FINAL PROGRAM

15 – 16 November 2012

Universidad de Málaga, Málaga, Spain

Organized by

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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 Iftekher 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
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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, EUROISIS-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
MALAGA MAPS

Málaga

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C. Teatinos
Av. Padre Andrés Llordén
Poniente
Estación Tren
A. Costa del Sol, Cádiz
A Granada, Córdoba, Sevilla, Madrid
Centro Ciudad
Gibralfaro
A Almería

Campus de Teatinos

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Polideportivo
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F. Filosofía y Letras
F. Ciencias
F. Psicología, C. Educación
S.C.I. Serv. Inves.
Auditórium
Ed. Severo Ochoa
Aud. Padre Andrés Llordén
Ed. Geraldo Brennan
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

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