

PREFACE

Welcome to the VII Edition of the Brazilian Symposium on Computer Games and Digital Entertainment, the SBGames 2008. SBGames is the yearly symposium of the Special Interest Group on Games and Digital Entertainment of the Brazilian Computer Society (SBC). SBGames 2008 is the most important event on game research and development to take place in Latin America, promoted by the Brazilian Computer Society (SBC) with the support of the Brazilian Electronic Game Development Companies Association (ABRAGAMES). This year the symposium brings together students, professors, artists, designers and professionals from several universities, research centers, graphical design centers and game industry.

This volume contains the 22 technical posters accepted for the computing posters track. This year we had 27 submissions, 12 of which were originally submitted to the computing track. The evaluation process was double blind and each paper was reviewed by at least 3 experts. All papers with consistently good reviews were accepted. We hope this will help the authors to improve their work with the feedback received and also stimulate young researchers in the field.

The SBGames 2008 is composed by 4 main tracks: Computing, Art & Design, Industry and Games & Culture, 2 festivals (Independent Games and Art Exhibition), Poster Exhibitions, Tutorials, Keynote presentations, and other satellite events. The papers from the other tracks, including the Computing Track, have been included within the Conference Proceedings CD-ROM.

We would like to thank all authors, whose work and dedication made possible to put together an exciting program. Next, we would like to thank all members of the technical program committee and reviewers, for their time helping us maintain the overall quality of the program.

We would like to wish all attendees an exciting symposium!

Belo Horizonte, November 2008,

Cezar Pozzer & Wallace Lages
Chairs of the Program Committee – Computing Posters track