International Journal of Creative Interfaces and Computer Graphics

January-June 2013 Vol. 4, No. 1

Table of Contents

Special Issue on Advances in Computer Entertainment

GUEST EDITORIAL PREFACE

iv Anton Nijholt, Faculty EEMCS, University of Twente, Enschede, The Netherlands Teresa Romão, Faculdade de Ciências e Tecnologia, Universidade Nova de Lisboa, Caparica, Portugal Adrian D. Cheok, Graduate School of Media Design, Keio University, Yokohama, Japan

RESEARCH ARTICLES

- 1 Using Pinching Gesture to Relate Applications Running on Discrete Touch-Screen Devices Takashi Ohta, School of Media Science, Tokyo University of Technology, Tokyo, Japan Jun Tanaka, eje inc., Tokyo, Japan
- 21 Paranga: An Electronic Flipbook that Reproduces Riffling Interaction
 Kazuyuki Fujita, Graduate School of Information Science and Technology, Osaka University, Suita, Japan
 Yuichi Itoh, Graduate School of Information Science and Technology, Osaka University, Suita, Japan
 Hiroyuki Kidokoro, Graduate School of Information Science and Technology, Osaka University, Suita, Japan
- 35 A Virtual Train with a Container Using Visual and Auditory Representation of Train Movement
 Kunihiro Nishimura, Graduate School of Information Science and Technology, The University of Tokyo, Tokyo, Japan
 Yasuhiro Suzuki, Research Center for Advanced Science and Technology, The University of Tokyo, Tokyo, Japan
 Munehiko Sato, Graduate School of Information Science and Technology, The University of Tokyo, Tokyo, Japan
 Oribe Hayashi, Graduate School of Information Science and Technology, The University of Tokyo, Tokyo, Japan
 LiWei Yang, School of Engineering, The University of Tokyo, Tokyo, Japan
 Kentaro Kimura, Graduate School of Information Science and Technology, The University of Tokyo, Tokyo, Japan
 Shinya Nishizaka, Graduate School of Information Science and Technology, The University of Tokyo, Tokyo, Japan
 Yusike Onojima, Graduate School of Information Science and Technology, The University of Tokyo, Tokyo, Japan
 Yuki Ban, Graduate School of Information Science and Technology, The University of Tokyo, Tokyo, Japan
 Yuma Muroya, School of Engineering, The University of Tokyo, Tokyo, Japan
 Shigeo Yoshida, Graduate School of Interdisciplinary Information Studies, The University of Tokyo, Tokyo, Japan
 Michitaka Hirose, Graduate School of Information Science and Technology, The University of Tokyo, Tokyo, Japan
- 49 Using Graph-Based Analysis to Enhance Automatic Level Generation for Platform Videogames
 Fausto Mourato, Escola Superior de Tecnologia, Instituto Politécnico de Setúbal, Setubal, Portugal & CITI, Faculdade de Ciências
 e Tecnologia, Universidade Nova de Lisboa, Lisbon, Portugal
 Fernando Birra, CITI, Faculdade de Ciências e Tecnologia, Universidade Nova de Lisboa, Lisbon, Portugal
 Manuel Próspero dos Santos, CITI, Faculdade de Ciências e Tecnologia, Universidade Nova de Lisboa, Lisbon, Portugal

Copyright

The International Journal of Creative Interfaces and Computer Graphics (IJCICG) (ISSN 1947-3117; eISSN1947-3125), Copyright © 2013 IGI Global. All rights, including translation into other languages reserved by the publisher. No part of this journal may be reproduced or used in any form or by any means without witten permission from the publisher, except for noncommercial, educational use including classroom teaching purposes. Product or company names used in this journal are for identification purposes only. Inclusion of the names of the products or companies does not indicate a claim of ownership by IGI Global of the trademark or registered trademark. The views expressed in this journal are those of the authors but not neccessarily of IGI Global

The International Journal of Creative Interfaces and Computer Graphics is currently listed or indexed in: ACM Digital Library; Bacon's Media Directory; DBLP; Google Scholar; INSPEC; JournalTOCs; Library & Information Science Abstracts (LISA); MediaFinder; The Standard Periodical Directory; Ulrich's Periodicals Directory