

# FINAL PROGRAM



17 – 19 November 2010

Holiday Inn, Leicester, United Kingdom

Organized by



Sponsored by



## GAME-ON'2010 FINAL PROGRAMME

Overhead and LCD Projector are standard

The underlined authors are usually the presenters.

Conference Site: The [Holiday Inn Leicester](#), 129 St.Nicholas Circle, LE1 5LX Leicester, United Kingdom 📍 Reservations:+44-116 2428708 📞 Normal Tel: +44-871-9429048 📠 Fax: +44-116-2513169 The way to the meeting room will be signposted.

### Wednesday, November 17, 2010

09.00 - 15.00 **Registration in front of the meeting room on the first floor (Derby Suite)**

09.00 - 09.15 **Welcome:**

**Welcome Address**

Dr.Aladdin Ayesh, De Montfort University, Leicester, United Kingdom

09.15 - 10.00 **Session I**

#### INVITED SPEAKER

09.45-10.00

**Session Chairperson:**

**Aladdin Ayesh, De Montfort University, Leicester, United Kingdom**

**INVITE I**

**Edutainment and Games in eLearning**

Prof. Dimitrios Rigas, Head of Media at DMU, Leicester, United Kingdom

10.00 - 10.30 **Coffee Break**

10.30 - 12.00 **Session II**

#### GAME METHODOLOGY

10.30-12.00

**Session Chairperson:**

**Aladdin Ayesh, De Montfort University, Leicester, United Kingdom**

**METH\_01**

**An Evaluation of Difficulty Heuristics in Game Design using a simulated Player**

Fergal Costello and Colm O'Riordan ..... 5

## Wednesday, November 17, 2010

### SER\_02

#### A GOAP Architecture for Emergency Evacuations in Serious Games

César García-García, Laura Torres-López, Víctor Larios-Rosillo and

Hervé Luga ..... 10

### VIR\_01

#### A Constrained Growth Method for Procedural Floor Plan Generation

Ricardo Lopes, Tim Tutenel, Ruben M. Smelik, Klaas Jan de Kraker and

Rafael Bidarra..... 13

12.30 - 14.00

**Lunch**

14.00 - 15.00

**Session III**

#### INVITED SPEAKER II

14.00-15.00

**Session Chairperson:**

**Aladdin Ayesh, De Montfort University, Leicester, United Kingdom**

#### INVITE II

#### Recent Developments on Game Engines

Dr. Edmond C. Prakash, University of Bedfordshire, Luton, United Kingdom

15.00 - 15.30

**Coffee Break**

15.30 - 17.00

**Session IV**

#### GAME DESIGN I

15.30-17.00

**Session Chairperson:**

**Aladdin Ayesh, De Montfort University, Leicester, United Kingdom**

### DESIGN\_01

#### Colors and Emotions in Videogames

Evi Joosten, Giel van Lankveld and Pieter Spronck..... 61

## Wednesday, November 17, 2010

### DESIGN\_04

#### Emotion Assessment in Game Playing

L.J.M. Rothkrantz, R. Jansen, D. Datcu and M.C. Popa..... 66

### INTER\_01

#### Involving Player Experience in Dynamically Generated Missions and Game Spaces

Sander Bakkes and Joris Dormans ..... 72

17.15-18.00

### VISIT TO THE GAMES LABS AT DE MONTFORT UNIVERSITY

Departure from the Holiday Inn on foot at 17.15

## Thursday, November 18, 2010

08.30 - 12.30 **Registration in front of the meeting room on the first floor (Derby Suite)**

09.00 - 10.00 **Session V**

### Session V

#### INVITED SPEAKER

09.00-10.00

**Session Chairperson:**

**Aladdin Ayesb, De Montfort University, Leicester, United Kingdom**

#### INVITE II

**Computational Creativity and Game Design**

Dr. Simon Colton, Imperial College, London, United Kingdom

10.00 - 10.30 **Coffee Break**

10.30 - 12.30 **Session VI**

#### ARTIFICIAL INTELLIGENCE

10.30-12.30

**Session Chairperson:**

**Sander Bakkes, Tilburg University, Tilburg, The Netherlands**

#### AI\_01

**Playing Tetris Using Learning by Imitation**

Dapeng Zhang, Zhongjie Cai and Bernhard Nebel..... 23

#### AI\_05

**Efficient multiple-agent path planning in grid and non-grid worlds**

Jürgen Eckerle and Markus Roth..... 28

#### AI\_02

**A Heuristic Based Approach to Team Based Behaviours in Real-Time Strategy Games**

Nigel Burke and Colm O'Riordan..... 35

## Thursday, November 18, 2010

### AI\_06

#### A Scalable Approach to believable Non-Player Characters in modern Video Games

A. Rankin, G. Acton and M. Katchabaw..... 40

12.30 - 14.00 **Lunch**

14.00 - 15.00 **Session VII**

### GAME SIMULATION AND GRAPHICS

14.00-15.00

#### Session Chairperson:

Mike Katchabaw, University of Western Ontario, London, Canada

### SIM\_01

#### Ballistic Damage Models and their Affects on Game Play

Tom Feltwell ..... 51

### GRAPH\_01

#### Towards An Exaggeration Machine

Ken Newman..... 56

15.00 - 15.30 **Coffee Break**

15.30 - 16.30 **Session VIII**

### GAME DESIGN II

15.30-16.30

#### Session Chairperson:

Ken Newman, NHTV, Breda, The Netherlands

### DESIGN\_03

#### Real-time Load Balancing of an Interactive Multiplayer Game Server

James Munro and Patrick Dickinson..... 80

### STORY\_02

#### Narrative Memory in Hyperfiction and Games

Helena Barbas ..... 85

**Thursday, November 18, 2010**

**CLOSING SESSION**

**16.30-16.45**

**Session Chairperson:**

**Aladdin Ayesh, General Conference Chair GAMEON'2010**

**Philippe Geril, EUROSIS-ETI**

**20.00 - 23.00**

**Conference Dinner**

**All participants are invited to the conference dinner. The actual restaurant information will be given at the conference.**

For those staying at the Holiday Inn Leicester, we will leave there at 7.30 p.m on foot to the restaurant.

**Information for Session Chairs**

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. 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.

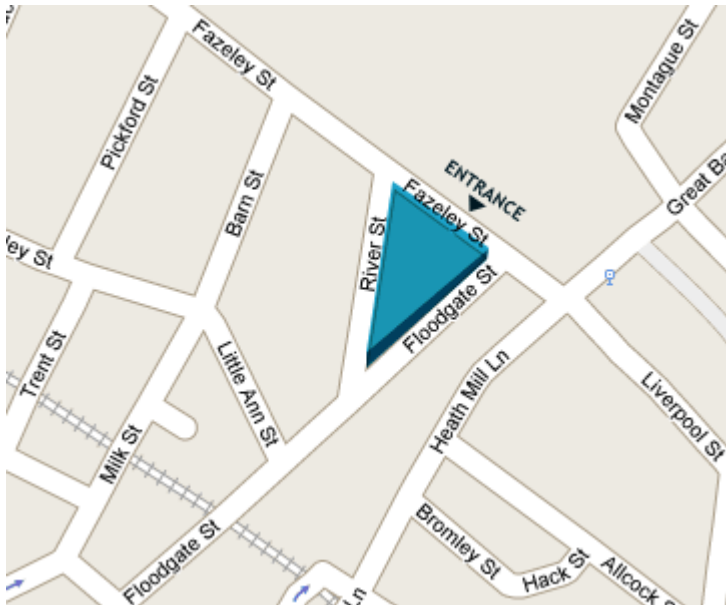
## Friday, November 19, 2010

10.00 - 12.00 **COMPANY VISIT**

### COMPANY VISIT


10.00-12.00

Participants are invited to come and visit Fazeley Studios and RARE Games in Birmingham. We will leave and return by minibus from the Holiday Inn, Leicester. Departure at 9.00 a.m.



Fazeley Studios

191 Fazeley Street,  
Digbeth, Birmingham,  
B5 5SE

 Tel: +44 0121 224 8489

Rare Games



**SEE YOU ALL NEXT YEAR AT  
GAMEON 2011**

**2011 (Exact month will be announced shortly)  
University of Galway  
Galway, Ireland**

**Proposals for special tracks/tutorials/demos  
can be sent in by January 30<sup>th</sup> 2011**



# 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

**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**

Please send me info on EUROSIS:

Name:

Address:

Telephone

Fax:

Email: