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Preface

Welcome to Motion, Interaction and Games 2019 Technical Program!

The Motion, Interaction, and Games conference is a platform for bringing together researchers and professionals from interactive systems and animation, and have them present their most recent results, initiate collaborations, and contribute to the advancement of the research area. The program consists of regular paper sessions for long and short papers, poster sessions and invited talks by a selection of internationally renowned speakers from Academia and the Industry.

This year, we received a record number of 71 high-quality submissions. The papers were evaluated by the Technical Papers Committee (PC), comprised of 50 experts from academia and industry plus 26 extra reviewers. We would like to thank all these colleagues for their great work.

We decided to accept 22 long papers and 14 short papers. Authors of selected best long papers will be invited to submit extended versions for publication in a special section of IEEE Transactions on Visualizations and Computer Graphics (TVCG, Impact Factor 3.078), or of Computers & Graphics (C&G, Impact Factor: 1.200). Some of the new trends we noticed this year include exciting progress in the use of deep and reinforcement learning for motion generation and retargeting, new authoring tools for animation and games and different perception studies in VR. In addition, the poster session provides an opportunity to present and gather feedback on early work.

The paper and poster sessions will be complemented by a tutorial by Nicolas Heess from DeepMind on deep reinforcement learning in animation and three keynote talks given by Prof. ROBERT SUMNER, PROF. TAKU KOMURA and Prof. Karan Singh.

This year's conference will take place in Newcastle, one of the most iconic British Cities and will be hosted at the Northumbria University. We are looking forward to meeting you at the conference!

Marie-Paule Cani and Tiberiu Popa - Program co-chairs