

FINAL PROGRAM



2009



**26-28, August 2009
Atlanta, USA**

Organized by



Co-Sponsored by



Model Benders, LLC



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General Information

1.1 Conference Location

The Conference itself is held at

**Georgia Tech Global Learning Center
84 Fifth St. NW
Atlanta, GA 30308**

The registration desk will be placed in the hallway in front of the meeting rooms. Registration will start on Wednesday at 8.30 a.m. till 5.00 p.m. On Thursday it will be from 8.30 a.m. - 12.00 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:	\$ 45
lunch	\$ 20

1.5 Registration

The **GAMEON-NA'2009-NASTEC'2009** Registration Desk will be open for information and registration:

Wednesday, August 26 8.30 a.m. to 5.00 p. m. in the hallway

Thursday, August 27 8.30 a.m. to 12.00 p. m. in the hallway

General Information

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'2009-NASTEC'2009)

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

GAMEON-NA'2009 Proceedings	\$ 35
NASTEC'2009 Proceedings	\$ 35

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 –ROOM 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 **meals and coffee breaks** will be held on **Wednesday August 26th** and **Thursday August 27th** at **Georgia Tech Global Learning Center**.

The Conference Dinner

All participants are invited to the conference dinner, which will be held **on Thursday the 27th 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). More information about the dinner site will be available at the conference.

General Information

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'2009 and NASTEC'2009 conference.

1.13 Paper Legend:

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

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, 26th AUGUST 2009		
08.30-17.00	REGISTRATION	
	INVITED SPEECH	
09.00-10.00	ROOM A	ROOM B
	WELCOME AND INVITED SPEAKER I	
10.00-10.30	COFFEE BREAK	
	PARALLEL SESSIONS	
10.30-12.30	ROOM A	ROOM B
	MODELLING AND GAMES DESIGN	SOFT COMPUTING METHODOLOGY
12.30-14.00	LUNCH BREAK	
	INVITED SPEECH	
14.00-15.00	ROOM A	ROOM B
	INVITED SPEAKER II	
15.00-15.30	COFFEE BREAK	
15.30-17.00	ROOM A	ROOM B
	SERIOUS GAMING	ENGINEERING SIMULATION
	FREE EVENING	

THURSDAY, 27th AUGUST 2009		
08.30-12.00	REGISTRATION	
	INVITED SPEECH	
09.00-10.00	ROOM A	ROOM B
	INVITED SPEAKER III	
10.00-10.30	COFFEE BREAK	
10.30-12.30	PARALLEL SESSIONS	
	ROOM A	ROOM B
	BOARD GAMES AND GAME AI	HEALTH CARE APPLICATIONS
12.30-14.00	LUNCH BREAK	
	INVITED SPEECH	
14.00-15.00	ROOM A	ROOM B
	INVITED SPEAKER IV	TEXTILE SIMULATION
15.00-15.15	CLOSING SESSION	CLOSING SESSION
15.15-15.45	COFFEE BREAK	
15.45-17.45	CONFERENCE VISIT	
	VISIT TO GT LABS	
20.00-22.30	CONFERENCE DINNER	

FRIDAY 28TH AUGUST 2009	
09.15-09.30	MEETING AT GEORGIA TECH GLOBAL LEARNING CENTER
10.00-12.00	VISIT TO HI-REZ STUDIOS

Wednesday, 26th August 2009

HALLWAY

Registration

08.30 - 17.00

09.00 – 09.15



ROOM A- 09.00-09.15

**Opening GAMEON-NA'2009/NASTEC'2009 and
Welcome Address**

Joseph Saur and Mokthar Beldjehem
Georgia Institute of Technology and St. Annes University
GAMEON-NA'2009 and NASTEC'2009 Conference Chairs

09.15 - 10.00



ROOM A- 09.15-10.00

INVITED SPEAKER

Chair: Margaret Loper, Georgia Institute of Technology, Atlanta, USA

INV I

Adaptive Digital Media: Improvisation and Motivation

Brian Magerko, Assistant Professor, School of Literature, Communication and
Culture, Georgia Tech

10.00 - 10.30

COFFEE BREAK

Wednesday, 26th August 2009

10.30 – 12.30



ROOM A- 10.30-12.30

MODELLING AND GAME DESIGN

Chair: Joseph Saur, Georgia Institute of Technology, Atlanta, USA

GAMEON_NA_05_AI_DESIGN

Creation of Virtual Worlds through Knowledge-Assisted Declarative Modeling

Jaime Zaragoza, Véronique Gaildrat and Félix Ramos20

GAMEON_NA_06_AI_DESIGN

Towards automated Feature Selection in Real-Time Strategy Games

Kurt Weissgerber, Brett Borghetti, Gary Lamont and Michael Mendenhall25

GAMEON_NA_08_DESIGN

Machinations: Elemental Feedback Structure for Game Design

Joris Dormans.....33

GAMEON_NA_01_AI_SIM

A Proposition of Particle Systems-Based Technique for automated Terrain Surface Modeling

Korneliusz Warszawski and Slawomir Nikiel.....17



ROOM B- 10.30-12.00

SOFT COMPUTING METHODOLOGY

Chair: Mokhtar Beldjehem, École Polytechnique de Montreal, Canada

NASTEC_SOFT_02

A Unified Granular Fuzzy-Neuro Framework for Predicting and Understanding Software Quality

Mokhtar Beldjehem.....5

NASTEC_METH_01

Application of Kriging to Predict Wireless Network Connectivity

Soroor Al Khafaji, Heping Liu and Alice E. Smith.....16

Wednesday, 26th August 2009

NASTEC_METH_03

Application of Particle Swarm Optimization Techniques to Support Vector Classifier Parameterization

James Blondin and Ashraf Saad

12.30 - 14.00

LUNCH BREAK

14.00 – 15.00



ROOM A- 14.00-15.00

INVITED SPEAKER

Chair: Margaret Loper, Georgia Institute of Technology, Atlanta, USA

INV II

Handheld AR Games

Blair McIntyre, Associate Professor, School of Interactive Computing, Georgia Tech

15.00 - 15.30

COFFEE BREAK

15.30 – 17.00



ROOM A- 15.30-17.00

SERIOUS GAMING

Chair: Joseph Saur, Georgia Institute of Technology, Atlanta, USA

GAMEON_NA_09_AI_DESIGN

LIFESIM: Software for Health Science

Charles C Earl, Daniel Fu, Isobel Contento, Pam Koch, Ana Islas,

Erin Hoffman and Angela Calabrese Barton59

Wednesday, 26th August 2009

GAMEON_NA_04_SER

Real-Time Warfare Simulation goes Web 2.0

Gustavo Henrique Soares de Oliveira Lyrio and

Roberto de Beauclair Seixas 64

GAMEON_NA_14_ONLINE

Increasing P2P Gameplay Performance Utilizing I3P

Jeremy Kackley, Jean Gourd and Matthew Gambrell 68



ROOM B - 15.30-17.00

ENGINEERING SIMULATION

Chair: Saad Ashraf, Armstrong Atlantic State University, Savannah, GA, USA

NASTEC_ENV_01

Model of the Condensate Water and the Air Cooled Condenser of a combined Cycle Power Plant

Yadira Mendoza-Alegría, Edgardo J. Roldán-Villasana and

Rafael Cruz-Cruz 50

NASTEC_ENV_02

Models of the Turbine Gland and Auxiliary Steam Systems for a Full Scope Simulator of a Combined Cycle Power Plant

Edgardo J. Roldán-Villasana, Ma. de Jesús Cardoso G., Adriana Verduzco B.

Jorge Zorrilla A. and Rafael Cruz-Cruz 58

NASTEC_ENV_04

An Analysis of a Fossil Unit for Pressure Excursions using 1D Thermal Hydraulics and 3D CFD Methods

Henry Sierk, D. Scott Lucas, Phillip Wang and Jessica Sierk 65

FREE EVENING

Thursday, 27th August 2009

HALLWAY

Registration

08.30 - 12.00

09.00 – 10.00



ROOM A- 09.00-10.00

INVITED SPEECH

Chair: Margaret Loper, Georgia Institute of Technology, Atlanta, USA

INV-03

Research with a player-run virtual university in There.com

Celia Pearce, Assistant Professor, School of Literature, Communication and Culture, Georgia Tech

10.00 - 10.30

COFFEE BREAK

10.30 - 12.30



ROOM A 10.30-12.30

BOARD GAMES AND GAME-AI

Chair: Joseph Saur, Georgia Institute of Technology, Atlanta, USA

GAMEON_NA_02_AI_BOARD

On feature discovery process in board games

Rafal Lopatka and Vasik Rajlich.....43

GAMEON_NA_03_AI_BOARD

Fractal Territory Game

Siao-Fan Siao, Luo-Wei Lee and Wen-Kai Tai51

Thursday, 27th August 2009

GAMEON_NA_07_AI

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Jaime Zaragoza, Alma Verónica Martínez, Félix Ramos,
Mario Siller and Véronique Gaildrat5

GAMEON_NA_11_AI

BOT Building Strategies related to Educational Methodology

Clinton Rogers, Daniel Avila and Iren Valova10



ROOM B - 10.30-12.00

HEALTH CARE APPLICATIONS

Chair: Mokhtar Beldjehem, École Polytechnique de Montreal, Canada

NASTEC_HEALTH_01

Visual Modeling for Making Healthcare Safer

Ranjit Singh, Ashok Singh, Sonjoy Singh and Gurdev Singh23

NASTEC_HEALTH_02

Web-Based Systems Approach to Improvement of Patient Safety

Ranjit Singh, Ashok Singh, Chimay Anumba and Gurdev Singh30

NASTEC_IND_01

System Testing Using Use Cases for an Emergency Room Simulation Model

Guodong Shao35

12.30 - 14.00

LUNCH BREAK

Thursday, 27th August 2009

14.00 - 15.00



ROOM A - 14.00-15.00

INVITED SPEECH

Chair: Margaret Loper, Georgia Institute of Technology, Atlanta, USA

INV IV

The Role of AI, Storytelling, and Creativity in Entertainment

Mark Riedl, Assistant Professor, School of Interactive Computing, Georgia Tech



ROOM B - 14.00-15.00

TEXTILE SIMULATION

Chair: Saad Ashraf, Armstrong Atlantic State University, Savannah, GA, USA

NASTEC_TEX_02

Simulation of Longitudinal Geometric Yarn Structure

Ionut Neagu, Pascal Bruniaux, Dorin Avram and Vasile Airinei..... **45**

NASTEC_TEX_01

Use of simulation Technology in Textile by using MEMS Technology for Analysis of Weave by Finite Element analysis in ANSYS Software

M. Ronakkumar, M. Leena, R. Ekta and N. Ravi Prakash

15.00 – 15.15



ROOM A - 15.00-15.15

CLOSING SESSION AND BEST PAPER AWARD

Chair: Joseph Saur, Georgia Institute of Technology, Atlanta, USA

15.15 - 15.45

COFFEE BREAK

Thursday, 27th August 2009

15.45 – 18.00

15.45-18.00

Visit to Games @ GT Labs



20.00 – 22.30

GAMEON-NA-NASTEC 2009 Conference Dinner

More information will be available at the conference

Parallel Sessions - Thursday

Friday, 28th August 2009

HALLWAY

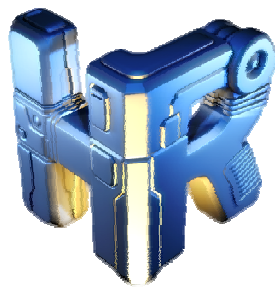
Meeting for the visit to Hi-Rez Solutions (to be confirmed)

09.30 - 09.45

10.00 – 12.00

10.00-12.00

VISIT TO HI-REZ Solutions



**HI-REZ
STUDIOS**

Hi-Rez Studios
3905 Brookside
Parkway
Alpharetta, GA
30022

**SEE YOU ALL NEXT YEAR
AT
GAMEON-NA'2010-NASTEC'2010
August 25-27, 2010
Digipen Institute of Technology
Redmond, USA**

Conference Site Map



Atlanta
City Map

Conference Site Map

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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