

FINAL PROGRAM



20 – 22 November 2007



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GAME-ON'2007 FINAL PROGRAMME

Overhead and LCD Projector are standard

The underlined authors are usually the presenters. Papers in grey boxes are candidates for the best paper award,

Conference Site: "Aula Prodi", Piazza S. Giovanni in Monte, 2, I-40124 Bologna,  Telephone: +39 051 209 7600 or  Fax: +39 051 209 7620. The way to the meeting room will be signposted.

Tuesday, November 20, 2007

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

09.00 - 09.15 **Welcome:**
Welcome Address
Marco Rocchetti, University of Bologna, Bologna, Italy
Prof. Fabio Panzieri, Chair of the Department of Computer Science,
University of Bologna, Bologna, Italy

09.15 - 10.00 **Session I**

KEYNOTE SPEAKER

09.15-10.00 **Session Chairperson:**
Marco Rocchetti, University of Bologna, Bologna, Italy

KEYNOTE

I want to play a Game: The All Purpose Virtual Game
Graham Morgan

10.00 - 10.30 **Coffee Break**

10.30 - 12.00 **Session II**

ART DESIGN AND GRAPHICS

10.30-12.30 **Session Chairperson:**
Stefano Ferretti, University of Bologna, Bologna, Italy

GAME_ART_01

PANORAMA -- Explorations in the Aesthetics of Social Awareness
Anton Eliëns and Dhaval Vyas..... 71

Tuesday, November 20, 2007

GAME_DESIGN_01
Issues for Multiplayer Mobile Game Engines
 Abhishek Rawat and Michel Simatic 76

GAME_DESIGN_03
**YEAST: The Design of a Cooperative Interactive Story Telling and
 Gamebooks Environment**
 Paola Salomoni, Silvia Mirri and Ludovico Antonio Muratori 83

GRAPH_01
Simulating Infinite Curved Spaces using Vertex Shaders
 M. C. Bouterse and A. Eliëns 88

12.30 - 14.00 **Lunch**

14.00 - 15.00 **Session III**

MOBILE GAMING

14.00-15.00 **Session Chairperson:**
 Paola Salomoni, University of Bologna, Bologna, Italy

GAME_MOBILE_01
Mobile Games: What to expect in the near Future
Marco Furini 93

GAME_MOBILE_02
**Simple, Cheap and Quick: Three Urban Games for Common Mobile
 Phones**
Helena Karsten, Jan-Erik Skata, Sebastien Venot, Nhut Do, Janne Kont-
 tiila and Joonas Peltola 96

15.00 - 15.30 **Coffee Break**

Tuesday, November 20, 2007

15.30 - 18.15 **Session IV**

GAME METHODOLOGY

15.30-18.15

Session Chairperson:

Claudio Palazzi, University of Padua, Padua, Italy

GAME_METH_01

WEBBING: A Smart Architecture for Snappy Browser-Based Games

Alessandro Amoroso..... 5

GAME_METH_02

Using Synthetic Players to Generate Workloads for Networked Multiplayer Games

Alexander Ploss, Frank Glinka, Sergei Gorlatch and

Jens Muller-Iden 10

GAME_METH_03

A Framework for Network-Agnostic Multiplayer Games

Patric Kabus and Alejandro P. Buchmann 18

GAME_METH_04

Mobile Virtual Worlds: A Proximity Based Evolution

Stefano Cacciaquerra and Gabriele D'Angelo 27

GAME_METH_05

Journey from the Magic Circle to the Therapeutic Gameplay Experience

Balázs Józsa..... 32

NEW

From the Sims 2 to a digital videoclip: a case study

Silvana Vassallo and Cristina Donati

FREE EVENING

Wednesday, November 21, 2007

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

09.00 - 10.00 **Session V**

Session V

GAME-AI I

09.00-10.00

Session Chairperson:

Alessandro Amoroso, University of Bologna, Bologna, Italy

GAME_AI_01

Data Analysis for Ghost AI Creation in Commercial Fighting Games

Worapoj Thunputtarakul and Vishnu Kotrajaras..... **37**

GAME_AI_02

Temporal Difference Control within a Dynamic Environment

Leo Galway, Darryl Charles, Michaela Black and Colin Fyfe **42**

10.00 - 10.30 **Coffee Break**

10.30 - 12.30 **Session VI**

GAME AI II

10.30-12.30

Session Chairperson:

Marco Furrini, University Piemonte Orientale, Italy

GAME_AI_03

Evaluation of Multiagent Teams via a New Approach for Strategic Game Simulator

Vicente V. Filho, Clauriton A. Siebra, José C.Moura, Renan T.Weber, Patrícia C. Tedesco and Geber L. Ramalho **48**

GAME_AI_04

Map-Adaptive Artificial Intelligence for Video Games

Laurens van der Blom, Sander Bakkes and Pieter Spronck **53**

GAME_AI_05

Opponent Modeling in Real-Time Strategy Games

Frederik Schadd, Sander Bakkes and Pieter Spronck **61**

Wednesday, November 21, 2007

GAME_ONLINE_02 Behavioural Biometrics for Recognition and Verification of Game Bots <u>Roman V. Yampolskiy</u> and Venu Govindaraju 108

12.30 - 14.00 **Lunch**

14.00 - 15.00 **Session VII**

ONLINE GAMING AND SECURITY

14.00-15.00

Session Chairperson:
Silvia Mirri, University of Bologna, Bologna, Italy

GAME_ONLINE_01 Towards Swift and Accurate Collusion Detection Jouni Smed, <u>Timo Knuutila</u> and Harri Hakonen 103
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GAME_ONLINE_03 The Anatomy of an Inter-Vehicular Gaming Communication Subsystem with Experiments Emiliano Manca, Fabio Parmeggiani, Claudio E. Palazzi, <u>Stefano Ferretti</u> and <u>Marco Roccetti</u> 115
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15.00 - 15.30 **Coffee Break**

15.30 - 16.30 **Session VIII**

EU GAMES PROJECTS UPDATE

15.30-16.30

Session Chairperson:
Marco Roccetti, University of Bologna, Bologna, Italy

DAE: Digital Arts and Entertainment
Kristel Balcaen, HOWEST, Kortrijk, Belgium

Wednesday, November 21, 2007

Kingston University Games Group

Darrell Greenhill, Kingston University, United Kingdom

Serious Games Roundtable Discussion

Sara de Freitas, Coventry University, Coventry, United Kingdom

17.00 - 18.30

Company Visit

VISIT



We will leave the conference site at 16.30 p.m. to be there at 17.00 p.m.

KOALA GAMES SRL
v. S. Isaia 73/2 - 75,
40123 Bologna, Italy
Tel: 051/55.66.65
Fax: 051/64.94.466

20.00 - 23.00

Conference Dinner

Restaurant Da Silvio
Via San Petronio Vecchio, 34/d
40125 Bologna
Tel: +39.051 226559

Thursday, November 22, 2007

08.30 - 09.30 **Registration in front of the meeting room**

09.00 - 10.00 **Session IX**

Session IX

SERIOUS GAMING

09.00-10.00 **Session Chairperson:**
Paola Salomoni, University of Bologna, Bologna, Italy

GAME_SER_01

Gaming Technology in Cultural Heritage Systems

Tim Horz, Albert Pritzkau, Christof Rezk-Salama, Severin S. Todt and
 Andreas Kolb **147**

GAME_SER_05

AIBO as a Needs-Based Companion Dog

José M. Blanco Calvo, Dragos Datcu and Leon J.M. Rothkrantz..... **152**

10.00 - 10.30 **Coffee Break**

10.30 - 13.00 **Session VI**

EDUCATION

10.30-13.00 **Session Chairperson:**
Marco Roccetti, University of Bologna, Bologna, Italy

GAME_SER_03

Agent Based Virtual Tutorship and E-Learning Techniques Applied to a Business Game Built on System Dynamics

Marco Remondino..... **157**

GAME_EDU_01

Clima Futura @ VU -- communicating (unconvenient) science

Anton Eliëns, Marek van de Watering, Hugo Huurdeman, Winoe Bhikharie, Haroen Lemmers and Pier Vellinga **125**

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GAME_EDU_02

Mashups in Second Life @ VU

Anton Eliëns, Frans Feldberg, Elly Konijn and Egon Compter 130

GAME_EDU_03

Teaching AI Concepts by Using Casual Games: A Case Study

Cesar Tadeu Pozzer and Börje Karlsson 135

GAME_EDU_04

EGO: an E-Games Orchestration Platform

Davide Rossi and Elisa Turrini 139

13.00 - 13.15

Session X

CLOSING SESSION AND BEST PAPER AWARD

13.00-13.15

Session Chairperson:

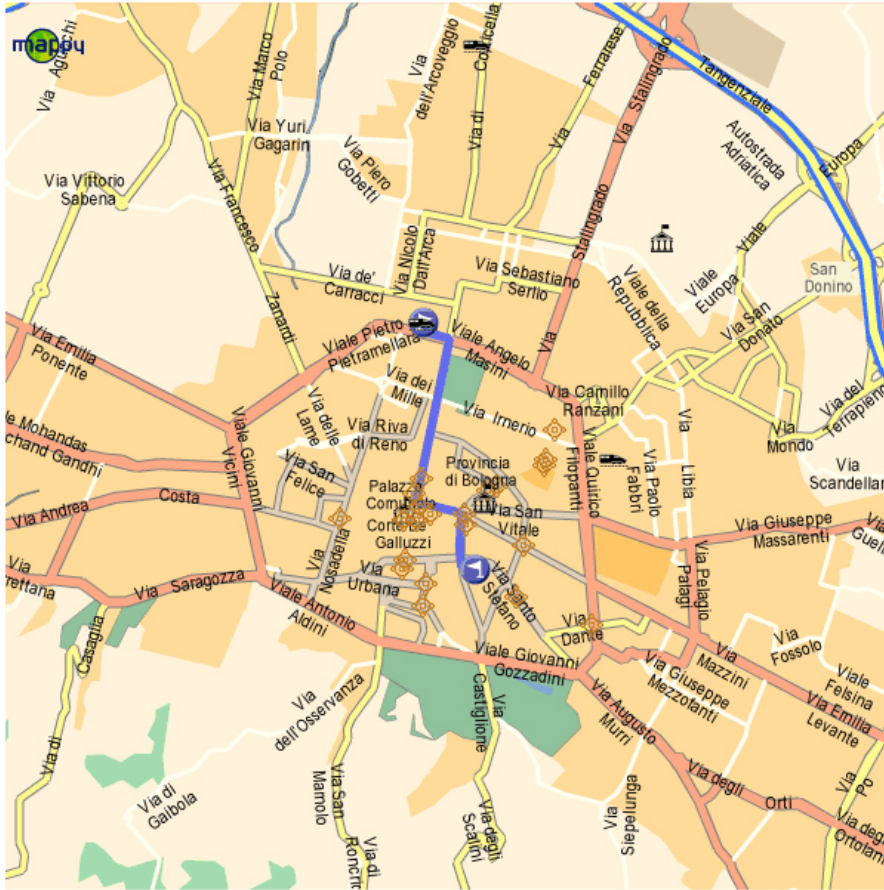
Marco Roccetti, University of Bologna, Bologna, Italy

Philippe Geril, EUROSIS-ETI, Ghent, Belgium

**SEE YOU ALL NEXT YEAR AT
GAMEON 2008**

**Proposals for special tracks/tutorials/demos
can be sent in by March 30th 2008**

CONFERENCE LOCATION



Sum of	Hrs	Your itinerary
0 m	0H00	Bologna Centrale Bologna (Italy)
180 m	0H02	Carry on the Viale Pietro Pietramellara [160m]
300 m	0H04	Turn right on the Piazza 20 Settembre [120m]
1 Km	0H19	Carry on the Via dell'Indipendenza [980m]
	0H21	Turn left on the Via Francesco Rizzoli [170m]
	0H24	Carry on the Via Rizzoli [140m]
	0H29	Turn right on the Piazza della Mercanzia [64m]
	0H29	Carry on the Via Castiglione [300m]
	0H29	Turn left on the Vicolo Monticelli [83m]
2 Km	0H30	4 Piazza San Giovanni in Monte Bologna (Italy)

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NOTES

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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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