PROGRAMME AT A GLANCE

Wednesday September 18
08.30-15.30 Registration
09.00-09.30 Welcome
09.30-10.30 Keynote
10.30-11.00 Coffee Break
11.00-12.30 Session II
12.30-14.00 Lunch
14.00-15.00 Invited Talk
15.00-15.30 Coffee Break
15.30-16.30 Session IV
16.30- Exhibition
19.00 Social Programme – Dinner at restaurant Con Fuego -(not included in the conference fee, on a voluntary basis only).

Thursday September 19
08.30-15.30 Registration
09.00-10.00 Keynote
10.00-10.30 Coffee Break
10.30-12.30 Session VI:
12.30-14.00 Lunch
14.00-15.00 Keynote
14.30-15.00 Coffee Break
15.30-16.30 Session VIII
16-30-18.00 Workshop
20.00-23.00 Conference Dinner at Restaurant Pampelonne

Friday September 20
09.00-09.30 Registration
09.00-10.00 Keynote
10.00-10.30 Coffee Break
10.30-12.30 Session XI
12.30-12.45 Closing Session
GAME-ON’2019 FINAL PROGRAMME

Overhead and LCD Projector are standard
The underlined authors are usually the presenters.
Conference Site: Breda University of Applied Sciences, S Building, Room S2.013, Sibeliuslaan 13, 4837 Breda, The Netherlands
For any local information contact: 📞 Tel. +31.76.533.2203, 📧 Email: grigg.r@BUas.nl,
Coffee breaks at the Staff Café and lunches at the Mastbosch Hotel

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

Wednesday, September 18, 2019

08.30 - 15.30 Registration

09.00 - 09.30 S Building - Room S2.013 - WELCOME

Welcome and General Information
Robert Grigg, GAME-ON’2019 General Conference Chair

Opening of GAME-ON’2019
Elisabeth Minnemann, President of Breda University of Applied Sciences

09.30 - 10.30 S Building - Room S2.013 - SESSION I
KEYNOTE SPEAKER

09.30-10.30 Session Chairperson:
Robert Grigg, Breda University of Applied Sciences, Breda, NL

GAME_KEY_03
Game-Based Psychotherapy
Liliana Vale Costa, Universidade de Aveiro, Aveiro, Portugal
### Wednesday, September 18, 2019

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<tr>
<td>10.30 - 11.00</td>
<td>Coffee Break at the Staff Café - Ground floor - S0.014</td>
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| 11.00 - 12.30 | Building S - Room S2.013 - SESSION II  
GAME DESIGN FUNDAMENTALS |
| 10.30-12.30 | Session Chairperson: Mata Haggis-Burridge, Breda University of Applied Sciences, Breda, NL |
|             | GAME_METH_02  
Gameplay Definition: a Game Design Perspective  
Emmanuel Guardiola |
|             | GAME_AFFECT_01  
Affective Games: Adaptation and Design  
Salma Hamdy and David King |
|             | GAME_DES_01  
Gender and Play in Goblin Dice  
Hamna Aslam, Joseph Alexander Brown, Evgenii Nikolaev and Elizabeth Reading |
|             | GAME_SER_04  
Serious and Entertaining  
Edmund Carlo Louis van den Akker |
| 12.30 - 14.00 | Lunch at the Mastbosch Hotel |
| 14.00 - 15.00 | Building S - Room S2.013 - SESSION III  
INVITED SPEAKER |
| 14.00-15.00 | Session Chairperson: Robert Grigg, Breda University of Applied Sciences, Breda, NL |
Wednesday, September 18, 2019

GAME_INV_01
Virtual Reality as an Experiential Art Form
Iris van der Meule, AKV St.Joost Den Bosch, Den Bosch, The Netherlands

15.00 - 15.30 Coffee Break at the Staff Café - Ground floor - S0.014

15.30 - 16.30 S Building - Room S2.013 - SESSION IV
GAME AI

15.30-16.30 Session Chairperson:
Robert Grigg, Breda University of Applied Sciences, Breda, NL

GAME_VIR_01
Using a Genetic Algorithm for the Procedural Generation of Layered Materials for Real-Time Rendering
Alessio Bernardi, Davide Gadia, Dario Maggiorini and Laura Anna Ripamonti

GAME_AI-03
Adding Variety in NPCs Behaviour using Emotional States and Genetic Algorithms: The Genie Project
Federica Agliata, Marcello Bertoli, Laura Anna Ripamonti, Dario Maggiorini and Davide Gadia

16.30 - S Building – Ground Floor and First Floor
RESEARCH AND STUDENT EXHIBITION

16.30- GAME-ON 2019 participants are invited to the games exhibition in Building S. where students of the Breda University of Applied Sciences will show their work in progress.

19.00- Free Evening or join us for an Informal Dinner on a voluntary Basis (Not included in the Conference Fee) at CON FUEGO (https://www.restaurantconfuego.nl/) Grote Markt 24, Breda
Thursday, September 19, 2019

08.30 - 15.30 Registration

09.00 - 10.00 S Building - Room S2.013 - SESSION V
KEYNOTE

09.00-10.00 Session Chairperson:
Robert Grigg, Breda University of Applied Sciences, Breda, NL

GAME_KEY_01
The Journey to Content: Developing a model for understanding Video Game Interactions
Mata Haggis-Burridge, Professor of Creative and Entertainment Games, BUas, Breda, The Netherlands

10.00 - 10.30 Coffee Break at the Staff Café - Ground floor - S0.014

10.30 - 12.30 S Building - Room S2.013 - SESSION VI
DATA ANALYTICS AND PLAYER BEHAVIOURAL ANALYSIS I

10.30-12.30 Session Chairperson:
Carlos Santos, Breda University of Applied Sciences, Breda, NL

GAME_ANA_01
The ACE2 Model: Refining Bartle’s Player Taxonomy for Creation Play
Thomas van Dam and Sander Bakkes .................................................. 53

GAME_STORY_01
Implementing Drama Management for Improved Player Agency in Interactive Storytelling
Christopher McEvoy and David King .................................................. 63
Thursday, September 19, 2019

GAME_DES_02
A Taxonomy for Achievements in Digital Games
Sofia Yermolaieva and Joseph Alexander Brown.........................71

12.30 - 14.00 Lunch at the Mastbosch Hotel

14.00 - 15.00 S Building - Room S2.013 - SESSION VII
KEYNOTE SPEAKER

14.00-15.00 Session Chairperson:
Robert Grigg, Breda University of Applied Sciences, Breda, NL

GAME_KEY_04
Interactive Machine Learning for More Expressive Game Interactions
Phoenix Perry, Goldsmiths - University of London, London, United Kingdom

15.00 - 15.30 Coffee Break at the Staff Café - Ground floor - S0.014

15.30 - 16.30 S Building - Room S2.013 - SESSION VIII
DATA ANALYTICS AND PLAYER BEHAVIOURAL ANALYSIS II

15.30-16.30 Session Chairperson:
Thomas Buijtenweg, Breda University of Applied Sciences, Breda, NL

GAME_AI_01
N-Layered Feudal Network in an RTS Game Environment
Benjamin Bugeja, Jean-Paul Ebejer and Sandro Spina..................37

GAME_AI_05
Understanding Player Engagement and In-Game Purchasing Behavior with Ensemble Learning
Anna Guitart, Ana Fernández del Río and África Periáñez ........78
Thursday, September 19, 2019

16.30 - 18.00  S Building - Room S2.013 - SESSION IX
              TUTORIAL

16.30-18.00  Session Chairperson:
              Robert Grigg, Breda University of Applied Sciences, Breda, NL

GAME_TUT_01
Being a "Visual Novel" storyteller with Fungus Unity 3D
Liliana Vale Costa, Universidade de Aveiro, Aveiro, Portugal

CONFERENCE DINNER

20.00-23.00

The Conference dinner will be held on Thursday the 19th of September at
Restaurant Pampelonne
Van Coothplein 12
4811 NE Breda, The Netherlands

Tel: +31 76 888 3111
Email: info@pampelonne-breda.nl
Friday, September 20, 2019

09.00 - 09.30  Registration

09.00 - 10.00  S Building - Room S2.013 - SESSION X
  KEYNOTE

09.00-10.00  Session Chairperson:
  Robert Grigg, Breda University of Applied Sciences, Breda, NL

GAME_KEY_02
Let's get a little bit serious
Olivier Dauba, VP Editorial at Ubisoft, Ubisoft, Paris, France

10.00 - 10.30  Coffee Break at the Staff Café - Ground floor - S0.014

10.30 - 12.30  S Building - Room S2.013 - SESSION XI
  REAL WORLD GAMIFICATION

10.30-12.30  Session Chairperson:
  Igor Mayer, Breda University of Applied Sciences, Breda, NL

GAME_DES_05
A Systematic Literature Review of Gamification Design
Rokia Bouzidi, Antonio De Nicola, Fahima Nader
and Rachid Chalal ................................................................. 89

GAME_METH_01
Game and Humanitarian: From Awareness to Field Intervention
Emmanuel Guardiola ............................................................... 94

GAME_SER_03
Sharing Sustainability Data through an Open Data Game
Kaïsa Könnöla, Marko Loponen, Markus Krusberg
and Teijo Lehtonen ............................................................... 102
Friday, September 20, 2019

GAME_SER_01
A Shipping Simulation through Pathfinding: SEL within the MSP Challenge Simulation Platform
Phil de Groot, Wilco Boode, Carlos Pereira Santos, Harald Warmelink and Igor Mayer

12.30 - 12.45  S Building - Room S2.013 - SESSION XII
CLOSING SESSION AND BEST PAPER AWARD

12.30-12.45  Session Chairperson:
Robert Grigg, Breda University of Applied Sciences, Breda, NL
Philippe Geril, EUROISIS-ETI, Ostend, Belgium
SOCIAL PROGRAMME INFORMATION

Coffee breaks

Coffee breaks will be served in the Staff Café - Ground floor - S0.014 in the S Building, Breda University of Applied Sciences, Sibeliuslaan 13, Breda, The Netherlands. Tel: +31.76.533.2203

Lunches

Lunches will be served at the Mastbosch Hotel, Burgemeester Kerstenslaan 20, 4837 Breda. Tel: + 31 76 565 0050

Conference Dinner on the 19th of September

The Conference dinner will be held on Thursday the 19th of September at Restaurant Pampelonne Van Coothplein 12 4811 NE Breda, The Netherlands
Tel: +31 76 888 3111 Email: info@pampelonne-breda.nl
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 2020
September 23-25, 2020,
Department of Communication and Art, University of Aveiro, Aveiro, Portugal

Proposals for special tracks/tutorials/demos can be sent in by January 30th 2020
CONFERENCE LOCATION

Conference Venue

Breda University of Applied Sciences
S Building – Room S2.013
Sibeliuslaan 13
4837 Breda
The Netherlands
Tel. +31.76.533.2203
Email: grigg.r@BUas.nl

Breda Map

Click on the link to enlarge the map:
http://www.orangesmile.com/common/img_city_maps/breda-map-0.jpg
CONFERENCE LOCATION

How to Reach Breda

By Plane
When arriving by plane in the Netherlands, you will either land at Schiphol Airport in Amsterdam, Rotterdam - The Hague Airport, Maastricht - Aachen Airport or Eindhoven Airport.

From Schiphol Airport you can take either a train or bus to Breda.

By train
Schiphol Station is located directly below the airport. It only takes a couple of minutes to walk from Arrivals to Schiphol Plaza, where you can take the stairs, escalator or lift down to the platforms. At Schiphol airport you will be arriving at level G where you can make your way through passport/security control to the NS (Dutch National Railways) check-in to obtain your train tickets to Breda. Follow this link for some more train information from Schiphol Airport. For the NS train from Schiphol to Breda – if you take the Intercity Direct (the fast train) you need an extra ticket on top of the normal ticket called a toeslag (surcharge ticket).

By Bus
Whatever your destination in the Netherlands, you can always reach it by bus. Buses leave from outside Schiphol Plaza, just a few minutes walk from Arrivals. Outside the arrival area of Schiphol Airport you can take a Connexxion shuttle bus which will take you to Amsterdam where you can change to a bus to Breda. Follow this link for some more bus information from Schiphol Airport. For more information on the above use the interactive Schiphol maps.

From Rotterdam - The Hague Airport you can take a metro and a train to Breda. The Citycenter and Rotterdam Centraal can be easily reached by public transportation. The buses stop right next to the arrival hall. Bus 33 takes you to the metro station Meijersplein. From Meijersplein you can travel within 10 minutes to the city centre of Rotterdam and Rotterdam Centraal, where you can take a train to Breda.

From Maastricht - Aachen Airport you can take a bus and a train to Breda. Maastricht Aachen Airport is located at Vliegveldweg 90 at Maastricht Airport and can be reached by Arriva bus line 30 (Maastricht-Sittard). The bus calls in at the NS railway stations of Maastricht, Sittard and Beek-Elsloo, and at the Arriva railway station of Meerssen. At strong>Maastricht Railway station you can take a direct train to Breda.

From Eindhoven Airport you can take bus 400 and 401 to Eindhoven Train Station. From there you can take a train via Den Haag Central to Breda.

By Rail
Breda has two railway stations, Breda and Breda-Prinsenbeek, providing connections with Zuid-Holland (Dordrecht - Rotterdam - Den Haag) and Tilburg - Eindhoven, and from station Breda also to Roosendaal with connection to Vlissingen and Antwerp. In addition, trains also head north from Breda to Amsterdam and east to Den Bosch - Nijmegen. Breda Oost railway station will open after 2020. You can prepare your train journey using this NS Link.
CONFERENCE LOCATION

By Coach and Bus
Buses are operated by Arriva. There are four kinds of buses in Breda: citybuses, regional, Bravodirect and long-distance. Citybuses drive only within Breda (sub-12 numbers), regional buses provide connections to nearby towns and cities, Bravodirect buses are more luxurious buses driving to Etten-Leur and Oosterhout (31x and 32x-buses), and long-distance 'Brabantliners' connecting both Gorinchem and Utrecht with Breda (401, 402). There is also one Zeelandish busline (19) which connects Breda with Hulst and Antwerp, operated by Connexxion. From further afield you can reach Breda by bus from Eurolines.

By Car
The A16 is a motorway to the north to Rotterdam and towards the south to the Belgian border to Antwerp. The A27 is also a motorway to the north; It connects Breda with Utrecht. Furthermore, The A58 connects Breda with Tilburg and Eindhoven.

Useful Links
- Breda Weather
- Breda Tourism and Travel
- Things to do in Breda
EUROSIS Forthcoming Conferences

ESM’2019
October 28-30, 2019
Universitat de les Illes Balears
Palma de Mallorca, Spain

SCIFI-IT’2020
March 23-25, 2020
De Krook
Ghent, Belgium

FOODSIM’2020
April 5-9, 2020
University of Leuven/Campus Ghent
Ghent, Belgium

ISC’2020
June 8-10, 2020
UCD Dublin
Dublin, Ireland
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  
Phone: +32.59.255.330  
Email: Philippe.Geril@eurosis.org

Please send me info on EUROSIS:
Name: .........................................................................................................................
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# GAME-ON’2019 Registration Form

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

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1. [ ] EUROSIS member € 565 Member Number:_____________________________ €__________
2. [ ] Members of Sponsor or Affiliate Society € 565 €__________
3. [ ] Non-Member Participant € 605 €__________
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 € 90 [ ] Lunch Ticket for Companion € 25/day €__________
6. [ ] Extra Conference Proceedings € 40 Cash and Carry €__________

VAT Number if applicable: _______________________________

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