## **Table of Contents**

Webcasting From Challenging Locations Ronald Marsh and Timothy Young	1
Location-Based Mobile Collaborative Digital Narrative Platform Sicai Lin, Tzu-Chieh Tsai, Sheng-Chih Chen, and Shindi Lee	7
Content Management in the Context of Collaboration Marius Ioan Podean, Stefan Ioan Nitchi, and Dan Benta	13
Content Modeling Based on Concepts in Contexts Hans-Werner Sehring	18
Magic Wako - User Interaction in a Projector-based Augmented Reality Game Daniel Franzen, Ignacio Avellino, Fabio Mauri, Marc Jentsch, and Andreas Zimmermann	24
Real-Time Deformable Soft-Body Simulation using Distributed Mass-Spring Approximations Ben Kenwright, Rich Davison, and Graham Morgan	29
Classification of Pathologic and Innocent Heart Murmur Based on Multimedia Presentations of Acoustic Heart Signals Bozo Tomas, Darko Zelenika, Zeljko Roncevic, and Antonija Krtalic	34
Speaker Labelling Using Closed -Captioning Keita Yamamuro and Katunobu Itou	38
Effect of Contrast on the Quality of 3D Visual Perception Mahsa T. Pourazad, Zicong Mai, and Panos Nasiopoulos	43
SPS: A Web Content Search System Utilizing Semantic Processing Joseph Leone and Dong-Guk Shin	48
A Framework for Creativity in Search Results James Sawle, Fania Raczinski, and Hongji Yang	54
Realtime Computation of a VST Audio Effect Plugin on the Graphics Processor Wolfgang Fohl and Julian Dessecker	58
A Collaborative Content Publisher Wan-Ning Wang and Hsiang-An Wang	63

Using Frame-based Lexical Chains for Extracting Key Points from Texts Sudabeh Mohamadi, Kambiz Badie, and Ali Moeini	68
PPETP: A Peer-to-Peer Overlay Multicast Protocol for Multimedia Streaming Riccardo Bernardini, Roberto Cesco Fabbro, and Roberto Rinaldo	74
A Quality Evaluation Framework Based on Distribution Measurement in Service Computing Environment <i>Zhenyu Liu</i>	80
Scientific Gateway: Grid and Cloud-based Visualization Eva Pajorova and Ladislav Hluchy	86