

# List of Accepted Papers of Edutainment'2008

## Note:

1. The paper size for camera-ready version is strictly limited to **10-12 pages for “Full Paper”** and **6-8 pages for “Short paper”**. The papers marked by **“ToE”** will be published in the international journal ---- *“Transaction of Edutainment”*, and the other papers (marked by **“LNCS”**) will be included in special issue of Springer’s Lecture Notes of Computer Science.

2. Camera-ready paper should be formatted using the Springer’s guidelines. Please choose either the LaTeX package or the Word template. Before final submission, authors should make sure that their camera-ready papers are in correct format and can be printed properly in PDF format. **(In your submission, PDF version and all files for creating the PDF-file are needed, at the same time, with your filled copyright form).**

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3. The camera-paper should be submitted by **20th March**. Authors can submit the camera-ready paper to [edutainment2008@nynu.edu.cn](mailto:edutainment2008@nynu.edu.cn) and [edutainment2008@live.cn](mailto:edutainment2008@live.cn) simultaneously. We will reply all submission emails as soon as possible.

4. **At least one author** should register for Edutainment'2008 for the corresponding paper to be included in the proceedings, or be recommended to the journal. The registration information will be announced soon.

**!!! The deadline of submitting the camera-ready papers is 20th March. !!!**

If you have any questions or suggestions, please send email to [edutainment2008@nynu.edu.cn](mailto:edutainment2008@nynu.edu.cn) or [edutainment2008@live.cn](mailto:edutainment2008@live.cn).

Author(s) and Title	Paper Restriction	Publication
Jia-Jiunn Lo, Nai-Wei Ji, Ya-Hui Shu, Wan-Jyun You and Yi-Ting Chen. Developing a Digital Game-Based Situated Learning System for Ocean Ecology	Full Paper	ToE
Makoto Sato, Xiangning Liu, Jun Murayama, Katsuhito Akahane and Masaharu Isshiki. A Virtual Environment for Interactive Intermolecular Force Education	Full Paper	ToE
Wenfeng Hu. A Reusable Eduventure Game Framework	Full Paper	ToE
Sejin Oh and Woontack Woo. AR Gardening: AR Edutainment System with an Augmented Learning Companion	Full Paper	ToE
Sewon Na, Mark Billinghurst and Woontack Woo. TMAR: Extension of a Tabletop Interface using Mobile Augmented Reality	Full Paper	ToE

sang yun kim, Gi Sook Jung, Seung Deuk Byun, Lee Yang Soo and Soon Ki Jung. Timed Automata-Based Rehabilitation Training Game Design for the Affected Lower Extremity of Hemiparetic Patient	Full Paper	ToE
Vit Sisler and Cyril Brom. Designing Educational Game: Case Study of Europe 2045'	Full Paper	ToE
Carlos Delgado Mata. Behavioural Reactive Agents to define Personality Traits in the videogame Uberpong	Full Paper	ToE
Jie Li, Danli Wang and Guozhong Dai. A Pen-based 3D Role Modeling Tool for Children	Full Paper	ToE
Kuniya Shinozaki, Akitsugu Iwatani and Ryohei Nakatsu. Construction and Evaluation of a Robot Dance System	Full Paper	ToE
Dr Abdennour El Rhalibi. Interactive Storytelling: Approaches and techniques to achieve dynamic stories	Full Paper	ToE
Linaza Maria Teresa, Ander Garcia, Isabel Torre and Jose Ignacio Torres. Interacting with Augmented Assets in Cultural Tourism	Full Paper	ToE
Daiguo Zhou, Yangsheng Wang and Xiaolu Chen. Hand Contour Tracking Using Condensation and Partitioned Sampling	Full Paper	LNCS
Guo Hanwen. Virtual Artistic Paper-Cut	Full Paper	LNCS
Huamin Qu. Knowledge Discovery by Network Visualization	Full Paper	LNCS
Thomas Gaudy, Stéphane Natkin and Dominique Archambault. Pyvox 2: an audio game accessible to visually impaired people playable without visual nor verbal instructions	Full Paper	LNCS
zhu bin and tao liu. Research on Emotional Vocabulary-driven Personalized Music Retrieval	Full Paper	LNCS
Fernando Zacarias-Flores, Rosalba Cuapa Canto, Francisco Lozano-Torralba, Andres Vazquez-Flores and Dionicio Zacarias-Flores. u-Teacher: Ubiquitous Learning Approach	Full Paper	LNCS
Mohamed Hamada. An Interactive Simulator for Communication Models in Information Theory	Full Paper	LNCS
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Qinglong Zhan. A Model for Knowledge Innovation in Online Learning Community	Full Paper	LNCS
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