FINAL PROGRAM

Game-On

20 – 22 November 2007

Organized by

etl
Emerging Technology Institute

Sponsored by
eurosIS
GAME-ON'2007 FINAL PROGRAMME

Overhead and LCD Projector are standard
The underlined authors are usually the presenters. Papers in grey boxes are candidates for the best paper award,

Conference Site: "Aula Prodi", Piazza S. Giovanni in Monte, 2, I-40124 Bologna, Telephone: +39 051 209 7600 or Fax: +39 051 209 7620. The way to the meeting room will be signposted.

Tuesday, November 20, 2007

08.30   -   15.00  Registration in front of the meeting room

09.00   -   09.15  Welcome:
                   Welcome Address
                   Marco Roccetti, University of Bologna, Bologna, Italy
                   Prof. Fabio Panzieri, Chair of the Department of Computer Science, University of Bologna, Bologna, Italy

09.15   -   10.00  Session I

KEYNOTE SPEAKER

09.15-10.00  Session Chairperson:
             Marco Roccetti, University of Bologna, Bologna, Italy

KEYNOTE
I want to play a Game: The All Purpose Virtual Game
Graham Morgan

10.00   -   10.30  Coffee Break

10.30   -   12.00  Session II

ART DESIGN AND GRAPHICS

10.30-12.30  Session Chairperson:
             Stefano Ferretti, University of Bologna, Bologna, Italy

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PANORAMA -- Explorations in the Aesthetics of Social Awareness
Anton Eliëns and Dhaval Vyas.................................................................71
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Issues for Multiplayer Mobile Game Engines
Abhishek Rawat and Michel Simatic ................................................................. 76

GAME_DESIGN_03
YEAST: The Design of a Cooperative Interactive Story Telling and Gamebooks Environment
Paola Salomoni, Silvia Mirri and Ludovico Antonio Muratori ...................... 83

GRAPH_01
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M. C. Bouterse and A. Eliëns .............................................................................. 88

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14.00 - 15.00 Session III

MOBILE GAMING

14.00-15.00 Session Chairperson:
Paola Salomoni, University of Bologna, Bologna, Italy

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Mobile Games: What to expect in the near Future
Marco Furini ....................................................................................................... 93

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Simple, Cheap and Quick: Three Urban Games for Common Mobile Phones
Helena Karsten, Jan-Erik Skata, Sebastien Venot, Nhut Do, Janne Konttiila and Joonas Peltola ................................................................. 96

15.00 - 15.30 Coffee Break
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GAME METHODOLOGY

15.30-18.15  Session Chairperson:
Claudio Palazzi, University of Padua, Padua, Italy

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WEBBING: A Smart Architecture for Snappy Browser–Based Games
Alessandro Amoroso ................................................................. 5

GAME_METH_02
Using Synthetic Players to Generate Workloads for Networked Multiplayer Games
Alexander Ploss, Frank Glinka, Sergei Gorlatch and Jens Muller-Iden ......................................................... 10

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Stefano Cacciaguerra and Gabriele D’Angelo ................................... 27

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Journey from the Magic Circle to the Therapeutic Gameplay Experience
Balázs Józsa .................................................................................. 32

NEW
From the Sims 2 to a digital videoclip: a case study
Silvana Vassallo and Cristina Donati

FREE EVENING
Wednesday, November 21, 2007

08.30 - 15.00 Registration in front of the meeting room

09.00 - 10.00 Session V

**Session V**

**GAME-AI I**

09.00-10.00 Session Chairperson: Alessandro Amoroso, University of Bologna, Bologna, Italy

**GAME_AI_01**
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Leo Galway, Darryl Charles, Michaela Black and Colin Fyfe ...................... 42

10.00 - 10.30 Coffee Break

10.30 - 12.30 Session VI

**GAME AI II**

10.30-12.30 Session Chairperson: Marco Furrini, University Piemonte Orientale, Italy

**GAME_AI_03**
Evaluation of Multiagent Teams via a New Approach for Strategic Game Simulator
Vicente V. Filho, Clauirton A. Siebra, José C.Moura, Renan T.Weber, Patrícia C. Tedesco and Geber L. Ramalho .......................................................... 48

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<td><strong>DAE: Digital Arts and Entertainment</strong> Kristel Balcaen, HOWEST, Kortrijk, Belgium</td>
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Wednesday, November 21, 2007

Kingston University Games Group
Darrell Greenhill, Kingston University, United Kingdom

Serious Games Roundtable Discussion
Sara de Freitas, Coventry University, Coventry, United Kingdom

17.00 - 18.30 Company Visit

VISIT

KOALA GAMES SRL
v. S. Isaia 73/2 - 75,
40123 Bologna, Italy
Tel: 051/55.66.65
Fax: 051/64.94.466

We will leave the conference site at 16.30 p.m. to be there at 17.00 p.m.

20.00 - 23.00 Conference Dinner

Restaurant Da Silvio
Via San Petronio Vecchio, 34/d
40125 Bologna
Tel: +39.051 226559
Thursday, November 22, 2007

08.30 - 09.30  Registration in front of the meeting room

09.00 - 10.00  Session IX

Session IX

SERIOUS GAMING

09.00-10.00  Session Chairperson:
              Paola Salomoni, University of Bologna, Bologna, Italy

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Tim Horz, Albert Pritzkau, Christof Rezk-Salama, Severin S. Todt and
Andreas Kolb ................................................................. 147

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10.30 - 13.00  Session VI

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10.30-13.00  Session Chairperson:
             Marco Roccetti, University of Bologna, Bologna, Italy

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13.00 - 13.15  Session X

CLOSING SESSION AND BEST PAPER AWARD

13.00-13.15
Session Chairperson:
Marco Roccetti, University of Bologna, Bologna, Italy
Philippe Geril, EUROSI-ETI, Ghent, Belgium

SEE YOU ALL NEXT YEAR AT
GAMEON 2008

Proposals for special tracks/tutorials/demos
can be sent in by March 30th 2008
CONFERENCE LOCATION

Map

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EUROSIS was borne out of discussions with the European Community to set up a new kind of Society, which would be project driven instead of driven by pure membership and conferences.

The aim of the new Society will be to set up topic related Technical Committees which will link directly to European Projects in the field of computer simulation and related areas and to act as a knowledge pool for future European Networks of Excellence, like MOSAIC.

If you would like to receive more information about EUROSIS, please contact

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