FINAL PROGRAM

6 – 8 September 2017

Institiúid Teicneolaíochta Cheatharlach
INSTITUTE of
TECHNOLOGY
CARLOW
At the Heart of South Leinster

Institute of Technology
Carlow, Ireland
Organized and Sponsored by
PROGRAMME AT A GLANCE

September 6
08.30-15.00 Registration
09.00-09.15 Welcome
09.15-10.00 Keynote
10.00-10.30 Coffee Break
10.30-12.30 Session
12.30-13.30 Lunch
13.30-14.30 Session
14.30-15.00 Coffee Break
15.00-17.00 Session
19.00 Social Programme - live music session at a well-known Irish music local bar.

September 7
09.00-15.00 Registration
09.00-10.00 Session
10.00-10.30 Coffee Break
10.30-12.30 Session
12.30-13.30 Lunch
13.30-14.30 Keynote
14.30-15.00 Coffee Break
15.00-17.30 Tutorial
17.30-20.00 Social Programme – Games Galore
20.30-23.00 Conference Dinner

September 8
09.00-09.30 Registration
09.00-10.00 Keynote
10.00-10.30 Coffee Break
10.30-12.00 Round Table Discussion
12.00-12.15 Closing Session
GAME-ON'2017 FINAL PROGRAMME

Overhead and LCD Projector are standard
The underlined authors are usually the presenters.
Conference Site: Room K104 in the Dargan Centre, Institute of Technology Carlow, Kilkenny Rd, Moanacurragh, Carlow
For any local information contact Joseph Kehoe: Tel. +353 59 917 5000, Email: Joseph.Kehoe@itcarlow.ie,
Coffee breaks and lunches at the Central Services Building - 1st Floor

Only papers in gray boxes are eligible for the best paper award

Wednesday, September 6, 2017

08.30 - 15.00 Registration

09.00 - 09.15 ROOM K104 – DARGAN CENTRE - WELCOME

Welcome Address
College President Dr. Patricia Mulcahy

09.15 - 10.00 ROOM K104 – DARGAN CENTRE - SESSION I
KEYNOTE SPEAKER

09.15-10.00 Session Chairperson:
Joseph Kehoe, Institute of Technology Carlow, Carlow, Ireland

GAME_KEY_03
Making a Commercial Augmented Reality Game: Lessons Learned
Demid Tishin, Fun Bakers Studio
Wednesday, September 6, 2017

10.00 - 10.30 Coffee Break

10.30 - 12.30 ROOM K104 – DARGAN CENTRE - SESSION II
GAME DESIGN METHODOLOGY

10.30-12.30
Session Chairperson:
Joseph Kehoe, Institute of Technology Carlow, Carlow, Ireland

GAME_ONL_1
Communication verses Computation: A Survey of Cloud Gaming Approaches
Robert J. Grigg and René Hexel

GAME_SER_DES_04
Connecting Company and Consumer Expectations in Game Design: A Food Sector Case
Tuomas Ranti, Henna Syrjälä, Tapani N. Joellson, Tuomas Mäkilä, Kaapo Seppälä, Saara Lundén, Mari Sandell and Harri T. Luomala

GAME_METH_DES_02
Co-Designing a Game Based Learning Platform for Active Ageing: The Case of “Jump”
Liliana Vale Costa and Ana Isabel Veloso

GAME_DES_01
Building Successful Games: A Complete Analysis of the Key Features of League of Legends
Gabriel B. S. M. Moreira, Matheus M. Ramalho, Victor R. Costa, Mattheus F. O. Baffa, Leticia G. G. Ribeiro, Alex F. V. Machado and Leandro M. Borges

12.30 - 13.30 Lunch

13.30 - 14.30 ROOM K104 – DARGAN CENTRE - SESSION III
GAME DESIGN AND GAMIFICATION
Wednesday, September 6, 2017

13.30-14.30  Session Chairperson:  
Daire O’Broin, Institute of Technology Carlow, Carlow, Ireland

**GAME_METH_DES_06**  
To Gamify or not to Gamify? Analyzing the Effect of Game Elements to foster Progression and Social Connectedness  
Md Sanaul Haque, Daire O’Broin and Joseph Kehoe  

14.30 - 15.00  Coffee Break

15.00 - 17.00  ROOM K104 – DARGAN CENTRE - Session IV  
GAME AI

15.00-17.00  Session Chairperson:  
Oisin Cawley, Institute of Technology Carlow, Carlow, Ireland

**GAME_TOOLS_AI_01**  
HAIFU (Hybrid Artificial Intelligence for UNITY)  
Juan Luis Berenguel Forte and José Antonio Piedra Fernández

**GAME_METH_AI_03**  
An Evaluation of Fast Multi-Layer Perceptron Training Techniques for Games  
David G. Robertson

**GAME_AI_05**  
Procedural Play Generation According to Play Arcs Using Monte-CarloTree Search  
Suguru Ito, Makoto Ishihara, Marco Tamassia, Tomohiro Harada, Ruck Thawonmas and Fabio Zambetta

19.00  -  SOCIAL PROGRAMME – Live Music Session at a well-known Irish Music local bar
Thursday, September 7, 2017

09.00 - 15.00  Registration

09.00 - 10.00  ROOM K104 – DARGAN CENTRE - SESSION V
SERIOUS GAMING

09.00-10.00  Session Chairperson:
Sanaul Haque, Institute of Technology Carlow, Carlow, Ireland

GAME_SER_01
Global Strategy Game: A Serious Game for Teaching International Business
Martin Prause and Juergen Weigand

GAME_SER_02
Leveraging Personalised Feedback as a Motivation Tool in Active Games
Joseph O’Connell and Colm O’Riordan

10.00 - 10.30  Coffee Break

10.30 - 12.30  ROOM K104 – DARGAN CENTRE - SESSION VI
GAME VR AND GAME CHARACTERS

10.30-12.30  Session Chairperson:
Joseph Kehoe, Institute of Technology Carlow, Carlow, Ireland

GAME_VR_01
Interactive Educational Contents Development Framework and its Extension for Web Based VR/AR Applications
Yoshihiro Okada, Kosuke Kaneko and Ari Tanizawa

101
106
75
Thursday, September 7, 2017

GAME_VR_06
An Experiment Design: Investigating VR Locomotion & Virtual Object Interaction Mechanics
Daniel P. O. Wiedemann, Peter Passmore and Magnus Moar

GAME_OP_CHAR_01
Believability Assessment for Fighting Game AI
Mola Bogdan Georgy, Maxim Mozgovoy, Toru Ito and Tatsuhiro Rikimaru

GAME_AFF_CHAR_02
Affect and Believability in Game Characters – A review of the Use of Affective Computing in Games
Salma Hamdy and David King

12.30 - 13.30 Lunch

13.30 - 14.30 ROOM K104 – DARGAN CENTRE - SESSION VII
KEYNOTE

13.30-14.30 Session Chairperson:
Joseph Kehoe, Institute of Technology Carlow, Carlow, Ireland

GAME_KEY_02
A Lifetime in Games: The Past, Present and Future of the Industry
John Romero

14.30 - 15.00 Coffee Break
Thursday, September 7, 2017

15.00 - 17.30  ROOM K104 – DARGAN CENTRE - SESSION VII TUTORIAL

15.00-17.30  Session Chairperson:
Daire O‘Broin, Institute of Technology Carlow, Carlow, Ireland

GAME_TUT_01
Role Play Game Design Workshop
Brenda Romero

17-30-20.00  Social Programme – GAMES GALORE

CONFERENCE DINNER

20.30-23.00

The Conference dinner will be held on Thursday the 7th of September at the
Woodford Dolmen Hotel
Kilkenny Road
Carlow, Ireland
Tel: +353 59 914 2002
09.00 - 09.30  Registration

09.00 - 10.00 ROOM K104 – DARGAN CENTRE – SESSION X
KEYNOTE

09.00-10.00  Session Chairperson:
Joseph Kehoe, Institute of Technology Carlow, Carlow, Ireland

GAME_KEY_01
What it Means from Where I Am
Brenda Romero

10.00 - 10.30  Coffee Break

10.30 - 12.00 ROOM K104 – DARGAN CENTRE – SESSION XI
ROUND TABLE DISCUSSION

10.30-12.00  Session Chairperson:
Joseph Kehoe, Institute of Technology Carlow, Carlow, Ireland

Between Theory and Practice: Improving Interaction between Academia and the Games Industry
Friday, September 8, 2017

12.00 - 12.15  ROOM K104 – DARGAN CENTRE – SESSION XII
               CLOSING SESSION AND BEST PAPER AWARD

12.00-12.15  Session Chairperson:
              Joseph Kehoe, Institute of Technology Carlow, Carlow, Ireland
              Philippe Geril, EUROSIS-ETI, Ostend, Belgium

SOCIAL PROGRAMME INFORMATION

Lunches and Coffee breaks

Coffee breaks and lunches will be served at the Central Services Building - 1st Floor Institute of Technology Carlow Kilkenny Rd, Moanacurragh, Carlow, Ireland

Conference Dinner on the 7th of September

The Conference dinner will be held on Thursday the 7th of September at the Woodford Dolmen Hotel Kilkenny Road Carlow, Ireland 📞Tel: +353 59 914 2002
SESSION CHAIR INFORMATION

Information for Session Chairs

Session Chairs are chosen on a voluntary basis by proposals by either authors or local committee members or are appointed by the Track Chairs, General Program Chair or General Conference Chair. They are responsible for their assigned session. They make sure their speakers are available, take care of the timing within the session, chair the discussion after each presentation and introduce each speaker based on the CV’s given to them by the authors. In case they chair a session featuring extended papers, then they are required to distribute and collect the reviews of that or those papers at the beginning and end of the session. If they have time they should also indicate in their papers the number of session participants.

SEE YOU ALL NEXT YEAR AT GAMEON 2018, September 18-20, 2018, Abertay University, Dundee, Scotland, United Kingdom

Proposals for special tracks/tutorials/demos can be sent in by January 30th 2018
CONFERENCE LOCATION

Conference Venue

Room K104 in the Dargan Centre
Institute of Technology Carlow
Kilkenny Rd, Moanacurragh,
Carlow, Ireland
Tel: +353 59 917 5000
Joseph.Kehoe@itcarlow.ie

University Campus Map
How to Reach Carlow

By Plane
When arriving in Ireland by plane, it can either be at Dublin, Shannon, Galway Airport or Cork Airport. Dublin Airport is the most convenient of them all.

Bus from Airport: Several companies have bus services departing from the airport.

By Sea
A variety of ferry services (Stena Line and Irish Ferries) are available from Britain and continental Europe to Ireland. Ports in Ireland include Dublin Port, Dún Laoghaire Harbour and Rosslare Harbour.
CONFERENCE LOCATION

By Rail
When you have arrived in Dublin and you wish to take the train then go to Heuston station from where all Carlow trains depart. There are direct links between Carlow and Dublin, Waterford. The single journey between Carlow and Dublin takes approx. 1 hour. Carlow railway station is approx. 35 minutes (on foot) from the Institute. See the Irish Rail site for details.

By Coach and Bus: National coach services
The National coach services linking Dublin Airport with Carlow Station are the commercial JJ Kavenagh and the public run Bus Eireann service.

By Taxi
These are the companies operating in Carlow:
Carlow Cabs: 📞+ 353 59 9140000
Ace: 📞+353 59 9133366
Fast Cabs: 📞+ 353 9143088 +353 86 8038553
EUROSION Forthcoming Conferences

**ESM’2017**,  
25-27 October 2017,  
IST Campus, Lisbon, Portugal.

**MESM’2017-GAMEON-ARABIA’2017**,  
20-22 November 2017,  
Dubai

**FOODSIM’2018**,  
April 8-12, 2018,  
Catholic University Louvain,  
Ghent, Belgium
EUROYSIS Forthcoming Conferences

Scifi-It’2018,
April 18-20, 2018,
Bruges, Belgium

ISC’2018,
June 6-8, 2018,
University of Azores,
Ponta Delgada, Portugal

NASTEC'2018, GAMEON-NA'2018, August 2018, UQAM, Montreal, Canada

GAMEON'2018, September 18-20, Abertay University, Dundee, Scotland, United Kingdom
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 is to set up topic related Technical Committees which 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

Philippe Geril  
EUROSIS-ETI  
European Simulation Office  
Greenbridge Science Park  
Ghent University – Ostend Campus  
Wetenschapspark 1  
Plassendale 1  
B- 8400 Ostend  
Belgium  
☎ Tel: +32.59.255.330  
✉ Fax: +32.59.255.339  
📧 Email: Philippe.Geril@eurosis.org

Please send me info on EUROSIS:
Name: ................................................................................................................................................................
Address: ................................................................................................................................................................
................................................................................................................................................................
................................................................................................................................................................
Telephone: ...........................................................................................................................................................
Fax: ...........................................................................................................................................................................
Email: .....................................................................................................................................................................
**GAME-ON’2017 Registration Form**

Please legibly print or type and fill out completely. (Check appropriate boxes where necessary)

<table>
<thead>
<tr>
<th>FIRST NAME</th>
<th>LAST NAME</th>
<th>M.I.</th>
</tr>
</thead>
<tbody>
<tr>
<td>COMPANION OR AFFILIATION</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Mailing address (tick one): [ ] HOME [ ] BUSINESS

| STREET |
| CITY |
| ZIPCODE |
| COUNTRY |
| TELEPHONE |
| FAX |
| E-MAIL |

| DATE | SIGNATURE |

1. [ ] EUROSIS member € 565 Member Number:_____________________________ €__________
2. [ ] Members of Sponsor or Affiliate Society € 565 €__________
3. [ ] Non-Member Participant € 610 €__________
4. [ ] Students, who are not authors but who wish to attend the conference, or ONE DAY PARTICIPANTS pay: € 450 €__________

(Above registration fees include, one copy of the PROCEEDINGS, all midday meals, cocktail, refreshments, coffees and social program,) One Day Participants and Non-Author Students cannot participate in the conference dinner.

5. [ ] Conference Dinner Ticket for Companion € 50 [ ] Lunch Ticket for Companion € 15/day €__________
6. [ ] Extra Conference Proceedings € 40 Cash and Carry €__________

VAT Number if applicable: _______________________________ €__________

TOTAL AMOUNT DUE €__________

TOTAL AMOUNT REMITTED €__________

Pay by CREDIT CARD and fill in the information below:

Charge my (tick one): [ ] Visa [ ] Euro/Mastercard [ ] American Express

CARD NO: __ __ __ __ : __ __ __ __ : __ __ __ __ : __ __ __ __ EXP.DATE: __ / __

Authorizing Signature:

Print Signature in CAPITALS