

FINAL PROGRAM



15 – 16 November 2012

Universidad de Málaga, Málaga, Spain

Organized by



Sponsored by



GAME-ON'2012 FINAL PROGRAMME

Overhead and LCD Projector are standard

The underlined authors are usually the presenters.

Conference Site: ETSI, Universidad de Malaga, Bulevard Louis Pasteur, 35 Teatinos Campus, E-29071 Malaga The way to the meeting room will be signposted. Wireless will be available.

Thursday, November 15, 2012

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

08.45 - 09.00 **Welcome:**

Welcome Address

Antonio José Fernández-Leiva, Universidad de Málaga, Málaga, Spain

09.00 - 10.00 **Session I**

GAMES IN SOCIETY

09.00-10.00

Session Chairperson:

Antonio José Fernández-Leiva, Universidad de Málaga, Málaga, Spain

GAMEON_METH_02

A New Cognitive Classification of Video Games

Alex F. V. Machado, Esteban W. G. Clua, Ismael A. Batista,

Marlon C. Santiago, Rafael R. Padovani, Bruno G. Soares

and Sandro P. Carvalho **5**

GAMEON_SER_02

Serious Games in a Social Context

Anton Eliëns..... **8**

10.00 - 10.30 **Coffee Break**

10.30 - 12.30 **Session II**

GAME ANALYSIS AND GAME DESIGN

10.30-12.30

Session Chairperson:

Antonio José Fernández-Leiva, Universidad de Málaga, Málaga, Spain

Thursday, November 15, 2012

GAMEON_METH_04

A Framework for Quantitative Analysis of User-Generated Spatial Data

Tom Feltwell, Patrick Dickinson and Grzegorz Cielniak 17

GAMEON_METH_06

Finding fast solutions to the game of Mastermind

J.J. Merelo, A.M. Mora and C. Cotta..... 25

GAMEON_DES_01

On the Human Visual Perception and Game Design

Adriana Alvarado and Benjamín Hernández..... 31

GAMEON_STORY_01

Facilitating Open Plot Structures in Story Driven Video Games using Situation Generation

Gordon Brown and David King 34

12.30 - 13.30 **Lunch**

13.30 - 15.00 **Session III**

GAME DEMOS I

13.30-15.00

Session Chairperson:

Antonio José Fernández-Leiva, Universidad de Málaga, Málaga, Spain

A number of game development demos developed at the University of Malaga, will be shown to the participants

15.00 - 15.30 **Coffee Break**

15.30 - 16.00 **Session IV**

GAME DEMOS II

Thursday, November 15, 2012

15.30-16.00

Session Chairperson:

Antonio José Fernández-Leiva, Universidad de Málaga, Málaga, Spain

A number of game development demos developed at the University of Malaga, will be shown to the participants

16.00 - 17.30

Session V

ADAPTIVE GAMES

16.00-17.30

Session Chairperson:

Antonio José Fernández-Leiva, Universidad de Málaga, Málaga, Spain

GAMEON_DES_03

Improving Software Quality through Design Patterns: A Case Study of Adaptive Games and Auto Dynamic Difficulty

Muhammad Iftekhher Chowdhury and Michael Katchabaw..... 41

GAMEON_METH_01

Real-time Adaptive Track Generation in Racing Games

Jake Bird, Tom Feltwell and Grzegorz Cielniak..... 48

GAMEON_AI_09

Procedural Map Generation for a RTS Game

Raúl Lara-Cabrera, Carlos Cotta and Antonio J. Fernández-Leiva..... 53

20.00 - 22.30

CONFERENCE DINNER

More info at the conference

Friday, November 16, 2012

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

09.00 - 10.00 **Session VI**

KEYNOTE SPEAKER

09.00-10.00

Session Chairperson:

Antonio José Fernández-Leiva, Universidad de Málaga, Málaga, Spain

KEYNOTE

Mastermind or finding a Needle in a Haystack Algorithmically

Juan Julian Marcelos Guervos, Granada University, Granada, Spain

10.00 - 10.30 **Coffee Break**

10.30 - 12.30 **Session VII**

BEHAVIOURAL AI

10.30-12.30

Session Chairperson:

Antonio José Fernández-Leiva, Universidad de Málaga, Málaga, Spain

GAMEON_AI_04_SER

Self-Organizing Squad and Crowd Formation for Emergency Evacuations in Serious Games

César García-García, Victor Larios-Rosillo and Hervé Luga..... **61**

GAMEON_AI_03

CHAMELEON: A Learning Virtual Bot For Believable Behaviors In Video Game

Fabien Tencé, Laurent Gaubert, Pierre De Loor and Cédric Buche **64**

GAMEON_AI_05_OP

Hall-of-Fame Competitive Coevolutionary Algorithms for Optimizing Opponent Strategies in a New Game

Mariela Nogueira, Juan M. Gálvez, Carlos Cotta
and Antonio J. Fernández-Leiva..... **71**

Friday, November 16, 2012

GAMEON_AI_07

Best-First Search with Genetic Algorithm for Space Optimization in Pathfinding Problems

Ulysses O. Santos, Alex F. V. Machado and Esteban W. G. Clua **79**

12.30 - 13.30 **Lunch**

13.30 - 15.00 **Session VIII**

TUTORIAL

13.30-15.00

Session Chairperson:

Antonio José Fernández-Leiva, Universidad de Málaga, Málaga, Spain

TUT_01

Computational Intelligence applied to Videogames; Past, Present and Future

Antonio Mora Garcia and Antonio José Fernandez Leiva

15.00 - 15.30 **Coffee Break**

15.30 - 15.45 **Session IX**

CLOSING SESSION AND BEST PAPER AWARD

15.30-15.45

Session Chairperson:

Antonio José Fernández-Leiva, Universidad de Málaga, Málaga, Spain
Philippe Geril, EUROSIS-ETI

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.

**SEE YOU ALL NEXT YEAR AT
GAMEON 2013**

Venue to be confirmed shortly

**Proposals for special tracks/tutorials/demos
can be sent in by January 30th 2013**

MÁLAGA MAPS



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 is to set up topic related Technical Committees which 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 Science Park
Ghent University – Ostend Campus
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: