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this book constitutes the refereed proceedings of the 10th international conference on entertainment computing icec 2011 held in vancouver canada in october 2011 under the auspices of ifip the 20 revised long papers 18 short papers and 24 poster papers and demos presented were carefully reviewed and selected from 94 initial submissions the papers cover all main domains of entertainment computing from interactive music to games taking a wide range of scientific domains from aesthetic to computer science the papers are organized in topical sections on story active games player experience camera and 3d educational entertainment game development self and identity social and mobile entertainment plus the four categories demonstrations posters workshosp and tutorial this book constitutes the refereed proceedings of the 11th international conference on entertainment computing icec 2012 held in bremen germany in september 2012 the 21 full papers 13 short papers 16 posters 8 demos 4 workshops 1 tutorial and 3 doctoral consortium submissions presented were carefully reviewed and selected from 115 submissions the papers are organized in topical sections on story telling serious games learning and training self and identity interactive performance mixed reality and 3d worlds serious games health and social player experience tools and methods user interface demonstrations industry demonstration harnessing collective intelligence with games game development and model driven software development mobile gaming mobile life interweaving the virtual and the real exploring the challenges of ethics privacy and trust in serious gaming open source software for entertainment this book constitutes the refereed proceedings of the 14th international conference on entertainment computing icec 2015 held in trondheim norway in september october 2015 the 26 full papers 6 short papers 16 posters 6 demos and 6 workshops tutorial descriptions presented were

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