A Word from the Editor

Welcome to *ACM Computers in Entertainment*, a premier online magazine featuring video interviews with leading professionals and interesting articles on entertainment technology and its applications.

In this July/September 2007 issue, the **Interviews** column features the video interviews with our distinguished advisory board members **Chris Kyriakakis** and **David Wertheimer** (August 10, 2007):

- **Chris Kyriakakis** is Associate Professor of Audio Signal Processing at the University of Southern California's Viterbi School of Engineering, and he is Deputy Director of the Integrated Media Systems Center (IMSC), a National Science Foundation Engineering Research Center. He is also Chief Technology Officer/Founder of Audyssey Laboratories, Inc. a cutting-edge audio company that delivers algorithms for improving sound in homes, theaters, portable devices, and automobiles. He is the recipient of a 2006 World Technology Award. In the video interview, you will hear his answers to the following questions:
 1. You have conducted research on the impact of music on perceived emotion of film. Can you tell us what it is about?
 2. You are the co-founder of the Immersive Audio Laboratory at the USC Integrated Media Systems Center. What are some of the cutting-edge research projects at your Lab?
 3. You have co-founded Audyssey Laboratories to commercialize your research projects. What is the biggest challenge in transforming research ideas into commercial products?
 4. You won the 2006 World Technology Award last year. Congratulations! How do you envision changing the world for the better by means of new technologies?
- **David Wertheimer** is Executive Director of the Entertainment Technology Center (ETC) at the University of Southern California. Prior to his ETC post, he was the executive director of USC's Institute for Creative Technologies. His experience also includes terms as the president of the Digital Entertainment division of Paramount Pictures; founder and CEO of WireBreak Entertainment; and technology and business management positions at Oracle and NeXT. In the video interview, you will hear answers to the following questions:
 1. What are the technological and sociological implications of providing content to consumers who desire it at any time and any place?
 2. You once said that "The world of interactivity and entertainment is converging." Would you like to elaborate on your statement?
 3. Can you tell us about the state-of-the-art Digital Content Center that you are building at the ETC?
 4. What is the biggest challenge for the ETC today and what is your grand vision for the future of the ETC?
 5. What are some of the current activities at the ETC?

In the **Mixed Reality** section, we feature:

- Human Trials: An Experiment in Intermedia Performance (by Josephine Anstey, Sarah Bay-Cheng, Dave Pape, and Stuart C. Shapiro)

In the **Music in Film** section, we present:

- Quantitative and Visual Analysis of the Impact of Music on Perceived Emotion of Film (by R. Parke, E. Chew, and C. Kyriakakis)

In the **Best of CyberGames 2006** section, we offer one revised and extended version of the three best papers on gaming:

- The Gameplay Visualisation Manifesto: a framework for data logging and visualisation of online gameplay data (by Simon Joslin, Ross Brown, and Penny Drennan)
- The other best papers are “Changing the Virtual Self (by Pippin Barr, Robert Biddle, and Judy Brown)” and “An Interaction Framework for Scenario-Based Three Dimensional Environments (by Alyx Macfadyen, Andrew Stranieri, and John Yearwood)” already published in the ACM Digital Library.

In the **Best of ACE 2006** section, we offer one revised and extended version of the four best papers on entertainment technology:

- The VoodooIO Gaming Kit: A real-time adaptable gaming controller (by Nicolas Villar, Kiel Mark Gilleade, Devina Ramduny-Ellis, Hans Gellersen)
- The other best papers are “Straw-like User Interface: Virtual experience of the sensation of drinking using a straw (by Yuki Hashimoto, Naohisa Nagaya, Minoru Kojima, Satoru Miyajima, Junichiro Ohtaki, Akio Yamamoto, Tomoyasu Mitani And Masahiko Inami),” “Interaction Techniques for Musical Performance with Tabletop Tangible Interfaces (by James Patten, Ben Recht, and Hiroshi Ishii),” and “Believable environments - Generating interactive storytelling in vast location-based pervasive games (by Anton Gustafsson, John Richard, Liselott Brunnberg, Oskar Juhlin, and Marco Combetto)” already published in the ACM Digital Library.

The **Commentaries** column, we present “You Oughta Be In Pictures” by Chris Davison.

The **Announcements** column highlights some of the upcoming events and conferences. Please visit <http://www.acm.org/pubs/cie/conferences.html> for a complete listing of upcoming and past conferences co-sponsored by ACM Computers in Entertainment.

Please enjoy the issue and I look forward to your comments and contributions.

Sincerely,

Newton Lee
Editor-in-Chief

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