

FINAL PROGRAM



24 – 26 FEBRUARY 2012

Ritsumeikan University, Kyoto

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GAME-ON'ASIA 2012-ASTEC'2012 FINAL PROGRAMME

Overhead and LCD Projector are standard

The underlined authors are usually the presenters.

Conference Site: Ritsumeikan University, Kinugasa Campus, Soshikan Hall, (Bldg 32 on Map)
Room 303, Art Research Center, 56-1 Toji-in Kitamachi, Kita-ku, Kyoto 603-8577 JAPAN 📍 Tel: +
81-75-466-3431. ✉ Email: ruck@ci.ritsumei.ac.jp The way to the meeting room will be signposted.

Friday, February 24, 2012

08.30 - 15.00 **Registration in front of the meeting room**

09.00 - 09.30 **Welcome**

Welcome Address

Ruck Thawonmas, Ritsumeikan University, Kyoto, Japan

09.30 - 10.15 **Session I**

KEYNOTE SPEAKER I

09.30-10.15

Session Chairperson:

Ruck Thawonmas, Ritsumeikan University, Kyoto, Japan

KEYNOTE

Introduction to OCEAN US

Salvador Barrera

10.15 - 10.45 **Coffee Break**

10.45 - 12.45 **Session II**

SIMULATION, VR AND ENHANCED REALITY

10.45-12.45

Session Chairperson:

Ruck Thawonmas, Ritsumeikan University, Kyoto, Japan

GAMEON_ASIA_FAC_01

Simulation of Soft-Looking Facial Expressions

Hlavacs Helmut and Leon Beutl..... 13

Friday, February 24, 2012

GAMEON-ASIA_VR_01

Eigenplaces for Segmenting Exhibition Space

Kingkarn Sookhanaphibarn, Ruck Thawonmas and Frank Rinaldo21

GAMEON-ASIA_HAND_02

Device-to-Device Communication Framework Supporting Indoor Positioning System for Location-aware Interactive Applications

Kosuke Kaneko, Tomoyuki Nakamura, Yoshihiro Okada, Dae-Woong Kim and Hiroyuki Matsuguma 39

GAMEON-ASIA_N_01

Changing the rules: Acquiring Quality Assured Geospatial Data with Location-based Games

Sebastian Matyas, Peter Kiefer and Christoph Schlieder 44

12.45 - 13.45 **Lunch**

13.45 - 14.45 **Session III**

GAME SPEECH TECHNOLOGY

13.45-14.45

Session Chairperson:

Ruck Thawonmas, Ritsumeikan University, Kyoto, Japan

GAMEON_ASIA_SPEECH_01

Towards Usability Heuristics for Games Utilizing Speech Recognition

Aki Halonen, Sami Hyrynsalmi, Kai K.Kymppa, Timo Knuutila, Jouni Smed and Harri Hakonen 51

GAMEON_ASIA_SPEECH_02

3D Terrain Generation and Texture Manipulation by Voice Input

Umair Azfar Khan and Yoshihiro Okada 56

14.45 - 15.00 **Coffee Break**

Friday, February 24, 2012

15.00 - 18.30 **VISIT**

VISIT

15.00-18.30 Participants are invited to come and visit the College of Arts and Sciences and the International Manga Museum

19.00 - 21.00 **Conference Dinner**

Participants are invited to the conference dinner. More information will be available at the conference.

Saturday, February 25, 2012

08.30 - 14.00 **Registration in front of the meeting room**

09.00 - 10.00 **Session IV**

TUTORIAL

09.00-10.00

Session Chairperson:

Ruck Thawonmas, Ritsumeikan University, Kyoto, Japan

TUT

How do we safely distribute Random Streams to our Parallel Stochastic Models?

David R.C.Hill 5

10.00 - 10.30 **Coffee Break**

10.30 - 12.00 **Session V**

GAMER ANALYSIS AND GAME MANAGEMENT

10.30-12.00

Session Chairperson:

Yoshihiro Okada, Kyushu University, Fukuoka, Japan

GAMEON_ASIA_SER_01

A Game on profiling Learning Styles

Sook-Yee Edna Chan, Seng Chun Alvin Tang

and Huei Wuan Low-Ee..... 29

GAMEON_ASIA_AI_03

Using Monte Carlo Planning for Micromanagement in Starcraft

Wang Zhe, Kien Quang Nguyen, Ruck Thawonmas

and Frank Rinaldo 33

GAMEON_ASIA_MULTI_01

Knowledge Production and Surveillance in Game Communities:

The practice of Theory-crafting

Karin Wenz 79

Saturday, February 25, 2012

12.00 - 13.30 **Lunch**

13.30 - 14.30 **Session VI**

SIMULATION METHODOLOGY AND AI

13.30-14.30

Session Chairperson:

David Hill, Universite Blaise Pascal, Aubiere, France

ASTEC_AI_01

A Novel Approach using Hybrid Artificial Neural Networks for Prediction of TBM Performance and Disaster Risk in Complex Geological Environments

Hai V. Pham and Katsurari Kamei **68**

ASTEC_RISK_01

Hybrid Intelligent Decision Support System Model for Simulation of Disaster and Weather Forecasting

Hai V. Pham and Katsurari Kamei **73**

14.30 - 15.00 **Coffee Break**

15.00 - 16.00 **Session VII**

KEYNOTE SPEAKER II

15.00-16.00

Session Chairperson:

Ruck Thawonmas, Ritsumeikan University, Kyoto, Japan

KEYNOTE

The Future of Game, AI and Computer Graphics

Youichiro Miyake

Saturday, February 25, 2012

16.00 - 16.15 **Session VIII**

CLOSING SESSION

16.00-16.15

Session Chairpersons:

Ruck Thawonmas, Ritsumeikan University, Kyoto, Japan
Philippe Geril, EUROSIS-ETI, Ostend, Belgium

Session Chairs information

ALL SESSION CHAIRPERSONS IN THIS PROGRAM ARE PROVISIONAL

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. **If a session chair is not available then the first author takes on the responsibility to chair** 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
PAPERS IN GREY BOXES ARE THE EXTENDED PAPERS ELIGIBLE FOR THE BEST PAPER AWARD

THANK YOU FOR TAKING PART IN THIS YEAR'S EVENT AND HOPE TO SEE YOU ALL NEXT YEAR AT

**GAMEON_ASIA 2013-ASTEC'2013
Proposals for special tracks/tutorial/demos
Can be sent in by Jul 30th 2012**

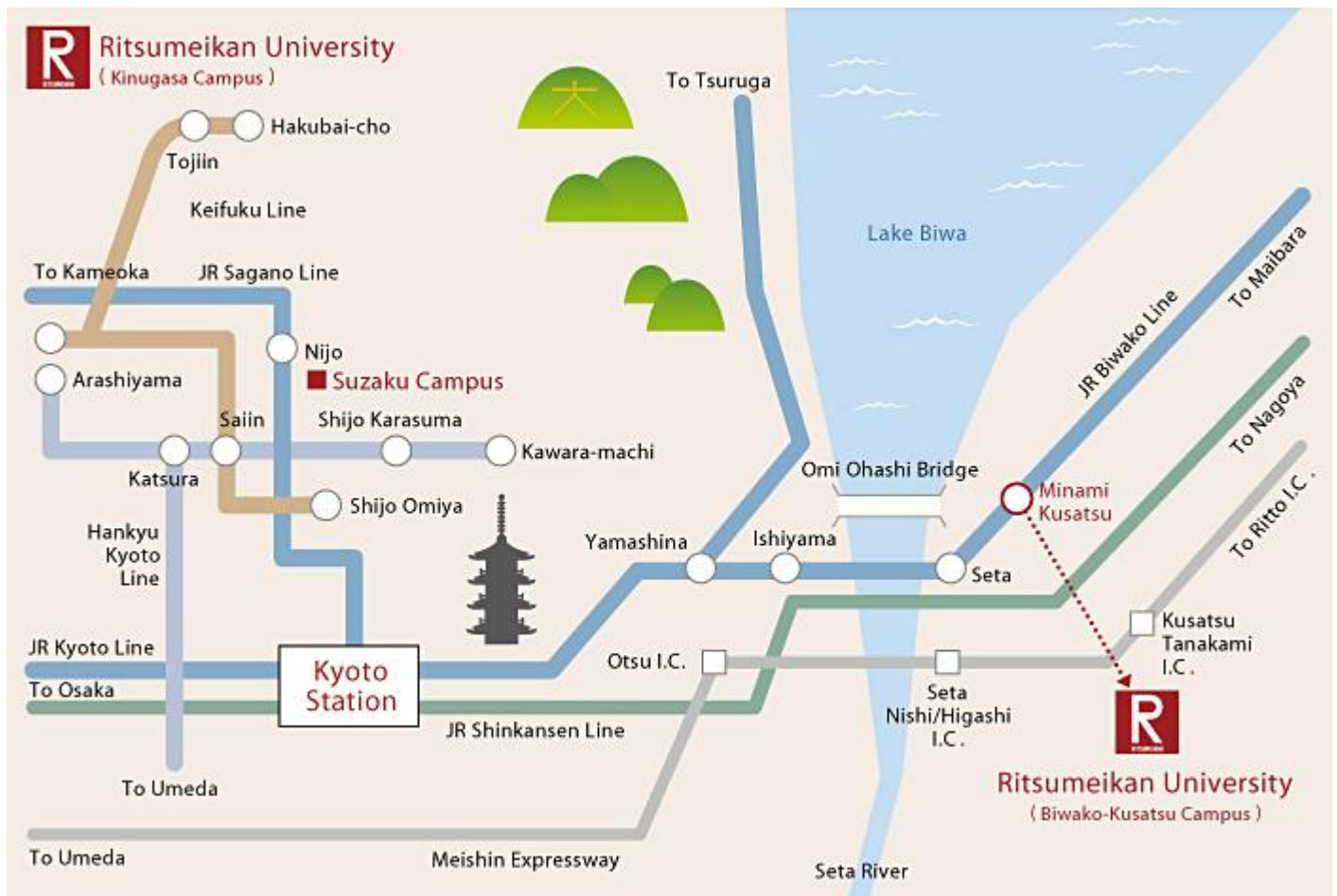
Sunday, February 26, 2012

13.00 - 14.30 **Session IX**

PANEL SESSION

13.00-14.30 **Gamification**
DiGRA 2012 Session

GETTING TO RITSUMEIKAN UNIVERSITY –KINUGASA CAMPUS



Quick Programme Overview

2/24 (Fri)	GAMEON ASIA & ASTEC 2012 (Day 1)			
	08:30-15:00	Registration	Soshikan Hall #303	
	09:00-09:30	Welcome:		
	09:30-10:15	Session I: Keynote Speech: Prof. Salvador Barrera		
	10:15-10:45	Coffee Break	Soshikan Hall #312	<i>Super Mario Experiment</i> Soshikan Hall #302
	10:45-12:45	Session II	Soshikan Hall #303	
	12:45-13:45	Lunch		
	13:45-14:45	Session III	Soshikan Hall #312	
	14:45-15:00	Coffee Break		
	15:00-18:30	Site visit: International Manga Museum	Int'l Manga Museum	
19:00-21:00	Conference dinner	TBD		

2/25 (Sat)	GAMEON ASIA & ASTEC 2012 (Day 2)			
	08:30-14:00	Registration	Soshikan Hall #303	
	09:00-10:00	Session IV: Tutorial		
	10:00-10:30	Coffee Break	Soshikan Hall #312	<i>Super Mario Experiment</i> Soshikan Hall #302
	10:30-12:00	Session V	Soshikan Hall #303	
	12:00-13:30	Lunch		
	13:30-14:30	Session VI	Soshikan Hall #312	
	14:30-15:00	Coffee Break		
	15:00-16:00	Session VII: Keynote Speech: Mr. Youichiro Miyake (with English Translation)	Jukokan Hall #301	
16:00-16:15	Closing Session	Soshikan Hall #303		

2/26 (sun)	GAMEON ASIA & ASTEC 2012 (Day 3)		
	13:00-14:30	DiGRA2012 Panel Session "Gamification" (with English Translation)	Jukokan Hall #301

Conference Location

Note: Soshikan is Building #32 and Jukokan is Building #22 in the following map:

立命館大学衣笠キャンパス
Campus Map Ritsumeikan University Kinugasa Campus

★は授業ビルヂャー

1 図書館 多額蔵大学情報科学ライブラリー、1階にエレクトロニクス・AI。	UNIVERSITY LIBRARY
2 存心館 数寄屋、1階に実習室、エレクトロニクス・AI。	ZONSHINKAN HALL
3 興学館 エレクトロニクスセンター-自習室	KOGAKUKAN HALL
4 志学館 数寄屋、1階に学習センター-心理 教育相談センター。	SHOGAKUKAN HALL
5 以学館 数寄屋、主に芸術社会学部の教室、1階に芸術社会学部教室。	IGAKUKAN HALL
6 研心館 数寄屋、1階にエレクトロニクス・エレクトロニクスセンター。	KENSHINKAN HALL
7 学而館 2階に学生オフィス(夜間)、大ホール(夜間)、学生オフィス・ホール。	GAKUKUKAN HALL
8 有心館 数寄屋、1階にエレクトロニクス・情報技術系、RANDOMBY-エレクトロニクス。	YUSHINKAN HALL
9 西園寺記念館 百年史記念館、衣笠セミナーハウス。	SAIONJI MEMORIAL HALL
10 清心館 主に文学部の教室、共同研究室、1階に文学部教室。	SEISHINKAN HALL
11 香明館 主に文学部の学生共同研究室、実験室等。	KIMMEIKAN HALL
12 洋学館 主に外国語学部の教室、研究室、1階に英語学専攻教室。	YOKUKAN HALL
13 惇心館 主に国際関係学部の教室、研究室、1階に国際関係学専攻教室。	KOSHINKAN HALL
14 顕友館 数寄屋、1階、2階に食堂。	KYOTUKAN HALL
15 修学館 数寄屋研究室棟、人文社会リサーチオフィス。	SHUGAKUKAN HALL
16 ランゲージセンター 1階に英語教育センター、言語習得センター (CLA)、言語教育企画棟。	LANGUAGE CENTER
17 尽心館 数寄屋研究室棟、1階にエレクトロニクス。	JINSHINKAN HALL
18 明学館 数寄屋、1階に文芸国際教育センター、芸術国際教育企画棟など。	MEIGAKUKAN HALL
19 尚学館 数寄屋研究室棟。	SHOGAKUKAN HALL
20 敬学館 数寄屋棟。	KEIGAKUKAN HALL
21 至徳館 1階にキャリアデザインセンター、衣笠セミナーホール、2階に入学センター、3階に役員室、4階に教育開発支援センター。	SHITOKUKAN HALL
22 青光館 主に経済学部の教室、1階に経済学専攻教室。	JUKOKAN HALL
23 青友館 小学校教員養成課程実習室等。	KYUJUKAN HALL
24 末川記念館 SUKAWA MEMORIAL LECTURE HALL 末川(各階)の演壇、エレクトロニクス・ホール、終極記念ホール(階層別)、会議室、演壇、エレクトロニクスホールなど。	
25 第1体育館 ハードコート、各種運動場など。	GYMNASIUM 1
26 第2体育館 硬式野球コート、部室。	GYMNASIUM 2
27 学生会館 学生活動、サークル活動、講義ホール、小ホールなど。	STUDENT CENTER
28 フォートリサーチセンター ART RESEARCH CENTER 学生活動、サークル活動、講義ホール、小ホールなど。	
29 アカデミア立命21 ACADEMIA RITSUMEI 21 国際平和センター、1階に国際平和センター資料室、中野記念ホール、2階に命断センター。	
30 歴史都市発展研究センター HISTORICAL CENTRAL RESEARCH CENTER 資料室、1階に命断センター。	
31 憩いの広場研究棟 RESEARCH LABS 研究棟、1階にエレクトロニクス・センター。	
32 創生館 (エレクトロニクス・センター) GENESIS CENTER 研究棟、1階にエレクトロニクス・センター。	
33 アトリウム ATRIUM	
34 由来の碑 PROVENANCE MONUMENT	
35 (株)クレオテック CREOTECH CO. LTD.	

立命館朱雀キャンパス (JR三条駅前)
 Ritsumeikan Suzaku Campus
 朱雀キャンパス 中川会館
 1階 フロントエントランスホール事務室、エレクトロニクスセンター、エレクトロニクスホール、立命館CO-OP朱雀(カネエビルディング)。
 2階~3階 教室、研究科自習室など。
 4階~5階 ホール、教員研究室。
 5階~7階 学庫本庫、終極館、数寄屋、総合企画部、社会室、学務、一書教育部、教育学、研究部など。
 TAMAWA(レストラン)。

NOTES

NOTES

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

Philippe Geril
EUROSIS-ETI
European Simulation Office
Greenbridge NV
Wetenschapspark 1
Plassendale 1
B- 8400 Ostend
Belgium
 Tel: +32.59.255.330
 Fax: +32.59.255.339
 **Email: Philippe.Geril@eurosis.org**

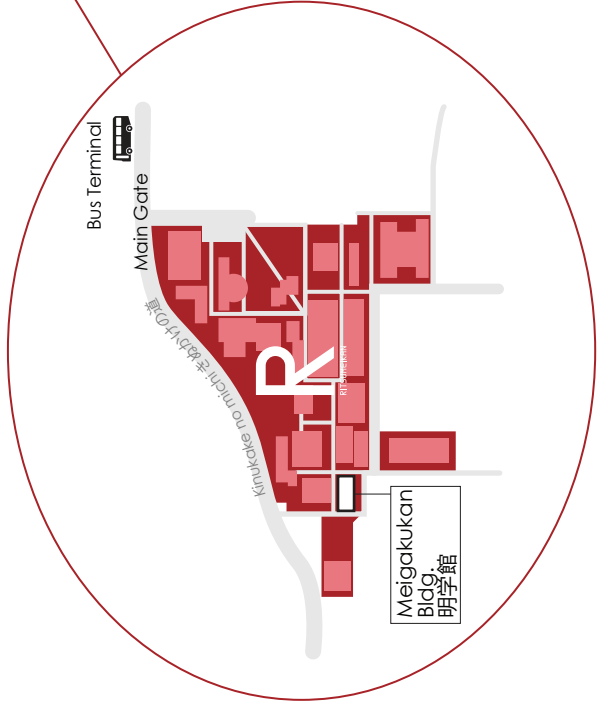
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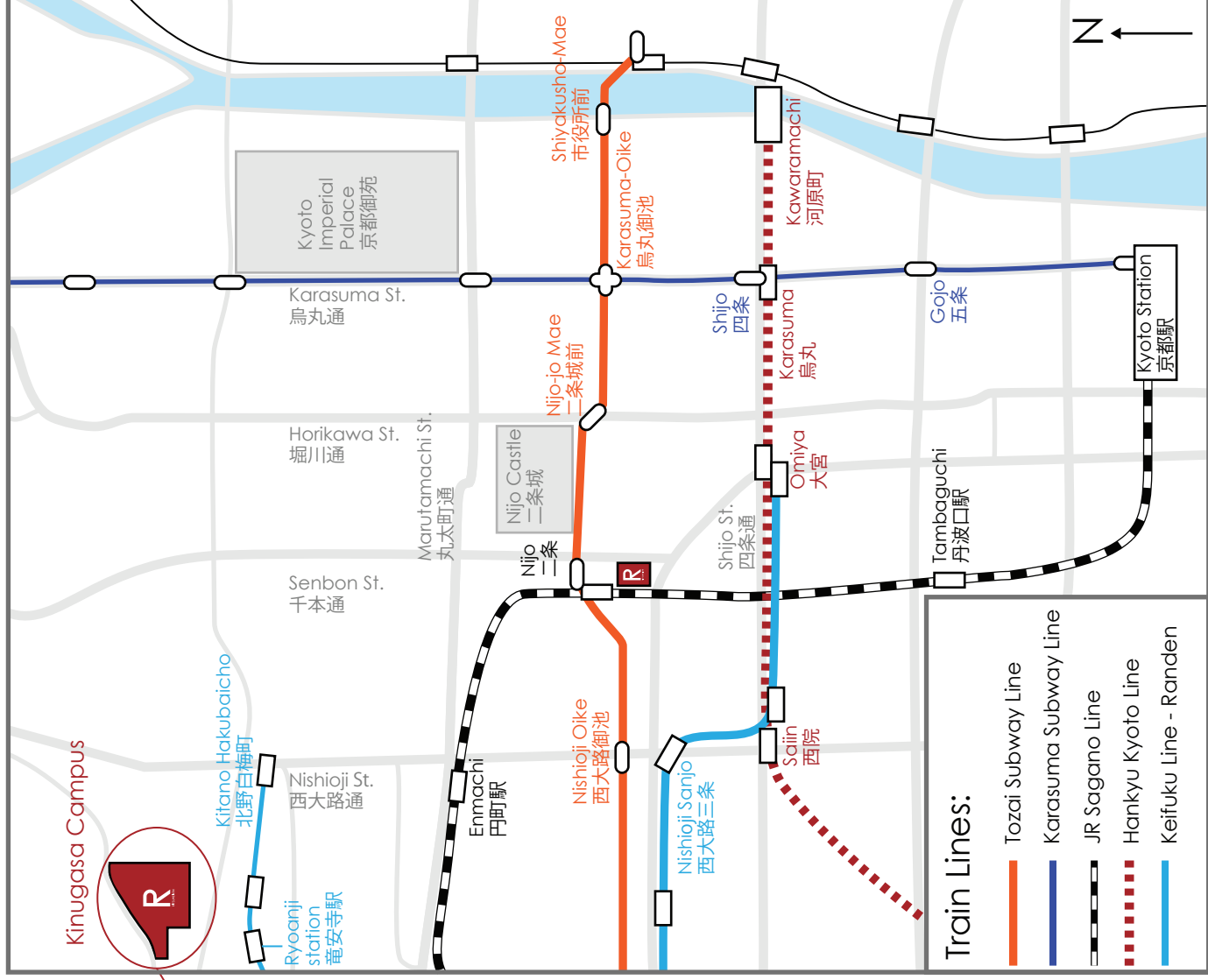


Kinugasa Campus Access Map

56-1 Toji-in Kitamachi, Kita-ku, Kyoto 603-8577
 Office of International Planning & Development
 Tel: +81-75-465-8114 (Within Japan:075-465-8114)
 International Center at Kinugasa Campus
 Tel: +81-75-465-8230 (Within Japan:075-465-8230)



- By Taxi:**
- Kyoto Station → 40 min → Kinugasa Campus
- By Train & Taxi:**
- Kyoto Station → JR Sagano → 9 min → Emmachi Station → 10 min → Kinugasa Campus
- By Bus (#50):**
- Kyoto Station → 1 hour → Kinugasa Campus



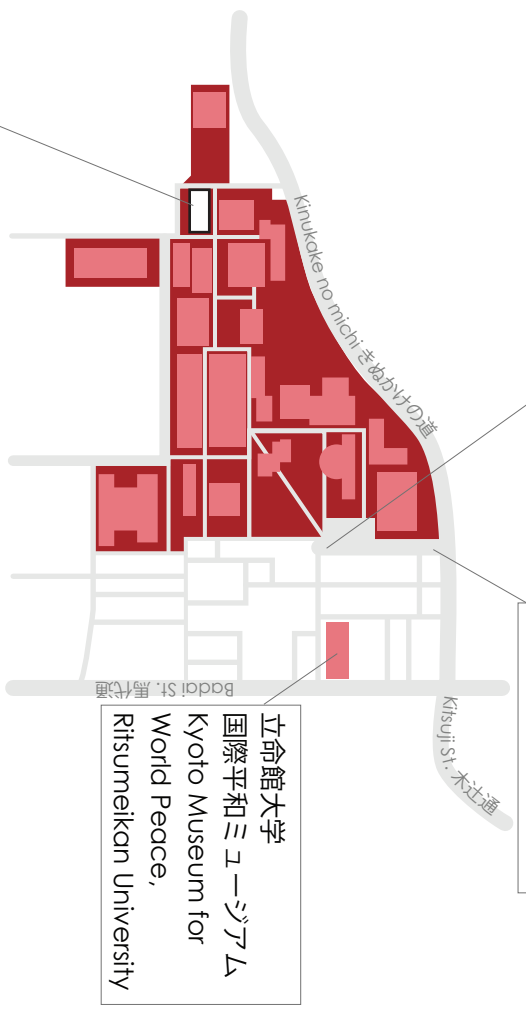


RITSUMEIKAN

Kinugasa Campus Taxi Map

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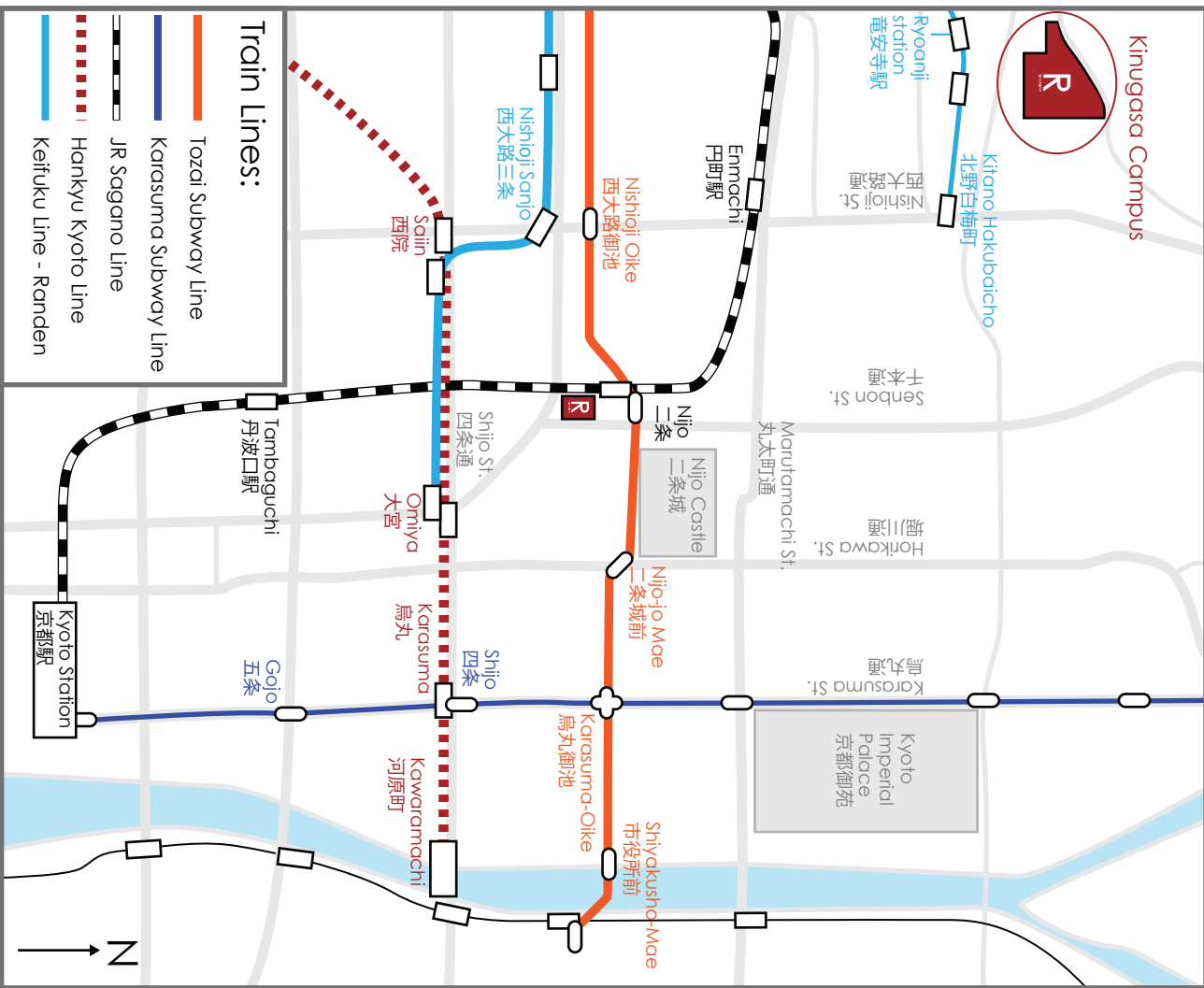
タクシーの運転手さんへ：Directions for Taxi Driver:
立命館大学 衣笠キャンパス正門
(少し入ったところまでお入りください。)
Ritsumeikan University KINUGASA Campus Main Gate
(Proceed to just inside the main gate)



立命館大学 衣笠キャンパス 明学館
Meigakukan Building
Ritsumeikan University KINUGASA Campus

立命館大学
国際平和ミュージアム
World Peace,
Ritsumeikan University

タクシー運転手用 (Show this to the Taxi Driver):
立命館大学衣笠キャンパスまでお願い致します。
Please take me to Ritsumeikan University's KINUGASA Campus.



- Train Lines:**
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 - Karasuma Subway Line
 - JR Sagano Line
 - Hankyu Kyoto Line
 - Keifuku Line - Randen

