

Preface

Within the past years the market of entertainment products has seen an overwhelming growth and has become an important part of the creative industries. This steady growth is not only based upon the changing demographics of users of interactive entertainment. One important reason is the diversification of interactive entertainment products converting more and more casual users into active consumers. The motion-sensitive controllers of the Nintendo Wii game console, the music instruments of Guitar Hero and Rock Band, and also products like Microsoft's Kinect or Sony's Playstation Move offer innovative and user-friendly interfaces to attract new target groups. Computer- and videogames are not the only area the diversification changes: In the course of the growing media convergence new entertainment products evolve between the different fields of the creative industries. Interactive audio books, innovative toys and building blocks, game-based learning and serious games, virtual and augmented realities, and artistic installations and products give a first idea of the potential of this area.

For the second time the track Entertainment Interfaces offers researchers, developers and designers a platform to present innovative ideas in the area of interactive entertainment with a focus on interaction in games and other entertainment products and to discuss design challenges and the evaluation of entertainment interfaces. The aims of the track are to strengthen the awareness of the relevance of user-friendly and innovative interfaces for entertainment applications in the research community and in the public, to encourage the research activities and the education in this field, and to foster the knowledge transfer between researchers and developers. The interdisciplinary background of the Entertainment Interfaces track brings together researchers from the areas of computer science, psychology, design and engineering sciences as well as contributions from developers and designers working in the field of interactive entertainment.

We like to thank Maximilian Eibl and his team for their excellent support of this year's Entertainment Interfaces track and all authors who contribute to the track with their papers, demonstrations, poster or workshop submissions. After a great kick-off at last year's Mensch & Computer in Duisburg we are very pleased to see the growing interest in the topics of our track and look forward to interesting presentations and exciting discussions in Chemnitz!

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