

Entertainment and Its Future

Ryohei Nakatsu

Interactive & Digital Media Institute, National University of Singapore, Singapore

Matthias Rauterberg

Eindhoven University of Technology, The Netherlands

Abstract:

Various new forms of entertainment using information and media technologies have emerged and been accepted among people all over the world. Casual and serious games, as well as communications using mobile phones, blogs, and Twitter, are such kinds of new entertainment. It is important to discuss the basic characteristics of such entertainment and to understand the direction to which these new entertainments are leading human societies. This presentation will show a comparison of entertainment between developing countries and developed countries, and between ancient times and the present day. Also the future relationship between entertainment and society will be presented as well as the activities of IFIP TC14 (Technical Committee on Entertainment Computing) concerning this issue.