



Technologies for E-Learning and Digital Entertainment: Second International Conference, Edutainment 2007, Hong Kong, China, June 11-13, 2007, Proceedings (Lecture Notes in Computer Science)

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**Technologies for E-Learning and Digital Entertainment: Second International Conference,
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Science)**

This book constitutes the refereed proceedings of the Second International Conference on E-learning and Games, Edutainment 2007, held in Hong Kong, China, in June 2007. It covers virtual and augmented reality in game and education, virtual characters in games and education, e-learning platforms and tools, geometry in games and virtual reality, vision, imaging and video technology, as well as collaborative and distributed environments.

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