

## **Intelligent and Evolutionary Systems for Mobile and Entertainment Computing**

Recently, computing platforms have been replaced from stationary desktops to mobile devices (smart phones, tablets, wearable watch, glasses and so on). They promote the development of new intelligent and evolutionary systems to extract full potential from them. They could record huge amount of data on user's daily life from multimodal embedded sensors. It also allows to discover user's intention, behavior, and habits from tons of mobile data. One of the potential applications of the life data analysis is adaptive entertainment for users. Based on the user's life patterns, the entertainment applications could adapt to users. They could enable interactive entertainment systems for games, movies, arts, music, robots and so on. In this session, we attempt to see the recent development in mobile and entertainment computing independently while discussing on the future applications from their hybridization.

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