FINAL PROGRAM

1 – 2 March 2011

Digipen Institute of Technology, Singapore

Organized by

Sponsored by
GAME-ON'ASIA 2011-ASTEC’2011 FINAL PROGRAMME

Overhead and LCD Projector are standard
The underlined authors are usually the presenters.
Conference Site: PIXEL Building, 10 Central Exchange Green, #01-01, Singapore 138649 ☎️ Tel: +65 6577 1900 Fax: +65 6577 1908. The way to the meeting room will be signposted.

Tuesday, March 1, 2011

09.00 - 15.00 Registration in front of the meeting room

09.30 - 10.00 Welcome:
Welcome Address
Chek Tien Tan, University of Technology, Sydney, Australia
Philippe Geril, EUROSIS-ETI, Ostend, Belgium

10.00 - 10.30 Coffee Break

10.30 - 11.30 Session I

INVITED SPEAKER I

10.30-11.30 Session Chairperson:
Chek Tien Tan, University of Technology, Sydney, Australia

INVITE
Real Time Rendering of Amorphous Effects
Golam Ashraf and Koh Kok Weng ............................................. 5

11.30 - 12.30 Session II

GAME AI

11.30-12.30 Session Chairperson:
Chek Tien Tan, University of Technology, Sydney, Australia

GAMEON_ASIA_07
A Model for Visitor Circulation Simulation in Second Life
Kingkarn Sookhanaphibarn, Ruck Thawonmas, Frank Rinaldo and Nadia Magnenat-Thalmann .................................................................35
Tuesday, March 1, 2011

GAMEON-ASIA_06
Improved Pareto Optimum passing using varied Kicking Speed in Soccer Games
Nattawit Tanjapatkul and Vishnu Kotrajaras .............................................. 38

12.30 - 14.00  Lunch

14.00 - 15.00  Session III

INVITED SPEAKER II

14.00-15.00  Session Chairperson:
Chek Tien Tan, University of Technology, Sydney, Australia

INVITE II
Special Game for Special Autism Education
Cai Yiyu, Nanyang Technological University and Noel Chia, the National Institute for Education, Singapore

15.00 - 15.30  Coffee Break

15.30 - 16.30  Session IV

STRATEGY GAMING

15.30-16.30  Session Chairperson:
Chek Tien Tan, University of Technology, Sydney, Australia

GAMEON-ASIA_01
Difficulty balancing in Real-Time Strategy Gaming Session using Resource Production Adjustment
Piyapoj Kasempakdeepong and Vishnu Kotrajaras ........................................ 47

GAMEON-ASIA_12
Strategies to solve a 4x4x3 domineering Game
Jonathan Hurtado .................................................................................................. 52
Tuesday, March 1, 2011

16.30 - 17.30 COMPANY VISIT

COMPANY VISIT I

16.30-17.30 Participants are invited to come and visit the DIGIPEN facilities in Singapore.

FREE EVENING
Wednesday, March 2, 2011

09.00 - 10.00  Registration in front of the meeting room

09.00 - 10.00  Session V

GRAPHICS

09.00-10.00  Session Chairperson:
Chek Tien Tan, University of Technology, Sydney, Australia

GAMEON-ASIA_11
Real-Time Object-Space Edge Detection using OpenCL
Dwight House and Xin Li ................................................................. 63

ASTEC_03
Enhanced Cellular Automata for Image Noise Removal
Abdel Latif Abu Dalhoum, Ibrahim Al Dhamari, Alfonso Ortega and
Manuel Alfonseca ........................................................................... 69

10.00 - 10.30  Coffee Break

10.30 - 12.00  Session VI

GAME METHODOLOGY AND DESIGN

10.30-12.00  Session Chairperson:
Ruck Thawonmas, Ritsumeikan University, Shiga, Japan

GAMEON_ASIA_05
Augmented Reality Games; a Review
Chek Tien Tan and Donny Soh ...................................................... 17

GAMEON_ASIA_02
The 6-11 Framework: a new Methodology for Game Analysis and
Design
Roberto Dillon .................................................................................. 25

GAMEON_ASIA_10
Work with Mii: Immersing the Body in the Wii Fit Program
Maria Emilynda Jeddahlyn Pia V Benosa ..................................... 30
Wednesday, March 2, 2011

12.00 - 12.15  Session VII

CLOSING SESSION

17.00-17.15  Session Chairpersons:
  Chek Tien Tan, University of Technology, Sydney, Australia
  Philippe Geril, EUROSIS-ETI, Ostend, Belgium

12.30 - 14.00  Lunch

14.00 - 15.00  Session IX

PREPARATORY MEETING GAMEON-ASIA’2012/ASTEC-2012

14.00-15.00  Session Chairperson:
  Philippe Geril, EUROSIS-ETI, Ostend, Belgium

  This is an open preparatory meeting for the organizers of GAMEON-ASIA’2012-ASTEC’2012 in Kyoto, Japan. All those participants interested can take part in the meeting and make their suggestions.

15.00 - 15.30  Coffee Break

15.30 - 17.00  COMPANY VISIT II

COMPANY VISIT

15.30-17.00  Participants are invited to come and visit UBISOFT in Singapore. (BEWARE the visit is still under discussion with UBISOFT)

20.00 - 23.00  Conference Dinner

  All participants are invited to the conference dinner. More information will be available at the conference.
THANK YOU FOR TAKING PART IN THIS YEAR’S EVENT AND HOPE TO SEE YOU ALL NEXT YEAR AT

GAMEON ASIA 2012 – ASTEC’2012

January 28-30, 2012
Ritsumeikan University
Kyoto, Japan

In conjunction with
The Annual Japanese DIGRA Convention

Proposals for special tracks/tutorials/demos can be sent in by May 30th 2011
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 EUROYSIS is 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 EUROYSIS, please contact

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