GAME-ON-NA'2007 FINAL PROGRAMME

Monday, September 10, 2007

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

09.00 - 09.15   **Welcome:**
        Welcome Address
        Paul Fishwick, University of Florida, Gainesville, USA
        Philippe Geril, EUROSIS-ETI, Belgium

09.15 - 10.00   **Session I**

KEYNOTE SPEAKER

09.15-10.00   **Session Chairperson:**
        Paul Fishwick, University of Florida, Gainesville, USA

        KEYNOTE
        Games-Nano-Bio-Info-Cogno: How are video games connected to 21st century science and learning?

10.00 - 10.30   **Coffee Break**

10.30 - 12.00   **Session II**

SIMULATED CARD AND BOARD GAMES

10.30-12.00   **Session Chairperson:**
        Benjamin Lok; University of Florida; Gainesville; USA

        AI_01
        Multi-agent Modeling of Interaction-based Card Games

Monday, September 10, 2007

12.00   - 14.00   **Lunch**

14.00   - 15.00   **Session III**

GAME AGENTS

14.00-15.00   **Session Chairperson:**
                          Michael Katchabaw; University of Western Ontario, London; Canada

15.00   - 15.30   **Coffee Break**

15.30   - 17.00   **Session IV**

MMO MODELLING AND GAME DESIGN

15.30-17.00   **Session Chairperson:**
                          Jim Brazell; University of Austin, Austin, USA

Monday, September 10, 2007

17.30   - 19.00   **Visit to The Digital Worlds Institute –REVE plus a presentation by Organic Motion. They will be presenting their MoCap system**

FREE EVENING

Tuesday, September 11, 2007

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

09.00 - 10.00   **Session V**

Session V

INVITED SPEAKER

09.00-10.00   **Session Chairperson:**
Paul Fishwick; University of Florida; Gainesville; USA

INVITED
Taking Game Technology Seriously
Roger Smith, US Army

10.00 - 10.30   **Coffee Break**

10.30 - 12.00   **Session VI**

AI TECHNIQUES IN GAMING

10.30-12.00   **Session Chairperson:**
Roger Smith; US Army; Orlando; USA

Tuesday, September 11, 2007

| 12.00 | - | 14.00 | **Lunch** |
| 14.00 | - | 15.00 | **Session VII** |

Tutorial

14.00-15.00 **Session Chairperson:**
  Michael J: Moshell; University of Central Florida

TUT
Tutorial on Mixed Reality
Michael J. Moshell, University of Central Florida

| 15.00 | - | 15.30 | **Coffee Break** |
| 15.30 | - | 16.30 | **Session VIII** |

GAME ACTORS

15.30-16.30 **Session Chairperson:**
  Dr. Ferdig; University of Florida; Gainesville; USA

METH_03
Managing Actors in Serious Games
J. Michael Moshell, Rudy McDaniel, Alpesh P.Makwana and Li Wei**...60**

METH_02
User Interfaces for the Provision of Structured Information and Guidance for Actors in Virtual Worlds
Alpesh P. Makwana **..57**

| 16.30 | - | 16.45 | **Session IX** |

CLOSING SESSION AND BEST PAPER AWARD

| 19.00 | - | 22.00 | **Conference Dinner** |

Wednesday, September 12, 2007

09.00 - 12.00 **Company Visit**

VISIT
Company Visit to Artificial Studios
We will leave the hotel at 8.30 a.m. to be there at 9.00 a.m.

SEE YOU ALL NEXT YEAR AT GAMEON-NA 2008
AT MCGILL UNIVERSITY, MONTREAL, CANADA
FROM AUGUST 18-20, 2008

Proposals for special tracks/tutorials/demos
can be sent in by September 30th 2007

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 the new Society will be 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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