



7th International Conference on Intelligent Technologies for Interactive Entertainment

June 10–12, 2015 Torino, Italy

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Keynote 1. "Perceptually-Inspired Computing"



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Ming C. Lin is currently John R. & Louise S. Parker Distinguished Professor of Computer Science at the University of North Carolina (UNC), Chapel Hill and an honorary Chair Professor (Yangtze Scholar) at Tsinghua University in China. She obtained her B.S., M.S., and Ph.D. in Electrical Engineering and Computer Science from the University of California, Berkeley. She received several honors and awards, including the NSF Young Faculty Career Award in 1995, Honda Research Initiation Award in 1997, UNC/IBM Junior Faculty Development Award in 1999, UNC Hettleman Award for Scholarly Achievements in 2003, Beverly W. Long Distinguished Professorship 2007–2010, Carolina Women's Center Faculty Scholar in 2008, UNC WOWS Scholar 2009–2011, IEEE VGTC Virtual Reality Technical Achievement Award in 2010, and nine best paper awards at international conferences.

She is a Fellow of ACM and IEEE. Her research interests include physically-based modeling, virtual environments, sound rendering, haptics, robotics, and geometric computing. She has (co-)authored more than 250 refereed publications in these areas and co-edited/authored four books. She has served on over 130 program committees of leading conferences and co-chaired dozens of international conferences and workshops.

She is currently the Editor-in-Chief of IEEE Transactions on Visualization and

EAI Conferences

Welcome to INTETAIN 2015, 7th International Conference on Intelligent Technologies for Interactive Entertainment, that will take place in Torino, Italy, June 10–12, 2015

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Important dates

Full Paper Submission deadline

15 February 2015

Notification and Registration opens

15 April 2015

Camera-ready deadline

She is currently the Editor in Chief of IEEE Transactions on Visualization and Computer Graphics, a member of 6 editorial boards, and a guest editor for over a dozen of scientific journals and technical magazines. She also has served on several steering committees and advisory boards of international conferences, as well as government and industrial technical advisory committees.

Abstract

Human sensory systems allow individuals to see, hear, touch, and interact with the surrounding physical environment. Understanding human perception and its limit enables us to better exploit the psychophysics of human perceptual systems to design more efficient, adaptive algorithms and develop perceptually-inspired computational models.

In this talk, I will survey some of recent efforts on perceptually-inspired computing with applications to crowd simulation and multimodal interaction. In particular, I will present data-driven personality modeling based on the results of user studies, example-guided physics-based sound synthesis using auditory perception, as well as perceptually-inspired simplification for multimodal interaction. These perceptually guided principles can be used to accelerating multi-modal interaction and visual computing, thereby creating more natural human-computer interaction and providing more immersive experiences. I will also present their use in interactive applications for entertainment, such as video games, computer animation, and shared social experience. I will conclude by discussing possible future research directions.

Keynote 2. "Sensors for the Senses: Meaning-making via self-active entertainment experiences"

Antony L. Brooks

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Acknowledged as a third culture thinker¹ and referred to as “a world pioneer in digital media and its use with the disabled community”², Dr Anthony (aka Tony) Brooks, under Aalborg University Esbjerg campus in Denmark, is an Associate Professor and director of the SensoramaLab; a facility exploring Virtual Reality; e-health; HCI and Entertainment Experiences via Human Behaviour Analysis; Interaction Design; Computers in Entertainment; Serious Games/Gamification; Ludic Engagement Designs for All (LEDA); Play, Learning and Innovation. He is also a leading light of the hugely successful Mediology education, being the sole surviving employed member of the original founding team. Appointed by the European Commission

30 April 2015

Start of Conference

10 June 2015

End of Conference

12 June 2015

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[2014](#) - Chicago, United States

[2013](#) - Mons, Belgium

[2011](#) - Genova, Italy

[2009](#) - Amsterdam, Netherlands

[2008](#) - Cancun, Mexico

[2005](#) - Madonna di Campiglio, Italy



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original learning team appointed by the European Commission (Brussels/Luxembourg), Brooks is EU expert examiner, rapporteur, and panel reviewer of funded projects under Future Emerging Technologies (FP6 / FP7) and Horizon 2020 calls. Additionally, he is reviewer for the Council for the Humanities of the Netherlands Organization for Scientific Research (NWO), e-health innovations by SMEs, and The Economic and Social Research Council (ESRC), UK. Brooks is IFIP - (UNESCO) Danish Representative (International Federation for Information Processing) and European Alliance for Innovation Chair of the Wellness SIB Market and society activity. He is also active in the European Alliance for Innovation (EAI); CREATE-NET; E-Health council; steering person of the ArtsIT international conference, and active on numerous boards and committees. His research transcends traditional individual disciplines, which has resulted in a long list of global keynote speaker credits at major events. His research has been responsible for contemporary national (DK) and international (EU) projects. It has also resulted in patents, creative industry initiatives (SMEs) and commercial products. National and International awards have been awarded for his contribution. In his 'spare time' he runs his consultancy SME. Personally sponsored by industry (e.g. IBM, Sony, Panasonic, and others) Brooks' digital media artist work, which feeds into his healthcare research, has been presented at major events including commissions at two Olympic/Paralympic Games Cultural Events (1996/2000); numerous European City of Culture

commissions; The Danish NeWave New York (1999); numerous Museum of Modern Art exhibitions; and many more. He is active on the Computers in Entertainment scene having been an invited columnist, article and book chapter author. Over 170 peer-reviewed publications contribute to his growing body of work which include a number of books relating how ICT, entertainment, creative expression, play and fun are increasingly meaningful implemented alongside serious games/gamification and robotic device scenarios where healthcare, learning, wellbeing and quality of life issues are in foci. His work targets societal impact and benefit in respect of future demographics and service industries through applied ICT and optimized motivation of use through inclusive intervention strategies. Emergent models from his research that focus upon 'in-action intervention' and 'on-action evaluation' are well cited.

1 John Brockman (1991) http://www.edge.org/3rd_culture

2 Williams, C. (2013) The latest on human computer interaction and special needs (TESconnect magazine 7th August) <http://community.tes.co.uk/>

Abstract

This keynote will discuss specific relationships between human-computer interaction and entertainment via a mature body of processual transdisciplinary research, titled "SoundScapes". The research bridges the hard and soft sciences, specifically focusing upon the synthesis of HCI, ICT, and the empowerment and related motivation of "self-active creativity and play", which, when aligned with a theoretical entertainment model and tacit knowledge of end-users, resulted in emergent models for in-action intervention and on-action evaluations. Adopted professionally, the influence in practices targeting healthcare, (re)habilitation, wellbeing and Quality-of-Life has been documented in numerous publications. An overall goal is societal impact and human benefit aiming at contribution to address demographic changes in populations, i.e. increased numbers of aged, people with impairments, and shortcomings of service providers. Such impact is through supplementing traditional strategies where targeted benefit is for all-ages, all abilities, and all situations (formal, informal, non-formal, local and remotely located). The challenging history and evolution of the work will be presented in how it pioneered the exploration of inter-subjective and intra-subjective intervention through human afferent-efferent neural loop closure. A family of patents titled "Communication apparatus and method" resulted from the research as well as start-up companies and commercial product.



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