 2 demonstrations, and 3 workshop papers were selected. The ICEC-JCSG 2019 Program Committee was composed of 41 experts from 16 different countries, comprising a unique representation of the global entertainment computing and games communities. We thank all the members of this committee and all the additional external reviewers for their work and commitment. The importance and credibility of these proceedings are sustained by the competence and dedication of these professionals.

The conference program was furthermore enriched by three keynote speakers: Prof. Magy Seif El-Nasr of Northeastern University, USA, who gave a keynote on “Game User Research: Building Games That Make Social and Educational Impact”; Renzo Sanchez of ArtiGames, Peru, who gave a keynote on “How To Produce a AAA Independent Game in Peru”; and Prof. Soraia Raup Musse of Pontifical Catholic University of Rio Grande do Sul, Brazil, who gave a keynote on “Crowds Behavior Analysis and Simulation”.

Next to the keynotes, we would like to thank the local chair Alex Cuadros-Vargas for hosting and taking care of the local organization with the help of others at the Universidad Catolica San Pablo, the university itself, our sponsors, the Peruvian

government and the ICEC and JCSG steering groups, without whom this unique shared conference would not have been possible.

September 2019

Erik van der Spek
Stefan Göbel
Ellen Yi-Luen Do
Esteban Clua
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