Entertainment and Gaming Technical Committee (ENT-TC)

Meeting Minutes

June 17, 2022, 21:00 JST via Zoom

Meeting participants:

Ruck Thawonmas, Worawat Choensawat, Ilija Basicevic, Curtis Gittens, Humaira Nisar, Ilenius Ildephonce, and Kun Qian

Welcome to new members:

Ruck welcomed newly five ENT-TC members as follows:

- Ilenius Ildephonce, University of the West Indies, Five Islands
- Mike Katchabaw Western University
- Fabrizio Balducci University of Bari
- Pujana Paliyawan Ritsumeikan University
- Yoones A. Sekhavat Tabriz Islamic Art University

Ilenius Ildephonce attended the meeting and made a self-introduction.

IEEE GEM2022:

Curtis Gittens, Executive Chair for IEEE CTSoc GEM 2022, highlighted the GEM 2020 conference.

> - The conference will be held in Barbados during November 27-30, 2022.
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> - The conference has two submission deadlines, round 1 and round 2, without any extensions. The first round submission deadline is June 30, and the 2nd round is August 10, 2022.
>
> - The reviewing process is structured so that if a paper got rejected in the first round, the author(s) would have enough time to make changes

approximately ten days before the second-round submission. Even if the paper got rejected in the first round and then resubmitted and accepted in the second round, the author will still be entitled to an early registration submission discount of ten percent.

- Articles can be submitted in English, Portuguese and Spanish. However, the title and abstract must be in English.

- The conference added the call for artwork and performances in addition to industry sessions, tutorials, workshops, and demos. The artwork and performance, interactive digital arts, is planned to run for three weeks, one week before the conference week and one week after the conference. The artwork could probably help build up the awareness of the conference itself because it will get a lot of public interest.

- The conference starts with a 24-hour battle royale where students play games for 24 hours to help raise money for charities. The event will kick start an IEEE student chapter in the region in Barbados and at the university.

- Curtis introduced the organizing committee. (https://gem2022.ieee-gem.space/committee)

[Questions & Answers]

Question: Will it be entirely on-site, or do you plan to have a hybrid conference?

Answer: We haven't discussed the hybrid part, and we're just focusing on it being entirely on-site at the moment.

Question: Is there any travel regulation regarding COVID-19 to Barbados?

Answer: None. You're no longer required to have a negative test or anything.

ENT-Talks:

Ruck gave a summary of ENT talks. So far, we have done three talks as follows:

1st (Number of Participants: 23)

    Title: Towards Entertaining Fighting-Game Gameplay by AI

    Speakers: Ruck Thawonmas* and Pujana Paliyawan*

    Date and Time: March 4, 21.00-22.00 (JST)

2nd (Number of Participants: 20)

    Title: Aircraft Recognition Training Simulator using Virtual Reality

    Speakers: Worawat Choensawat* and Kigkarn Sookhanaphibarn (Chair of HMI-TC)

    Date and Time: April 4, 21:00-22:00 (JST)

3rd (Number of Participants: 22)

    Title: Personalized, video-mapping based exergames for people with multiple sclerosis

    Speakers: Yoones A. Sekhavat* and Zahra Am

(* indicates ENT-TC members.)

and at the end of this month, we are pleased to have the fourth talk by Max Lu.

4th talk

    Title: Applications of Augmented Reality in Consumer Media

    Speakers: Max Lu*

    Date and Time: June 29, 9:00-10:00 AM (JST)

Call for Presenters for the subsequent talks.

- Humaira Nisar volunteered for a talk in the last week of July (detail to be announced)
- Ilenius Ildephonce volunteered for a talk in August (To be announced)
- Ilija Basicevic could give a talk in the second part of the year.

- Curtis Gittens could try for a talk in September.

Liaison Activities:

- Humaira Nisar, publications liaison, raised a question concerning the communication method with CTSoc VP in charge and whether she has to initiate the contact? Since she was not being contacted and expecting that someone would contact her. The question will be passed to Fabrizio, vice president of technical activities, in the board's meeting on June 28.

- Curtis Gittens reported on the education liaison. He got contacted by Gordana Velikic (Vice President of Technical & Educational Activities) regarding a young prodigy's program. The program is still in the initial stage of trying to get teenagers and young adults from North America, Europe, and the Caribbean to form the nucleus. We are going to start brainstorming and having some ideas on how to start this program. The idea is to create a community of young innovators in IEEE that will help feed into young professionals and into the society itself.

- Max Lu, Industry & Future Direction Liaison, could not attend the meeting and asked Worawat to update the Liaison activities on his behalf.

- Setup LinkedIn Group for IEEE CTSoc ENT. ENT-TC members are encouraged to follow/join the group. https://www.linkedin.com/company/ieee-ctsoc-ent-com/about
- ENT-TC members are encouraged to support the content of the LinkedIn Group.
- Max Lu tried to initiate a connection with the industry. He proposed that we should have a conversation with industry leaders. For example, live chat (webinar), articles, podcasts, and/or social media posts. Curtis will contact Max to utilize the connection.
- Max proposed that we should add media to the scope/name of this Technical Committee. For example, Gaming, Entertainment, and Media (GEM) share many technology foundations, and media allows us to engage with a larger group of industries and topics. Ruck

suggested we post this topic on our mailing list, asking for feedback from ENT-TC.