Semantics is becoming progressively important in both education and entertainment. Realistic synthesis and analysis of media assets (like music, animation characters, audio-visual effects) has made tremendous progress but are still performed within strict regimes of production workflow. Complex concepts like user intention, aesthetics and fuzzy descriptions can best be facilitated through semantic computation based techniques that put meaning and style ahead of any other aspects. This can help facilitate the development of creative user interfaces for professional and amateur artists for expressing their ideas and intentions as well as informative visualization for students aiding effective learning and for knowledge retention and development towards a new genre of devices (like cameras, displays) that respect the semantics of media content, be it in text, audio, video, 3D or multi-dimensional data. It can also address the need for standard data interfaces to support the integration process across multiple disciplines, bridging the worlds of entertainment and education.

The Tutorial and Workshop on Semantic Computing in Edutainment (TWSCE 2013) consists of a half-day tutorial and a half-day workshop to be held in conjunction with the 7th IEEE International Conference on Semantic Computing (ICSC2013) on September 19, 2013. The tutorial will provide an overview of the problems faced by the edutainment industry today and some applications of semantic technologies to solving these problems. The workshop will consist of presentations of invited papers and peer-reviewed papers. Selected papers will be published as a book in the Springer International Series on Applications and Trends in Computer Science.

**Tutorial Speakers**
Shlomo Dubnov, UCSD

**Call for Papers**
Computational Media Aesthetics
Film and Music Syntax and Semantics
Story Narrative Modeling and Analysis
Meta-Creation and Generative Media
Authoring and Learning with User Generated Content
Multi-Format and Multi-layered Media Management
Time-Based Interactive Multimedia Scenarios
Cross-Media Semantic Association
Context-Aware Media Semantics
Collaborative and Crowd-Sourced Authoring
Semantic Interfaces and Mediation Technology

**Important Dates**
Submission Deadline: June 10, 2013
Notification of Acceptance: June 30, 2013

**Organizing Committee**
Shlomo Dubnov
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