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

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

GAMEON-ASIA_12
Strategies to solve a 4x4x3 domineering Game

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

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

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

NOTES

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 EUROSIS 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 EUROSIS, please contact

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