

FINAL PROGRAM



22 – 24 August 2011

NUI, Galway, Ireland

Organized by



Sponsored by



GAME-ON'2011 FINAL PROGRAMME

Overhead and LCD Projector are standard
 The underlined authors are usually the presenters.
 Conference Site: NUI, IT Building, Room IT202, Galway. The way to the meeting room will be signposted. Wireless will be available.

Monday, August 22, 2011

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

09.00 - 09.15 **Welcome:**

Welcome Address

Colm O'Riordan, National University of Ireland, Galway, Ireland

Prof. Gerard Lyons, National University of Ireland, Galway, Ireland

09.15 - 10.00 **Session I**

INVITED SPEAKER

09.15-10.00

Session Chairperson:

Colm O'Riordan, National University of Ireland, Galway, Ireland

INVITE I

Trust Mechanisms in MAS

Dr. Nathan Griffiths

10.00 - 10.30 **Coffee Break**

10.30 - 12.30 **Session II**

GAME DESIGN I

10.30-12.30

Session Chairperson:

Colm O'Riordan, National University of Ireland, Galway, Ireland

GAMEON_METH_04

A Concurrency Model for Game Scripting

Joseph Kehoe and Joseph Morris **10**

Monday, August 22, 2011

GAMEON_AI_02

Incorporating Reinforcement Learning into the Creation of Human-Like Autonomous Agents in First Person Shooter Games

Frank G. Glavin and Michael G. Madden 16

GAMEON_AI_03

Player-Traced Empirical Cost Surfaces for A* Pathfinding

Sam Redfern..... 22

GAMEON_AI_05

Racing Game Artificial Intelligence using Evolutionary Artificial Neural Networks

C Süheyl Özveren, Victor Bassilious and Hamid Homatash..... 28

12.30 - 14.00 **Lunch**

14.00 - 15.00 **Session III**

GAME DESIGN II

14.00-15.00

Session Chairperson:

Colm O’Riordan, National University of Ireland, Galway, Ireland

GAMEON_METH_01 This presentation will be by video link

Presence in Computer Games: Design Requirements

Barbaros Bostan and Sertac Ogut 5

15.00 - 15.30 **Coffee Break**

15.30 - 16.30 **Session IV**

MOBILE GAMING

15.30-16.30

Session Chairperson:

Colm O’Riordan, National University of Ireland, Galway, Ireland

Monday, August 22, 2011

GAMEON_MOB_02

GPS Guided and Touch Screen Navigable 3D Reconstruction of an Ancient Environment on iPhone and iPad

Gavin Duffy, Daniel Heffernan, Eoghan Quigley, Paul Smith

and Heather King..... **83**

GAMEON_MOB_01

Open Device Control: Human Interface Device Framework for Video Games

Kosuke Kaneko, Yoshihiro Okada and Hiroyuki Matsuguma **88**

FREE EVENING

Tuesday, August 23, 2011

08.30 - 12.30 **Registration in front of the meeting room**

09.00 - 10.00 **Session V**

Session V

INVITED SPEAKER

09.00-10.00

Session Chairperson:

Colm O’Riordan, National University of Ireland, Galway, Ireland

INVITE II

3D face tracking including non verbal expressions

André Gagalowicz, INRIA - Rocquencourt, Le Chesnay Cedex, France

10.00 - 10.30 **Coffee Break**

10.30 - 12.30 **Session VI**

STRATEGY GAMING

10.30-12.30

Session Chairperson:

Colm O’Riordan, National University of Ireland, Galway, Ireland

GAMEON_AI_07

Genetic Programming and Common Pool Resource Problems with Uncertainty

Alan Cunningham and Colm O’Riordan..... 39

GAMEON_STRATEGY_02

Evolution and Analysis of Strategies for Mancala Games

Damien Jordan and Colm O’Riordan 44

GAMEON_STRATEGY_01

Historical Accuracy in Grand Strategy Games: A Case Study of Supreme Ruler: Cold War

B. Srivastava, M. Katchabaw and G. Geczy 50

Tuesday, August 23, 2011

GAMEON_STRATEGY_03_STUD
An Interactive Policy Simulator for Urban Dynamics
Terry Lyons

12.30 - 14.00 **Lunch**

14.00 - 15.00 **Session VII**

SERIOUS GAMING AND TRAINING I

14.00-15.00

Session Chairperson:
Colm O’Riordan, National University of Ireland, Galway, Ireland

GAMEON_SER_01
Non Verbal Communication Assisted Serious Gaming Applications
Alan Murphy and Sam Redfern..... **63**

GAMEON_SER_02
Experimental Assessment of an Emotion Tracking Software Agent (ETA) for assisting Communicative Interactions of Multitasking Users in Groupware
Paul Smith and Sam Redfern..... **67**

15.00 - 15.30 **Coffee Break**

15.30 - 16.30 **Session VIII**

SERIOUS GAMING AND TRAINING II

15.30-16.30

Session Chairperson:
Colm O’Riordan, National University of Ireland, Galway, Ireland

GAMEON_TRAIN_01
A Game System Approach for Training and Evaluation: Two Sides of the Same Coin
Claudio Coreixas de Moraes, Daniel de Vasconcelos Campos
Roberto de Beauclair Seixas and Michael Aaron Day..... **73**

Tuesday, August 23, 2011

INDUSTRIAL PRESENTATIONS by RealSim – Tribal City Interactive

CLOSING SESSION

16.30-16.45

Session Chairperson:

Colm O’Riordan, National University of Ireland, Galway, Ireland

Philippe Geril, EUROSIS-ETI

20.00 - 23.00

Conference Dinner

All participants are invited to the conference dinner which will be held at the House Hotel





[the House hotel](#)

Spanish Parade

Galway

Ireland

 Tel: +353 (91) 538 900

 Fax: +353 (91) 568-262

 Email: info@thehousehotel.ie

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.

Wednesday, August 24, 2011

10.00 - 11.00 **COMPANY VISIT to REALSIM**


COMPANY VISIT

10.00-11.00 **Participants are invited to come and visit RealSim. We will meet at the conference site and walk there from 10.00 a.m.**



[RealSim](#)

Unit 201
Business Innovation Centre
NUI Galway
Newcastle Rd
Galway
Ireland

 Tel: +353 (0)91 444127

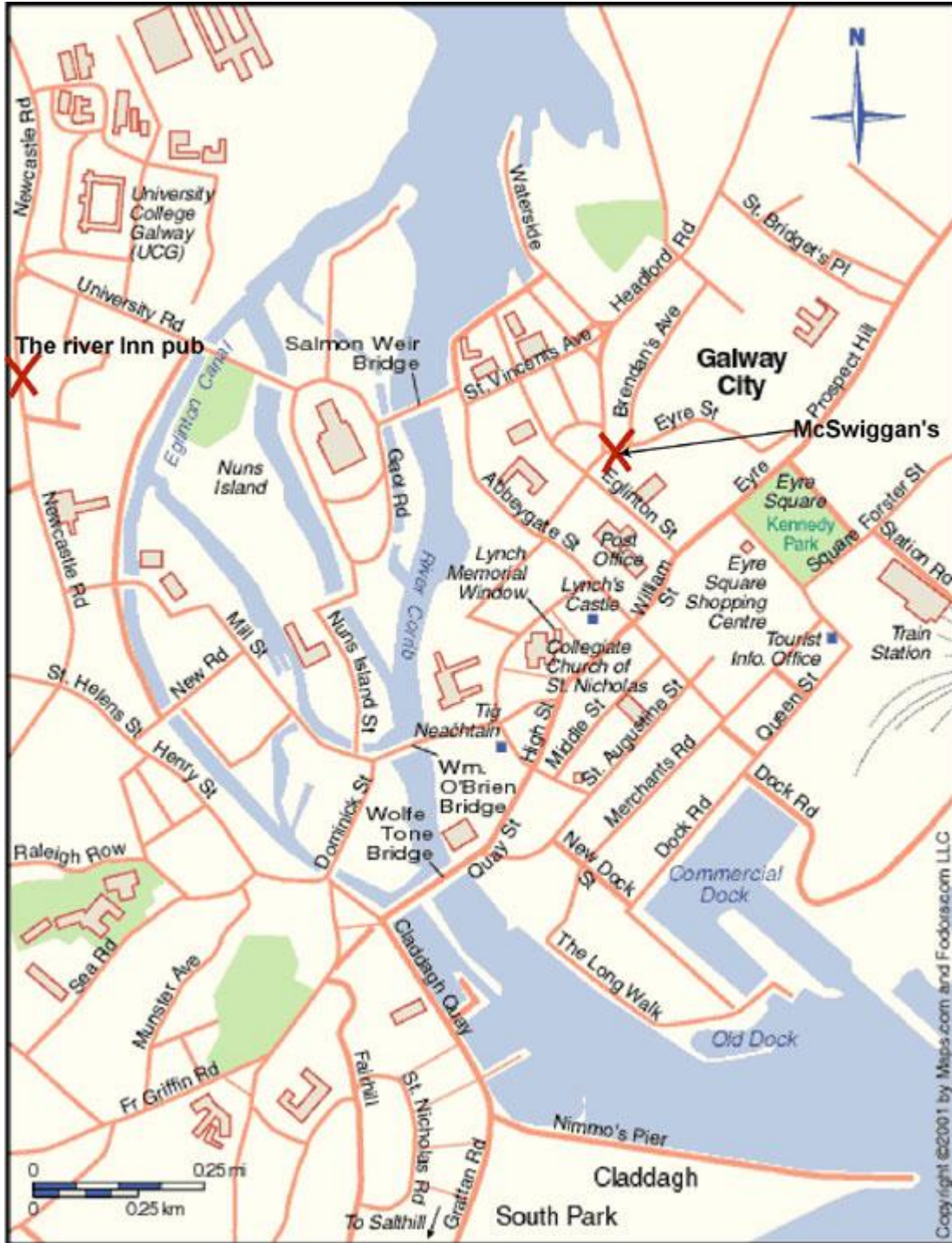
 Email: info@realism.ie

**SEE YOU ALL NEXT YEAR AT
GAMEON 2012**

**GAMEON'2012
November 12-16, 2012
University of Malaga, Malaga, Spain**

**Proposals for special tracks/tutorials/demos
can be sent in by September 30th 2011**

GALWAY MAP



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: