FINAL PROGRAM

8 September 2023

Carlow, Ireland
Organized and Sponsored by

PROGRAMME AT A GLANCE

**Due to the lingering effects of post-COVID19, the presentations will be online, making GAME-ON® 2023 a one day online event.
All times in the programme are local times (Irish Standard Time (IST) DST: Greenwich Mean Time (GMT) - https://clocks.world/time/ireland/ - https://www.timeanddate.com/worldclock/ireland/carlow**

Videos and Slides of the online presentations will be made available to view for all GAME-ON® 2023 participants only on the EUROSIS website.

Friday September 8

08.30-09.30 Registration
09.00-09.15 Online Welcome Address and Introduction to GAME-ON'2023
09.15-10.00 Keynote **Mads Haahr**
10.00-10.30 Coffee Break
10.30-12.30 Session **Game Design and Programming & Digital Gamified Systems**
12.30-13.30 Lunch
13.30-15.30 Tutorial **How to Train Your Artificially Intelligent Dragon**
15.30-15.45 Closing Session
End of Conference

GAME-ON'2023 FINAL PROGRAMME

The **online room login** info will be emailed to the authors prior to the event. The software to be used to run the online meeting will be **Microsoft Teams**TM
The underlined authors are usually the presenters.
For any local information contact: Tel:+ 353 59 917 5000, Email: Joseph.Kehoe@setu.ie

Coffee breaks and **lunches** at the comfort of everybody's home

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

Friday, September 8, 2023

08.30 - 09.00   **Registration**

09.00 - 09.15   **Online Room - WELCOME**

Welcome and General Information

Joseph Kehoe, GAME-ON'2023 General Conference Chair

Opening of GAME-ON'2023

09.15 - 10.00   **Online Room - SESSION I**
KEYNOTE SPEAKER

09.15-10.00   **Session Chairperson:**
Oisin Cawley, SETU, Carlow, Ireland

GAME_KEY_01
Guidelines and Case Studies on Collaboration with Computer Game Industry for Academic Research and Education
Prof. Mads Haahr, Department of Computer Science, Trinity College Dublin, Dublin, Ireland

Friday, September 8, 2023

| 10.00 - 10.30 | **Coffee Break** |

| 10.30 - 11.30 | **Online Room - SESSION II** |
| | **GAME DESIGN AND PROGRAMMING** |

10.30-11.30

Session Chairperson:
Daire O'Broin, SETU, Carlow, Ireland

GAME_AI_01
A Comparison of Convolutional Neural Networks and Vision Transformers as Models for learning to play Computer Games
Adrien Dudon and Oisin Cawley **...5**

GAME_METH_01
Motivation and Self-Efficacy in Video Game Quests
Maximilian Apel, Helmut Hlavacs and Charly Harbord **......................10**

| 11.30 - 12.30 | **Online Room - SESSION III** |
| | **DIGITAL GAMIFIED SYSTEMS** |

11.30-12.30

Session Chairperson:
Philip Burke, SETU, Carlow, Ireland

GAME_AFFECT_01
Mental Health and Digital Games: A Comprehensive Qualitative Review
Rebeca Mendes, Tânia Ribeiro and Ana Isabel Veloso **....................25**

GAME_METH_03
Engaging Researchers as Academic Professionals via Online Gamified Service: A Participatory Story
Md Sanaul Haque, Joseph Kehoe, Mujiba Shaima, S.M. Musfequr Rahman and Daire O'Broin**..19**

| 12.30 - 13.30 | **Lunch** |

Friday, September 8, 2023

13.30 - 15.00	**Online Room - SESSION IV**
	TUTORIAL

13.30-15.00   **Session Chairperson:**
Joseph Kehoe, SETU, Carlow, Ireland

TUT_01
How to Train Your Artificially Intelligent Dragon
Dr. Oisin Cawley, Department of Computing, Science Faculty, SETU
- South East Technological University, Carlow, Ireland

Participants will be required to use the following software in order to participate in the tutorial:

Visual Studio 2022 (64 bit) (A link for download will be provided by the tutor)
SFML 2.5.1 (64 bit)
Anaconda Python version 3.9.13
Tensorflow 2.9.1

15.00 - 15.15	**Online Room - SESSION V**
	CLOSING SESSION AND BEST PAPER AWARD

15.00-15.15   **Session Chairpersons:**
Joseph Kehoe, GAME-ON'2023 General Conference Chair
Philippe Geril, EUROSIS-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 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.

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

FOR ONLINE PRESENTATIONS MICROSOFT TEAMS_TM WILL BE USED

GAME 2024 FIRST ANNOUNCEMENT

2024

SEE YOU ALL NEXT YEAR AT GAME-ON® 2024
September 2024
Location to be announced soon

Proposals for special tracks/tutorials/demos can be sent in by November 30th 2023

EUROSIS upcoming Conferences

ESM'2023
October 24-26, 2023
ISAE-SUPAERO
Toulouse, France.

MESM'2023
November 20-22, 2023
Al-Farahidi University
Baghdad, Iraq

FOODSIM'2024
April 7-11, 2024
University of Leuven/Campus Ghent
Ghent, Belgium.

ISC'2024
June 3-5, 2024
Universitat Politecnica de Valencia
Valencia, Spain

EUROSIS

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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Please send me info on EUROSIS:
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