FINAL PROGRAM

Game-On

14 – 16 September 2022

Lisbon, Portugal
Organized and Sponsored by

NOVA UNIVERSITY LISBON

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LABORATÓRIO DE HUMANIDADES DIGITAIS

et

European Technology Institute

UNIVERSITY OF ŠKOVDE

AREA42

GODAN

Global Open Data for Agriculture 
Eurosion
PROGRAMME AT A GLANCE

Due to the lingering effects of COVID19 some presentations will be online while others will be onsite making GAME-ON® 2022 a hybrid event. Online presentations will be denoted with the affix ONL after the paper number. All times in the programme are local times (WEST — Western European Summer Time)

Videos and Slides of the online presentations will be made available to view for all GAME-ON® 2022 participants only on the EUROSIS website.

Wednesday September 14

08.30-14.30 Registration
09.15-09.30 Onsite and Online Welcome
09.30-10.30 Keynote Gary Ushaw
10.30-11.00 Coffee Break
11.00-12.30 Session Gaming Environments Creation
12.30-13.30 Lunch
13.30-15.00 Workshop Designing Game Narratives
15.00-15.30 Coffee Break
15.30-16.30 Session VR Gaming Environments
16.30 end of Day 1

Thursday September 15

08.30-15.30 Registration
09.30-10.30 Keynote Rute Costa and Micaela Fonseca
10.30-11.00 Coffee Break
11.00-12.00 Session Board Games Programming
12.00-13.00 Lunch
13.00-15.00 Workshop Using Modern Board Game Mechanisms to develop Simple Analog Serious Games
15.00-15.30 Coffee Break
15.30-16.30 Participants Break
16.30-23.00 Conference Visit and Dinner

Friday September 16

08.30-09.00 Registration
09.00-10.00 Keynote Marco Francesco Funari
10.00-10.30 Coffee Break
10.30-12.00 Session: Player Analysis
12.00-12.15 Closing Session
End of Conference
GAME-ON’2022 FINAL PROGRAMME

Overhead and LCD Projector are standard. The room has a screen for online presentations. The underlined authors are usually the presenters.

Conference Site: Colégio Almada Negreiros, Campus de Campolide da NOVA, Amphitheater CAN 219, 1099-085 Lisboa, Portugal / or ONLINE ROOM

For any local information contact: 📞 Tel:+351 961824948, 📧 Email: ipaulino@fcsh.unl.pt, or 📞 Tel:+351 937020249, 📧 Email: hebarbas@fcsh.unl.pt

Coffee breaks and lunches at the University or at the comfort of everybody’s home

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

Wednesday, September 14, 2022

08.30 - 14.30 Registration

09.00 - 09.30 Amphitheater CAN 219 - WELCOME

Welcome and General Information

Helena Barbas, GAME-ON’2022 General Conference Chair
Philippe Geril, EUROISIS-ETI, Ostend, Belgium

Opening of GAME-ON’2022

Daniel Alves, NOVA - FCSH, Lisbon, Portugal
Helena Barbas, GAME-ON’2022 General Conference Chair

09.30 - 10.30 Amphitheater CAN 219 / Online Room - SESSION I

KEYNOTE SPEAKER

09.30-10.30 Session Chairperson:
Joana Paulino, Lab_HD, IHC, NOVA FCSH, Lisbon, Portugal

GAME_KEY_02
Guidelines and Case Studies on Collaboration with Computer Game Industry for Academic Research and Education
Gary Ushaw, Richard Davison and Graham Morgan..................5
Wednesday, September 14, 2022

10.30 - 11.00  Coffee Break

11.00 - 12.30  Amphitheater CAN 219 /Online Room - SESSION II
GAMING ENVIRONMENTS CREATION

11.00-12.30  Session Chairperson:
Jose Manuel Viegas Neves, NOVA - FCSH, Lisbon, Portugal

GAME_DEV_01_ONL
Macro-Controlled Generation of Geometry Using Vector Fields
and their Application
Robert Roth and Bernard Beitz.................................................................13

STRAT_01
GAN-Based Content Generation of Maps for Strategy Games
Vasco Nunes, João Dias and Pedro A. Santos ..............................................20

AFFECT_01
Playable Characters in Digital Games: A Genre Taxonomy Proposal
Tânia Ribeiro and Ana Isabel Veloso...........................................................32

12.30 - 13.00  Lunch

13.30 - 15.00  Amphitheater CAN 219 /Online Room - SESSION III
WORKSHOP

13.30-15.00  Session Chairperson:
Tânia Ribeiro, University of Aveiro, Aveiro, Portugal

WORK_02  
Designing Game Narratives
Pedro Beça and Mónica Aresta, University of Aveiro, Department of Communication and Art DigiMedia, Digital Media and Interaction Research Center, Aveiro, Portugal
Wednesday, September 14, 2022

15.00 - 15.30  Coffee Break

15.30 - 16.30  Amphitheater CAN 219 /Online Room - SESSION IV
VR GAMING ENVIRONMENTS

15.30-16.30  Session Chairperson:
Rute Costa, NOVA - FCSH, Lisbon, Portugal

<table>
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<tr>
<th>Session Code</th>
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<tr>
<td>SER_03</td>
<td>Minogrid: A Framework for the Creation of Virtual Reality Experiment and Therapy Applications</td>
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<td>Christoph Pressler, Patrick Pazour, Daniel Martinek, Helmut Hlavacs and Charly Harbord</td>
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GAME_DES_05_ONL
Interaction Design in Virtual Reality and Games: From a Comparative Human Social and Psychological Needs Perspective
Li Zheng and Mei Si...............................................................75

FREE EVENING
Thursday, September 15, 2022

08.30 - 15.30   Registration

09.30 - 10.30   Amphitheater CAN 219 /Online Room - SESSION V
                 KEYNOTE SPEAKER

09.30-10.30  Session Chairperson:
              Pedro Santos, University of Lisbon, Lisbon, Portugal

             KEY_03
             Com@Rehab – Terminology meets VR in
             Rehabilitation Scenarios based on Real-Life
             Activities
             Rute Costa, Linguistics Department, FCSH, NOVA
             University Lisbon, and Micaela Fonseca, Lusófona
             University, HEI-Lab, Lisbon, Portugal

10.30 - 11.00   Coffee Break

11.00 - 12.00   Amphitheater CAN 219 /Online Room - SESSION VI
                 BOARD GAMES PROGRAMMING

11.00-12.00  Session Chairperson:
              Alexandra Gago da Câmara, Universidade Aberta, Lisbon, Portugal

             SER_02_ONL
             Designing Programming Exercises from Board Games
             Maxim Mozgovoy and Marina Purgina

             METH_01
             Playing at Class: Increasing the Awareness of Tabletop Game
             Design for Videogame Development
             Micael Sousa and Ivan Barroso

12.00 - 13.00   Lunch
Thursday, September 15, 2022

13.00 - 15.00 Amphitheater CAN 219 /Online Room - SESSION VII WORKSHOP

13.00-15.00 Session Chairperson: Helena Barbas, NOVA - FCSH, Lisbon, Portugal

WORK_01
Using Modern Board Game Mechanisms to develop Simple Analog Serious Games
Micael Sousa, University of Coimbra, Coimbra, Portugal

15.00 - 15.30 Coffee Break

15.30 – 16.30 Participants Break

16.30 - 23.00 CONFERENCE VISIT AND CONFERENCE DINNER

16.30 – 17.00 Transfer by bus to the MAAT Museum

17.00 – 19.00 Conference Visit

MAAT Museum
(Museu de Arte, Arquitetura e Tecnologia)
Av. Brasília
1300-598 Lisboa, Portugal
☎ +351 21 002 8130

19.30 – 23.00 Conference Dinner at the CAFÉ IN Sushi & Meat

CAFÉ IN Sushi & Meat
Av. Brasília
Pavilhão Nascente 311,
1300-596 Lisboa, Portugal
☎ +351 21 362 6248
08.30 - 09.00  Registration

09.00 - 10.00  Amphitheater CAN 219 /Online Room - SESSION IX
KEYNOTE SPEAKER

09.00-10.00  Session Chairperson:
Daniel Alves, NOVA - FCSH, Lisbon, Portugal

KEY_01
How can State of The Art Digital Tools help Architectural Heritage
Representations in Video Games?
Marco Francesco Funari, Department of Civil and Environmental
Engineering, University of Surrey, Guildford, United Kingdom, and
Paulo B. Lourenço and Daniel V. Oliveira, Department of Civil
Engineering, University of Minho, ISISE, Guimarães, Portugal and
Javier Ortega, Instituto de Tecnologías Físicas y de la Información "Leonardo Torres Quevedo" (ITEFI), CSIC, Madrid, Spain

10.00 - 10.30  Coffee Break

10.30 - 12.00  Amphitheater CAN 219 /Online Room - SESSION X
PLAYER ANALYSIS

10.30-12.00  Session Chairperson:
Pedro Beça, University of Aveiro, Aveiro, Portugal

GAME_DES_01
Player Needs Inventory (PNI): An Analytical Framework for Analyzing Player Motives in Video Games
Barbaros Bostan and Diğdem Sezen

GAME_DES_02
Passive Collaboration and Connections in a ‘Strand Game’: Changing the Way We play
Barbaros Bostan and Sercan Şengün

GAME_DES_03_ONL
Creation of Digital Games for Environmental Awareness by Young Adult Students: Systemization and Critical Analysis of the Process
Tanira M. H. Suandique, Pedro Beça and Monica Aresta
Friday, September 16, 2022

| 12.00 - 12.15 | Amphitheater CAN 219 /Online Room - SESSION XIII  
                 CLOSING SESSION AND BEST PAPER AWARD |

| 12.00-12.15 | **Session Chairpersons:**  
              Helena Barbas, GAME-ON’2022 General Conference Chair  
              Philippe Geril, EUROIS-ETI, Ostend, Belgium |
SESSION CHAIR INFORMATION

Information for Session Chairs

Session Chairs are chosen on a voluntary basis by proposals by either authors or local commit-tee members or are appointed by the Track Chairs, General Program Chair or General Confe-rence 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 presenta-tion 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.

THE NUMBERS NEXT TO THE PRESENTATIONS DENOTE THE PAGE-NUMBERS IN THE PROCEEDINGS. IF NO NUMBERS ARE MENTIONED THEN THIS PAPER IS NOT PUBLISHED IN THE PROCEEDINGS

THE AUTHORS WHO ARE UNDERLINED ARE NORMALLY THE PRESENTERS

ONLY PAPERS IN THE LIGHT BLUE/GREY BOXES ARE THE EXTENDED PAPERS ELIGIBLE FOR THE BEST PAPER AWARD

PAPER NUMBERS IN THE FINAL PROGRAMME FOLLOWED BY “ONL” MEAN THESE PAPERS WILL BE PRESENTED ONLINE

FOR ONLINE PRESENTATIONS ZOOM™ WILL BE USED
GAME 2023 FIRST ANNOUNCEMENT

SEE YOU ALL NEXT YEAR AT GAME-ON® 2023
September 2023
Location to be announced soon

Proposals for special tracks/tutorials/demos can be sent in by November 30th 2022
CONFERENCE LOCATION
Conference Venue

Colégio Almada Negreiros
Campus de Campolide da NOVA,
Amphitheater CAN 219

1099-085 Lisboa, Portugal /or ONLINE ROOM
Tel: 351 961824948, or +351 937020249
Email: jpaulino@fcsh.unl.pt, or hebar-bas@fcsh.unl.pt

Lisbon Map of surrounding Area
CONFERENCE LOCATION

How to Reach Lisbon and the University

BY PLANE

Lisbon’s Portela Airport - (other website) is located within the city limits. It is the headquarters and hub for TAP Portugal as well as a hub for Easyjet, SATA International, Luzair, EuroAtlantic Airways, Portugália, White Airways, and High Fly airlines.

Bus from Airport There is a bus network from the airport that offers services to passengers who are travelling to various destinations from the airport. For passengers heading for Cais do Sodre Railway Station the No. 722 bus service offered by Carris is the bus for you. There are also other bus routes operating from the airport heading to various locations within the city. A ticket to the city centre should cost from €1.50 to €6.50. - AEROBUS: Linking the Airport to downtown Lisbon and Cais do Sodre (every 10 minutes from 8 a.m. to 9 p.m.)- CARRIS BUSES: No. 5, 8, 22, 44, 45, 83.

Taxi from Airport Outside the terminal buildings one is able to obtain taxi services. These generally charge an average of €20 to the city centre. Some of the taxis have meters in them. They charge a minimum of €3.50 during the day and €3.90 at night. Though some of the taxi drivers may take longer routes to keep the meter running, the trip should take an average of 15 minutes to the city centre. Average Taxi Rates.

Metro from the Airport There is a direct metroline from the Airport to the Gare do Oriente trainstation and then via the Metropolitan Metro System following the Blue line on to São Sebastião and Praça de Espanha metro stations. From both stations, it's a 10 minutes walk to the campus.

By TRAIN

There are four commuter train lines arriving in Lisbon: the Cascais, Sintra and Azambuja lines (operated by CP Comboios de Portugal), as well as a fifth line to Setúbal (operated by Fertagus) crossing the Tagus river, over the 25 de Abril Bridge. The major railway stations are Santa Apolónia, Rossio, Gare do Oriente trainstation, Entrecampos, and Cais do Sodre Railway Station.

Train Network Links:
- CP – Combóios de Portugal –
  - Lisbon urban trains - Sintra line; Azambuja line; Cascais line; Sado line. – map
  - Fifth line to Setúbal, operated by Fertagus) crossing the Tagus river, over the 25 de Abril Bridge.
  - You can download the train link map here.

BY METRO

Another great way of getting around Lisbon is by a Metro (link 1) with updated info and Metro (link 2). (see the zoomable metro map). The closest stops to Colégio Almada Negreiros are on the blue line, São Sebastião and Praça de Espanha metro stations. From both stations, it's a 10 minutes walk to the campus. You can download the map here.
CONFERENCE LOCATION

BY TRAM

The current lines are: 12 - Praça da Figueira - Miradouro de Santa Luzia circular route 15 - Praça da Figueira - Algés 18 - Cais do Sodré railway station - Cemitério Ajuda 25 - R. Alfândega - Campo de Ourique 28 - Praça Martim Moniz - Chiado - Campo de Ourique The five remaining lines only operate in the southern centre and west of the city. Despite the relevant tourist attraction, those lines are still very important because of sections of the city’s topography that can only be crossed by small trams. Tram 15 also connects the entire western river front of the city to the centre and allows a better flow of passengers with the bus system towards an area that still is not served by the metro.

More tram info is available on this website.

BY BUS

The closest bus stop to Colégio Almada Negreiros is at the Stop Rua de Campolide (Escola). Busses for this stop are from CARRIS BUSES. You can follow the bus connections at Colégio Almada Negreiros in realtime here. Busses you can take are the 716, 718, 726, 742, 758.

ON FOOT

All chosen hotels are within easy walking distance of Colégio Almada Negreiros. (see hotel page)
EUROISIS upcoming Conferences

**ESM'2022**
October 26-28, 2022
ISEP
University of Porto
Porto, Portugal

**SCIFI-IT'2023**
April, 2023,
Location to be announced shortly
Belgium

**ISC'2023**
May 31-June 2, 2023
University of Malta
Valletta, Malta
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

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Belgium  
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Email: Philippe.Geril@eurosis.org

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GAME-ON’2022 at Conference Registration Form

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

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2. [ ] Members of Sponsor or Affiliate Society € 570 €__________
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4. [ ] Students, who are not authors but who wish to attend the conference, or ONE DAY PARTICIPANTS pay: € 420 €__________
   (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. — NOT APPLICABLE
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6. [ ] Extra Conference Proceedings € 40 Cash and Carry €__________
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