FINAL PROGRAM

2008

13-15, August 2008
Montreal, Canada

Organized by

Co-Sponsored by

Contents

Contents

General Information

1.1 Conference Location

The Conference itself is held at

Trottier Building
3630 University Street
Montreal, Quebec H3A 2B2

The registration desk will be placed in the hallway in front of the meeting rooms. Registration will start on Wednesday at 8.00 a.m. till 5.00 p.m. On Thursday it will be from 8.30 a.m. - 4.00 p.m.

ALL MAPS ARE AT THE BACK OF THIS PROGRAMME

1.2 How to get there

The way to the conference rooms will be signposted.

1.3 Badges

Each registrant will receive a name badge upon registration. The badge must be worn in order to be admitted to the technical sessions, lunches and social event. Participants to the two events will be designated by differently coloured dots.

1.4 Tickets

Extra tickets for the social event and lunches are available from the registration desk.

Price: (or equivalent in another currency) for extra tickets. All participants will be issued with tickets for lunch and the conference dinner

conference dinner:	**CAD 45**
lunch	**CAD 20**

1.5 Registration

The **GAMEON-NA'2008-NASTEC'2008** Registration Desk will be open for information and registration:

Wednesday, August 13 ...... 8.00 a.m. to 5.00 p. m. in the hallway
Thursday, August 14 .... 8.30 a.m. to 4.00 p. m. in the hallway

1.6 Conference Proceedings

Each fully paid registrant will be provided with a copy of the Conference
Proceedings relevant to his or her track (printed format).
(Extra copies are available on a cash and carry basis at special rates during
GAMEON-NA'2008-NASTEC'2008)

Price: (or equivalent in another currency) for an extra copy

GAMEON-NA'2008 Proceedings	**CAD 45**
NASTEC'2008 Proceedings	**CAD 45**

Other Proceedings can be ordered using the forms available at the
conference.

1.7   Meeting Rooms

The meeting rooms will be designated and signposted as ROOM A
(GAMEON-NA) and -B (NASTEC) at the conference.

1.8   Internet Connections

Guest accounts to use the **WIFI network** have been requested for the
duration of the conference. More information will be available at the
conference.

1.9   Need Help?

Please see the conference desk for your questions

1.10   Social Events and Lunches

All registrants are invited to

The **get-together party** will be held on **Wednesday August 13th at 5.30 p.m
at McGill University,** as well as the **coffee breaks.**

Lunches on **Wednesday** and **Thursday** will be served outside the University
in **a restaurant** nearby.

General Information

The Conference Dinner

All participants are invited to the conference dinner which will be held **at l'Hotel de L'Institut on Thursday the 14th of August from 8.00 p.m. onwards.** As we need to give an exact number of participants we would appreciate **your confirmation at the desk before Wednesday evening**. (for those who have as yet not done so)

Hôtel de l'Institut
Institut de tourisme et d'hôtellerie du Québec
3535, rue Saint-Denis
Montréal (Québec) H2X 3P1
Tel.: **(514) 282-5171**
Fax: **(514) 873-9893**

1.12 Best Paper Award

During the conference the papers, which were **accepted as extended papers** will be judged by the committee in order to choose the best paper of the GAMEON-NA'2008 and NASTEC'2008 conference.

1.13 Paper Legend:

Each paper is designated before each paper by it's number. This number has to be entered on the form for the best paper award

General Information

Each Room has an LCD projector and an overhead projector

ALL SESSION CHAIRPERSONS IN THIS PROGRAM ARE
PROVISIONAL AND MAY BE SUBJECT TO CHANGE AT THE
EVENT

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

CHECK OUT THE OTHER EUROSIS EVENTS ON OUR WEBSITE:

http://www.eurosis.org

WEDNESDAY, 13th AUGUST 2008		
08.00-17.00	**REGISTRATION**	
	PARALLEL SESSIONS	
09.00-10.00	**ROOM A**	**ROOM B**
	WELCOME AND INVITED SPEAKER I	WELCOME AND INVITED SPEAKER
10.00-10.30	**COFFEE BREAK**	
	PARALLEL SESSIONS	
10.30-12.30	**ROOM A**	**ROOM B**
	PATH FINDING AND MAPS	SOFT COMPUTING THEORY AND PRACTICE
12.30-14.00	**LUNCH BREAK**	
	PARALLEL SESSIONS	
14.00-15.00	**ROOM A**	**ROOM B**
	TUTORIAL I	INVITED SPEAKER II
15.00-15.30	**COFFEE BREAK**	
15.30-17.30	**ROOM A**	**ROOM B**
	CONTENT ADJUSTMENT	SIMULATION BASED SOFTWARE ENGINEERING
17.30-18.15		INVITED SPEAKER III
17.15-18.30	**GET-TOGETHER PARTY**	

THURSDAY, 14th AUGUST 2008

08.30-16.00	**REGISTRATION**	
	PARALLEL SESSIONS	
09.00-10.00	**ROOM A**	**ROOM B**
	DEMO	**INVITED SPEAKER IV**
10.00-10.30	**COFFEE BREAK**	
10.30-12.30	**PARALLEL SESSIONS**	
	ROOM A	**ROOM B**
	GAME SCRIPTING AND GAME AI	**WEB COMPUTING AND COGNITIVE SIMULATION**
12.30-14.00	**LUNCH BREAK**	
	PARALLEL SESSIONS	
14.00-15.00	**ROOM A**	**ROOM B**
	TUTORIAL II	**TUTORIAL**
15.00-15.30	**COFFEE BREAK**	
	PARALLEL SESSIONS	
15.30-17.00	**ROOM A**	**ROOM B**
	INTERACTION AND IMMERSIVE GAMEPLAY	**WEB COMPUTING AND INDUSTRIAL APPLICATIONS**
17.00-17.15	**CLOSING SESSION**	**CLOSING SESSION**
20.00-22.30	**CONFERENCE DINNER**	

FRIDAY 15TH AUGUST 2008	
09.30-09.45	**MEETING AT MCGILL UNIVERSITY**
10.00-12.00	**VISIT TO EA**

Wednesday, 13th August 2008

HALLWAY

Registration

08.30 - 17.00

09.00 – 09.15

ROOM A- 09.00-09.15
Opening GAMEON-NA'2008 and Welcome Address

Hans Vangheluwe and Clark Verbrugge
McGill University
GAMEON-NA'2008 Conference Chairs

ROOM B- 09.00-09.15
Opening NASTEC'2008 and Welcome Address

Mokthar Beldjahem
École Polytechnique de Montreal
NASTEC'2008 Conference Chair

09.15 - 10.00

ROOM A- 09.15-10.00
INVITED SPEAKER
Chair: Hans Vangheluwe, McGill University, Montreal, Canada

INV
Affective Computing for Game Development

Wednesday, 13th August 2008

ROOM B- 09.15-10.00
INVITED
Chair: Mokhtar Beldjehem, École Polytecnique de Montreal, Canada

INV-01
Granular Computing: A new Paradigm in Information Processing

10.00 - 10.30
COFFEE BREAK

Wednesday, 13th August 2008

10.30 – 12.30

ROOM A- 10.30-12.00
PATH FINDING AND MAPS
Chair: Jörg Kienzle, McGill University, Montreal, Canada

ROOM B- 10.30-12.30
SOFT COMPUTING: THEORY AND PRACTICE
Chair: Mokhtar Beldjehem, École Polytechnique de Montreal, Canada

Parallel Sessions - Wednesday

Wednesday, 13th August 2008

SOFTSIM_08
Prediction of Ferrous Bio-oxidation Rate in a Packed Bed Bioreactor using Artificial Neural Network

SOFTSIM_09
Extension of Rank Based Ant System with Exponential Pheromone Deposition for Speed-up and Improved Accuracy

12.30 - 14.00
LUNCH BREAK

14.00 – 15.00

ROOM A- 14.00-15.00
TUTORIAL I
Chair: Clark Verbrugge, McGill University, Montreal, Canada

TUT-1
Affective Computing for Game Development

ROOM B- 14.00-15.00
INVITED SPEAKER II
Chair: Mokthar Beldjehem, École Polytecnique de Montreal, Canada

INV-02
Glorious Accidents or Expected Results?

15.00 - 15.30
COFFEE BREAK

Wednesday, 13th August 2008

15.30 – 17.30

ROOM A- 15.30-17.00
CONTENT ADJUSTMENT
Chair: Hans Vangheluwe, McGill University, Montreal, Canada

ROOM B - 15.30-17.30
SIMULATION BASED SOFTWARE ENGINEERING
Chair: Mokhtar Beldjehem, École Polytechnique de Montreal, Canada

Parallel Sessions - Wednesday

Wednesday, 13th August 2008

SOFTSIM_10
A Granular Unified Framework for a Machine Visual System

17.30 – 18.15

ROOM B - 17.30-18.15
INIVTED SPEAKER
Chair: Mokhtar Beldjehem, École Polytechnique de Montreal, Canada

INV_04
Probabilistic Reasoning in connection with Modelling and Simulation
Brigitte Jumard

17.15 - 18.30
GET-TOGETHER PARTY at the University

Thursday, 14th August 2008

HALLWAY

Registration

08.30 - 16.00

09.00 – 10.00

ROOM A- 09.00-10.00
DEMO SESSION
Chair: Jörg Kienzle, McGill University, Montreal, Canada

MORE INFORMATION AT THE CONFERENCE
Information about this session will be available upon registering on Wednesday Morning

ROOM B - 09.00-10.00
INIVTED SPEAKER
Chair: Mokhtar Beldjehem, École Polytechnique de Montreal, Canada

INV-03
Verification and Validation of Neuro-adaptive Aircraft Control Systems
Johann Schumann, Yan Liu and Pramod Gupta**...7**

10.00 - 10.30
COFFEE BREAK

Thursday, 14th August 2008

10.30 - 12.30

ROOM A 10.30-12.30
GAME SCRIPTING AND GAME-AI
Chair: Hans Vangheluwe, McGill University, Montreal, Canada

ROOM B - 10.30-12.30
WEB COMPUTING AND COGINITIVE SIMULATION I
Chair: Mokhtar Beldjehem, École Polytecnique de Montreal, Canada

Thursday, 14th August 2008

12.30 - 14.00
LUNCH BREAK

14.00 - 15.00

ROOM A - 14.00-15.00
TUTORIAL II
Chair: Clark Verbrugge, McGill University, Montreal, Canada

TUT-02
Understanding Wargame Outcomes (and Why they Make no Sense!)
Joseph M.Saur

ROOM B - 14.00-15.00
TUTORIAL
Chair: Mokhtar Beldjehem, Ecole Polytechnique de Montreal, Canada

TUT
Mining and Analyzing Web-Based Social Networks using ORA
Terrill L.Frantz

Parallel Sessions - Thursday

Thursday, 14th August 2008

15.00 - 15.30
COFFEE BREAK

15.30 – 17.00

ROOM A - 15.30-17.00
INTERACTION AND IMMERSIVE GAMEPLAY
Chair: Hans Vangheluwe, McGill University, Montreal, Canada

ROOM B 15.30-17.00
WBE COMPUTING AND INDUSTRIAL APPLICATIONS
Chair: Mokhtar Beldjehem, École Polytechnique de Montreal, Canada

17.00 – 17.15

ROOM A - 17.00-17.15
CLOSING SESSION AND BEST PAPER AWARD
Chair: Hans Vangheluwe, McGill University, Montreal, Canada

ROOM B - 17.00-17.15
CLOSING SESSION AND BEST PAPER AWARD
Chair: Mokhtar Beldjehem, École Polytechnique de Montreal, Canada

20.00 – 22.30
GAMEON-NA-NASTEC 2008 Conference Dinner

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Institut de tourisme et d'hôtellerie du Québec
3535, rue Saint-Denis
Montréal (Québec) H2X 3P1
Tel.: **(514) 282-5171**
Fax: **(514) 873-9893**

Friday, 15th August 2008

HALLWAY

Meeting for the visit to Electronic Associates

09.30 - 09.45

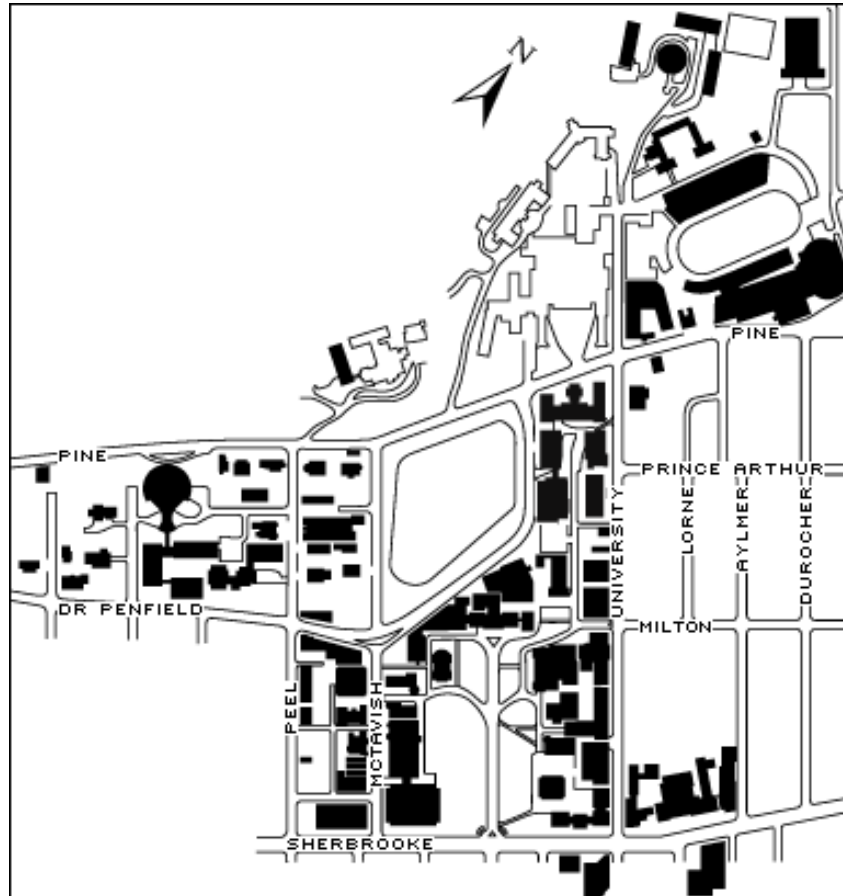**10.00 – 12.00**

10.00-12.00
VISIT TO ELECTRONIC ASSOCIATES

EA Montreal
3 Place Ville Marie
Suite 12350
Mtl, Qc
H3B 5L6

SEE YOU ALL NEXT YEAR
AT
GAMEON-NA'2009-NASTEC'2009

McGill University

Map

Trottier Building

3630 University Street

Montreal, Quebec H3A 2B2

Building Opposite Prince Arthur

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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[] I wish to organize a EUROSIS event, please contact me