Preface

With the widespread interest in digital entertainment and the advances in the technologies of computer graphics, multimedia and virtual reality technologies, a new area—“Edutainment”—has been accepted as a union of education and computer entertainment. Edutainment is recognized as an effective way of learning through a medium, such as a computer, software, games or VR applications, that both educates and entertains.

The Edutainment conference series was established and followed as a special event for the new interests in e-learning and digital entertainment. The main purpose of Edutainment conferences is the discussion, presentation, and information exchange of scientific and technological developments in the new community. The Edutainment conference series is a very interesting opportunity for researchers, engineers and graduate students who wish to communicate at these international annual events. The conference series includes plenary invited talks, workshops, tutorials, paper presentation tracks and panel discussions. The Edutainment conference series was initiated in Hangzhou, China in 2006. Following the success of the first event (Edutainment 2006 in Hangzhou, China) and the second one (Edutainment 2007 in Hong Kong, China), Edutainment 2008 was held June 25–27, 2007 in Nanjing, China.

This year, we received 219 submissions from 26 different countries and regions, including United Arab Emirates, Canada, Thailand, New Zealand, Austria, Turkey, Germany, Switzerland, Brazil, Cuba, Australia, Hong Kong (China), Pakistan, Mexico, Czech Republic, USA, Malaysia, Italy, Spain, France, UK, The Netherlands, Taiwan (China), Japan, South Korea, and China. A total of 83 papers were selected, after peer review, for this volume. Topics of these papers fall into ten different areas ranging from fundamental issues in geometric modeling and imaging to virtual reality systems and their applications in computer entertainment and education. These topics include E-Learning Platforms and Tools, E-Learning System for Education, Application of E-Learning Systems, E-Learning Resource Management, Interaction in Game and Education, Integration of Game and Education, Game Design and Development, Virtual Characters, Animation and Navigation, Graphics Rendering and Digital Media, and Geometric Modeling for Games and Virtual Reality.

We are grateful to the International Program Committee and the reviewers for their great effort and serious work to get all the papers reviewed in a short period of time. We are grateful to the Organizing Committee and Executive Committee for their support of this event. We would also like to thank the authors and participants for their enthusiasm and contribution to the success of this conference.

The success of Edutainment 2008 was also due to the financial and practical support of various institutions.

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- National Science Foundation of China (NSFC)
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- *Transactions on Edutainment* (ToE)
- Nanjing Normal University, China
- Hohai University, China
- LIAMA-NLPR, Institute of Automation, CAS, China

We would like to thank all of them for offering the opportunity to organize Edu-
tainment 2008 in a way that provided a diversified scientific and social program. Especially, we would like to thank all members of the International Program Commit-
tee and Organizing Committee for their great job in defining the conference topics, reviewing the large number of submitted papers, and managing to put all the material together for this great event.

March 2008

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# Table of Contents

## E-Learning Platforms and Tools

<table>
<thead>
<tr>
<th>Title</th>
<th>Pages</th>
</tr>
</thead>
<tbody>
<tr>
<td>WRITE: Writing Revision Instrument for Teaching English</td>
<td>1</td>
</tr>
<tr>
<td><em>Jia-Jiunn Lo, Ying-Chieh Wang, and Shiou-Wen Yeh</em></td>
<td></td>
</tr>
<tr>
<td>u-Teacher: Ubiquitous Learning Approach</td>
<td>9</td>
</tr>
<tr>
<td><em>Zacarías F. Fernando, Cuapa C. Rosalba, Lozano T. Francisco, Vazquez F. Andres, and Zacarías F. Dionicio</em></td>
<td></td>
</tr>
<tr>
<td>A Model for Knowledge Innovation in Online Learning Community</td>
<td>21</td>
</tr>
<tr>
<td><em>Qinglong Zhan</em></td>
<td></td>
</tr>
<tr>
<td>The Design of Software Architecture for E-Learning Platforms</td>
<td>32</td>
</tr>
<tr>
<td><em>Dongdai Zhou, Zhuo Zhang, Shaochun Zhong, and Pan Xie</em></td>
<td></td>
</tr>
<tr>
<td>An Educational Component-Based Digital TV Middleware for the Brazilian’s System</td>
<td>41</td>
</tr>
<tr>
<td><em>Juliano Rodrigues Costa and Vicente Ferreira de Lucena Junior</em></td>
<td></td>
</tr>
<tr>
<td>Designing and Developing Process-Oriented Network Courseware: IMS</td>
<td>52</td>
</tr>
<tr>
<td>Learning Design Approach</td>
<td></td>
</tr>
<tr>
<td><em>Yue-liang Zhou and Jian Zhao</em></td>
<td></td>
</tr>
<tr>
<td>Design and Implementation of Game-Based Learning Environment for</td>
<td>60</td>
</tr>
<tr>
<td>Scientific Inquiry</td>
<td></td>
</tr>
<tr>
<td><em>Ruwei Yun, Meng Wang, and Yi Li</em></td>
<td></td>
</tr>
<tr>
<td>Research and Implementation of Web-Based E-Learning Course Auto-generating Platform</td>
<td>70</td>
</tr>
<tr>
<td><em>Zhijun Wang, Xue Wang, and Xu Wang</em></td>
<td></td>
</tr>
</tbody>
</table>

## E-Learning System for Education

<table>
<thead>
<tr>
<th>Title</th>
<th>Pages</th>
</tr>
</thead>
<tbody>
<tr>
<td>A Humanized Mandarin e-Learning System Based on Pervasive Computing</td>
<td>77</td>
</tr>
<tr>
<td><em>Yue Ming, Zhenjiang Miao, Chen Wang, and Xiuna Yang</em></td>
<td></td>
</tr>
<tr>
<td>An Interactive Simulator for Information Communication Models</td>
<td>88</td>
</tr>
<tr>
<td><em>Mohamed Hamada</em></td>
<td></td>
</tr>
<tr>
<td>iThaiSTAR – A Low Cost Humanoid Robot for Entertainment and Teaching Thai Dances</td>
<td>99</td>
</tr>
<tr>
<td><em>Chun Che Fung, Thitipong Nandhabiwat, and Arnold Depickere</em></td>
<td></td>
</tr>
</tbody>
</table>
The Study on Visualization Systems for Computer-Supported Collaborative Learning ........................................... 107
          SooHwan Kim, Hyeoncheol Kim, and SeonKwan Han

Computer-Assisted Paper Wrapping with Visualization ................. 114
                  Kenta Matsushima, Hiroshi Shimanuki, and Toyohide Watanabe

Hangeul Learning System ........................................... 126
                  Jae won Jung and Jong weon Lee

An Ajax-Based Terminology System for E-Learning 2.0 .................... 135
                        Xinchun Cui, Haiqing Wang, and Zaihui Cao

Idea and Practice for Paperless Education .......................... 147
                  Yiming Chen and Lianghai Wu

SyTroN: Virtual Desk for Collaborative, Tele-operated and Tele-learning System with Real Devices ........................................... 153
                  Ryad Chellali, Nicolas Mollet, Cedric Dumas, and Geoffroy Subileau

Application of E-Learning Systems

An Examination of Students’ Perception of Blended E-Learning in Chinese Higher Education ........................................... 162
                  Jianhua Zhao

Research and Application of Learning Activity Management System in College and University E-Learning ........................................... 171
                  Li Yan, Jiumin Yang, Zongkai Yang, Sanya Liu, and Lei Huang

Motivate the Learners to Practice English through Playing with Chatbot CSIEC .................................................. 180
                  Jiyou Jia and Weichao Chen

A Strategy for Selecting Super-Peer in P2P and Grid Based Hybrid System .......................................................... 192
                  Sheng-Hui Zhao, Gui-Lin Chen, Guo-Xin Wu, and Ning Qian

Personal Knowledge Management in E-Learning Era ..................... 200
                  Weichao Li and Yong Liu

Teaching Machine Learning to Design Students ........................ 206
                  Bram van der Vlist, Rick van de Westelaken, Christoph Bartneck, Jun Hu, Rene Ahn, Emilia Barakova, Frank Delbressine, and Loe Feijs

A Survey on Use of “New Perspective English Learning System” among University Students—Case Study on Jiangxi Normal University........ 218
                  Jing Zhang and Min Li
### Evolving Game NPCs Based on Concurrent Evolutionary Neural Networks

**Xiang Hua Jin, Dong Heon Jang, and Tae Yong Kim**

- Page: 230

### E-Learning Resource Management

- **Knowledge Discovery by Network Visualization**
  - **Hong Zhou, Yingcai Wu, Ming-Yuen Chan, Huamin Qu, Zhengmao Xie, and Xiaoming Li**
  - Page: 240

- **Research on Emotional Vocabulary-Driven Personalized Music Retrieval**
  - **Bin Zhu and Tao Liu**
  - Page: 252

- **Research on Update Service in Learning Resources Management System**
  - **Yongjun Jing, Jie Jian, Shaochun Zhong, and Xin Li**
  - Page: 262

- **On Retrieval of Flash Animations Based on Visual Features**
  - **Xiangzeng Meng and Lei Liu**
  - Page: 270

- **The Design of Web-Based Intelligent Item Bank**
  - **Shaochun Zhong, Yongjiang Zhong, Jinan Li, Wei Wang, and Chunhong Zhang**
  - Page: 278

- **Methods on Educational Resource Development and Application**
  - **Shaochun Zhong, Jinan Li, Zhuo Zhang, Yongjiang Zhong, and Jianxin Shang**
  - Page: 290

- **Research on Management of Resource Virtualization Based on Network**
  - **Gui-Lin Chen, Sheng-Hui Zhao, Li-Sheng Ma, and Ming-Yong Pang**
  - Page: 302

- **The F-R Model of Teaching in Chinese Universities**
  - **Hui Zhao, Yanbo Huang, and Jing Zhang**
  - Page: 310

- **An Approach to a Visual Semantic Query for Document Retrieval**
  - **Paul Villavicencio and Toyohide Watanabe**
  - Page: 316

- **Modification of Web Content According to the User Requirements**
  - **Pavel Ocenasek**
  - Page: 324

- **Virtual Environments with Content Sharing**
  - **Madjid Merabti, Abdennour El Rhalibi, Amjad Shaheed, Paul Fergus, and Marc Price**
  - Page: 328

### Interaction in Game and Education

- **Hand Contour Tracking Using Condensation and Partitioned Sampling**
  - **Daiguo Zhou, Yangsheng Wang, and Xiaolu Chen**
  - Page: 343
Integrating Gesture Recognition in Airplane Seats for In-Flight Entertainment ................................................... 353  
  Rick van de Westelaken, Jun Hu, Hao Liu, and Matthias Rauterberg

Designing Engaging Interaction with Contextual Patterns for an Educational Game ........................................... 361  
  Chien-Sing Lee

Design and Implement of Game Speech Interaction Based on Speech Synthesis Technique .............................. 371  
  Xujie Wang and Ruwei Yun

Two-Arm Haptic Force-Feedbacked Aid for the Shoulder and Elbow Telerehabilitation ........................................ 381  
  Patrick Salamin, Daniel Thalmann, Frédéric Vexo, and Stéphanie Giroud

Vision Based Pose Recognition in Video Game .................... 391  
  Dong Heon Jang, Xiang Hua Jin, and Tae Yong Kim

Memotice Board: A Notice Board with Spatio-temporal Memory .... 401  
  Jesús Ibáñez, Oscar Serrano, David García, and Carlos Delgado-Mata

Mobile Cultural Heritage: The Case Study of Locri 410  
  Giuseppe Cutrí, Giuseppe Naccarato, and Eleonora Pantano

**Integration of Game and Education**

Study of Game Scheme for Elementary Historical Education 421  
  Haiyan Wu and Xun Wang

Integration of Game Elements with Role Play in Collaborative Learning—A Case Study of Quasi-GBL in Chinese Higher Education 427  
  Zhi Han and Zhenhong Zhang

A Case of 3D Educational Game Design and Implementation 436  
  Huimin Shi, Yi Li, and Haining You

Mathematical Education Game Based on Augmented Reality 442  
  Hye Sun Lee and Jong Weon Lee

Game-Based Learning Scenes Design for Individual User in the Ubiquitous Learning Environment 451  
  Stis Wu, Maiga Chang, and Jia-Sheng Heh

Learning Models for the Integration of Adaptive Educational Games in Virtual Learning Environments 463  
  Javier Torrente, Pablo Moreno-Ger, and Baltasar Fernandez-Manjon
The Potential of Interactive Digital Storytelling for the Creation of Educational Computer Games ................................................. 475
        Sebastian A. Weiß and Wolfgang Müller

Game Design and Development

Designing Virtual Players for Game Simulations in a Pedagogical Environment: A Case Study ............................................... 487
        Jean-Marc Labat

The Relationship between Game Genres, Learning Techniques and Learning Styles in Educational Computer Games ..................... 497
        Kowit Rapeepisarn, Kok Wai Wong, Chun Che Fung, and Myint Swe Khine

EFM: A Model for Educational Game Design .................................. 509
        Minzhu Song and Sujing Zhang

Towards Generalised Accessibility of Computer Games .................... 518
        Dominique Archambault, Thomas Gaudy, Klaus Miesenberger, Stéphane Natkin, and Rolland Ossmann

Designing Narratology-Based Educational Games with Non-players ............................................................. 528
        Yavuz Inal, Turkan Karakus, and Kursat Cagiltay

Interactive Game Development with a Projector-Camera System ........ 535
        Andy Ju An Wang

Animated Impostors Manipulation for Real-Time Display in Games Design ............................................................. 544
        Youwei Yuan and Lamei Yan

Virtual Characters, Animation and Navigation

Virtual Avatar Enhanced Nonverbal Communication from Mobile Phones to PCs ........................................................ 551
        Jiejie Zhu, Zhigeng Pan, Guilin Xu, Hongwei Yang, and David Adrian Cheok

Analysis of Role Behavior in Collaborative Network Learning ........... 562
        Xiaoshuang Xu, Jun Zhang, Egui Zhu, Feng Wang, Ruiquan Liao, and Kebin Huang

Survey on Real-Time Crowds Simulation ..................................... 573
        Mohamed ‘Adi Bin Mohamed Azahar, Mohd Shahrizal Sunar, Daut Daman, and Abdullah Bade

TS-Animation: A Track-Based Sketching Animation System .............. 581
        Guangyu Wu, Danli Wang, and Guozhong Dai
Dynamic Axial Curve-Pair Based Deformation .......................... 593  
M.L. Chan and K.C. Hui

3D Freehand Canvas ............................................. 602  
Miao Wang, Guangzheng Fei, Zijun Xin, Yi Zheng, and Xin Li

Sparse Key Points Controlled Animation for Individual Face Model .... 613  
Jian Yao, Yangsheng Wang, and Bin Ding

Networked Virtual Marionette Theater ............................. 619  
Daisuke Ninomiya, Kohji Miyazaki, and Ryohei Nakatsu

Tour into Virtual Environment in the Style of Pencil Drawing ............ 628  
Yang Zhao, Dang-en Xie, and Dan Xu

Research and Implementation of Hybrid Tracking Techniques in Augmented Museum Tour System .............................. 636  
Hong Su, Bo Kang, and Xiaocheng Tang

Graphics Rendering and Digital Media

Terrain Synthesis Based on Microscopic Terrain Feature ................. 644  
Shih-Chun Tu, Chun-Yen Huang, and Wen-Kai Tai

A Double Domain Based Robust Digital Image Watermarking Scheme ............................................. 656  
Chuang Lin, Jeng-Shyang Pan, and Zhe-Ming Lu

ABF Based Face Texturing ......................................... 664  
Xia Zhou, Yangsheng Wang, Jituo Li, and Daiguo Zhou

Tile-Based Interactive Texture Design ................................ 675  
Weiming Dong, Ning Zhou, and Jean-Claude Paul

Efficient Method for Point-Based Rendering on GPUs .................... 687  
Lamei Yan and Youwei Yuan

Efficient Mushroom Cloud Simulation on GPU .......................... 695  
Xingquan Cai, Jinhong Li, and Zhitong Su

Geometric Modeling in Games and Virtual Reality

Virtual Artistic Paper-Cut ........................................... 707  
Hanwen Guo, Minyong Shi, Zhiguo Hong, Rui Yang, and Li Zhang

A Sufficient Condition for Uniform Convergence of Stationary p-Subdivision Scheme ..................................................... 719  
Yi-Kuan Zhang, Ke Lu, Jingshe Zhang, and Xiaopeng Zhang
<table>
<thead>
<tr>
<th>Title</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Model and Animate Plant Leaf Wilting</td>
<td>728</td>
</tr>
<tr>
<td>Shenglian Lu, Xinyu Guo, Chunjiang Zhao, and Chengfeng Li</td>
<td></td>
</tr>
<tr>
<td>The Technical Research and System Realization of 3D Garment Fitting</td>
<td>736</td>
</tr>
<tr>
<td>System Based on Improved Collision-Check Algorithm</td>
<td></td>
</tr>
<tr>
<td>Qingqing Chen, Junfeng Yao, Hanhui Zhang, and Kunhui Lin</td>
<td></td>
</tr>
<tr>
<td>Reconstruction of Tree Crown Shape from Scanned Data</td>
<td>745</td>
</tr>
<tr>
<td>Chao Zhu, Xiaopeng Zhang, Baogang Hu, and Marc Jaeger</td>
<td></td>
</tr>
<tr>
<td>A Survey of Modeling and Rendering Trees</td>
<td>757</td>
</tr>
<tr>
<td>Qi-Long Zhang and Ming-Yong Pang</td>
<td></td>
</tr>
<tr>
<td>Creating Boundary Curves of Point-Set Models in Interactive</td>
<td>765</td>
</tr>
<tr>
<td>Environment</td>
<td></td>
</tr>
<tr>
<td>Pei Xiao and Ming-Yong Pang</td>
<td></td>
</tr>
<tr>
<td>Rational Biquartic Interpolating Surface Based on Function Values</td>
<td>773</td>
</tr>
<tr>
<td>Siqing Deng, Kui Fang, Jin Xie, and Fulai Chen</td>
<td></td>
</tr>
<tr>
<td>3D Modelling for Metamorphosis for Animation</td>
<td>781</td>
</tr>
<tr>
<td>Li Bai, Yi Song, and Yangsheng Wang</td>
<td></td>
</tr>
<tr>
<td>Author Index</td>
<td>789</td>
</tr>
</tbody>
</table>