FINAL PROGRAM

GaME-On

9 – 11 September 2014

University of Lincoln
Lincoln, United Kingdom

Organized by

eti
European Technology Institute

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LARIAN STUDIOS

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GAME-ON'2014 FINAL PROGRAMME

Overhead and LCD Projector are standard
The underlined authors are usually the presenters.
Conference Site: Room MB1010, Main Academic Building (MAB), Bradford Campus, University of Lincoln, Lincoln, LN6 7TS. For any local information contact Patrick Dickinson: 📞 Tel. +44- 1522.886.946, ✉ Email: pdickinson@lincoln.ac.uk 📞 University Tel: +44-1522.837.302 (Jacky Withey) and +44.1522.886.466 (Jane Chapman) College Office 3rd Floor MHT Building, website: http://www.lincoln.ac.uk.
Lunches and coffee breaks are held at the University of Lincoln

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Only papers in gray boxes are eligible for the best paper award

Tuesday, September 9, 2014

08.30 - 17.00   **Registration**

09.00 - 09.10   **Welcome:**
                          Welcome Address
                          Patrick Dickinson, University of Lincoln, Lincoln, United Kingdom

                          Et al...

09.10 - 10.00   **Session I**

KEYNOTE SPEAKER

09.10-10.00   **Session Chairperson:**
                    Patrick Dickinson, University of Lincoln, Lincoln, United Kingdom

                    GAME_KEY
                    AI and Games: Using All the Tools in the Toolbox
                    Richard Bartle, University of Essex, Colchester, United Kingdom

10.00 - 10.30   **Coffee Break**

Tuesday, September 9, 2014

10.30 - 12.30   **Session II**

GAME LAYOUT DESIGN AND STORYTELLING

10.30-12.30   **Session Chairperson:**
                                    Greg Cielniak, University of Lincoln, Lincoln, United Kingdom

GAMEON_DES_08_AI
Developing Player Movement Design Patterns in Multiplayer Video Games
Richard Lannigan..**83**

GAMEON_AI_06
Procedural Generation of Race Tracks in an Open Source Racing Game
Jordan Blake and Grzegorz Cielniak **90**

GAMEON_STORY_02_AI
Procedural Story Generation in Games
Kieran Wagg and Grzegorz Cielniak **97**

GAMEON_STORY_01
A Digital Approach to Storytelling with MOGRE
Almir D.V. Santiago, Paul N.M. Sampaio, Luis R.S. Fernandes
and Valéria Farinazzo Martins..**104**

12.30 - 13.30   **Lunch**

13.30 - 15.00   **Session III**
TUTORIAL

13.30-15.00   **Session Chairperson:**
                                    John Murray, University of Lincoln, Lincoln, United Kingdom

TUT_01
Gesture Recognition and Control using Microsoft Kinect
John C. Murray, University of Lincoln, Lincoln, United Kingdom

15.00 - 15.30   **Coffee Break**

Tuesday, September 9, 2014

15.30 - 17.00   **Session IV**

GAME HEURISTICS

15.30-17.00   **Session Chairperson:**
            Patrick Dickinson, University of Lincoln, Lincoln, United Kingdom

GAMEON_DES_05
VOX POPULI - A Case Study of User Comments on Contemporary Video Games in Relation to Video Game Heuristics
Björn Strååt and Harko Verhagen**..5**

GAMEON_DES_07
An Investigation into the use of a Gamified Revision Solution for Primary School Mathematics and its Experimental Comparison to Traditional Revision Methods
Tom Pendle**...10**

GAMEON_SER_01
Playing with Science: Gamised Aspects of Gamification found on the Online Citizen Science Project – ZOONIVERSE
Anita Greenhill, Kate Holmes, Chris Lintott, Brooke Simmons, Karen Masters, Joe Cox and Gary Graham **...15**

17.00   -   **FREE EVENING**

Wednesday, September 10, 2014

08.30 - 15.30   **Registration**

09.00 - 10.00   **Session V**

INVITED SPEAKER

09.00-10.00   **Session Chairperson:**
   Patrick Dickinson, University of Lincoln, Lincoln, United Kingdom

INV_01
Challenges and Opportunities of Developing for the HTML5 Platform
Ewan Lamont, Legendary Games, Nottingham, United Kingdom

10.00 - 10.30   **Coffee Break**

10.30 - 12.30   **Session VI**

GAME PROGRAMMING

10.30-12.30   **Session Chairperson:**
   Andrew Elliot, University of Lincoln, Lincoln, United Kingdom

Wednesday, September 10, 2014

GAMEON_DES_02

Development of a Game with KINECT for the Inclusion of Visually Impaired

Paulo Roberto C. Faustino, Matheus M. Ramalho, Gabriel B. S. M. Moreira, <u>Alex F. V. Machado</u> and Lucas D. Silva **.................................55**

12.30 - 13.30   **Lunch**

13.30 - 14.30   **Session VII**

INVITED SPEAKER

13.30-14.30   **Session Chairperson:**
              Patrick Dickinson, University of Lincoln, Lincoln, United Kingdom

GAMEON_SER_06
Can we and should we automatically design games? Which and how?
<u>Julian Togelius</u>, IT University of Copenhagen, Copenhagen Denmark

14.30 - 15.00   **Coffee Break**

15.00 - 17.30   **Session VIII**

IN-GAME SIMULATION AND GAME AI

15.00-17.30   **Session Chairperson:**
              Olivier Szymanezyk, University of Lincoln, Lincoln, United Kingdom

GAMEON_SIM_01
Utilisation of Video Game Physics Techniques in Real Time Simulation of the Wheel Rail Interface for Predicted Derailment of Rail Vehicles
Michael Simpson, William Blewitt, <u>Gary Ushaw</u> and Graham Morgan **25**

Wednesday, September 10, 2014

GAMEON_TRAIN_SER_01
Game Mechanics of 3D Simulation for Surgery Training Suite
Anton Ivaschenko, Anton Skolznev and Anton Kuzmin 30

GAMEON_AI_02
Semantic Structures for RTS Army Prediction
Andreas Stiegler and Daniel Livingstone...65

GAMEON_SER_04
Region Load Management and Architectural testing for the Alfil Crowd Simulation Virtual Environment
César García-García, Victor Larios-Rosillo and Hervé Luga...............70

GAMEON_AI_01
Implementing Racing AI using Q-Learning and Steering Behaviours
Blair P. Trusler and Christopher Child..75

CONFERENCE DINNER

19.30-21.30..

The conference dinner will be held at the
Barge on the Brayford
Brayford Wharf North
Lincoln Lincolnshire LN1 1YW
Tel: +44.1522.511.448
Email: brayfordbarge@btconnect.com

Thursday, September 11, 2014

08.30 - 10.00   **Registration**

09.00 - 10.00   **Session IX**

GAME HARDWARE PROCESSING

09.00-10.00   **Session Chairperson:**
                Alladin Ayesh, De Montfort University, Leicester, United Kingdom

GAMEON_HARD_01
Acellerating GPU Workload Simulation using Microsoft WARP
Eric Nilsson..**115**

SPEC_01
Accelerating Graphics in Virtual Platforms
Eric Nilsson

10.00 - 10.30   **Coffee Break**

CLOSING SESSION AND BEST PAPER AWARD

10.30-10.45   **Session Chairperson:**
                Patrick Dickinson, University of Lincoln, Lincoln, United Kingdom
                Philippe Geril, EUROSIS-ETI

10.45 - 12.00   **WORKSHOP I**

GAME DEVELOPMENT METHODOLOGY - INTRO

10.45-12.00   **Session Chairperson:**
                Alladin Ayesh, De Montfort University, Leicester, United Kingdom

WORK_01
Game Development Methodology -Agent Oriented Agile Based (AOAB) Workshop
Aladdin Ayesh, De Montfort University, Leicester, United Kingdom

Thursday, September 11, 2014

12.00 - 13.00   **Lunch**

13.00 - 15.00   **WORKSHOP II**

GAME DEVELOPMENT METHODOLOGY – HANDS-ON

13.00-15.00   **Session Chairperson:**
Alladin Ayesh, De Montfort University, Leicester, United Kingdom

WORK_01
Game Development Methodology -Agent Oriented Agile Based (AOAB) Workshop
Aladdin Ayesh, De Montfort University, Leicester, United Kingdom

15.00 - 15.30   **Coffee Break**

15.30 - 16.30   **WORKSHOP III**

GAME DEVELOPMENT METHODOLOGY – FEEDBACK

15.30-16.30   **Session Chairperson:**
Alladin Ayesh, De Montfort University, Leicester, United Kingdom

WORK_01
Game Development Methodology -Agent Oriented Agile Based (AOAB) Workshop
Aladdin Ayesh, De Montfort University, Leicester, United Kingdom

SESSION CHAIR INFORMATION

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.

2015

SEE YOU ALL NEXT YEAR AT GAMEON 2015,
December 2015, University of Amsterdam, Amsterdam, The Netherlands

Proposals for special tracks/tutorials/demos can be sent in by January 30th 2015

CONFERENCE MAP LOCATION

Lincoln City Centre

Brayford (Main Campus)

1	Accommodation Office Graduate School
2	Architecture Building
3	Bridge House
4	Business & Law
5	EMMTEC
6	Engineering Building
7	Enterprise@Lincoln
8	LSAD (coming 2013)
9	Main Administrative Building
10	Marina Building
11	Media, Humanities & Technology
12	Lincoln School of Performing Arts LPAC (Lincoln Performing Arts Centre)
13	Science Centre

14	Sparkhouse Studios
15	Sports Centre
16	Student Centre
17	Student Village
18	Think Tank
19	University Library
20	Village Hall
21	Witham House
22	Chad Varah
23	Greestone Building / Tithe Barn
24	Thomas Parker House
25	Health Centre & Student Services
26	Engine Shed, Students' Union, SOAP Centre, Tower Bar
27	College of Science Science & Innovation Park

Key

- ▬ Primary Route
- ▬ Secondary Route
- ▬ Pedestrianised

University Parking

- Ⓒ Cycle Parking
- Ⓟ Permit/Pay and Display Car Parking
- Ⓥ Visitor Car Parking (Must be booked)
- Ⓟ Public Car Parking

UNIVERSITY OF LINCOLN

University of Lincoln
Brayford Pool
Lincoln
LN6 7TS
UK

Tel: 01522 882000
Minicom: 01522 886055

The Cathedral Quarter is 12 minutes walk from the Brayford Main Campus.

This map last updated 11 Feb 2013

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
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B- 8400 Ostend
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Email: Philippe.Geril@eurosis.org

Please send me info on EUROSIS:
Name**:**…………………………………………………………………………………………..
Address**:**………………………………………………………………………………………..
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Telephone: …………………………………………………………………………………………….
Fax: …………………………………………………………………………………………………
Email: ....

GAMEON'2014 Registration Form

Please legibly print or type and fill out completely. (Check appropriate boxes where necessary)

FIRST NAME	LAST NAME	M.I.
COMPANY OR AFFILIATION		
Mailing address (tick one): [ ] HOME [ ] BUSINESS		
STREET		
CITY		
ZIPCODE	COUNTRY	
TELEPHONE	FAX	
E-MAIL		
DATE	SIGNATURE	

1. [ ] EUROSIS member € 555 Member Number:_____	€_____
2. [ ] Members of Sponsor or Affiliate Society € 555	€_____
3. [ ] Non-Member Participant € 605	€_____
4. [ ] Students, <u>who are not authors</u> but who wish to attend the conference, or **ONE DAY PARTICIPANTS** pay: € 435	€_____
(Above registration fees include, one copy of the PROCEEDINGS, all midday meals, cocktail, refreshments, coffees and social program,) One Day Participants and Non-Author Students cannot participate in the conference dinner.	
5. [ ] Extra Conference Dinner Ticket € 60 [] Lunch and breaks for Companion € 25/day	€_____
6. [ ] Extra Conference Proceedings € 40 Cash and Carry	€_____
7. [ ] Workshop Only Registration on September 11 Student: [] € 50 [] Other [] € 100	€_____
TOTAL AMOUNT DUE	€_____
_____	€_____
ADD BANK CHARGE of € 15 in case you pay by BANK or CHEQUE.	€_____
TOTAL AMOUNT REMITTED	€_____

[ ] 1)   Make payment by **BANK TRANSFER** to account **IBAN CODE: BE03 0014 0814 7784** EUROPEAN TECHNOLOGY INSTITUTE, ETI Bvba, BNP PARIBAS FORTIS BANK, Torhoutsesteenweg 356, B-8400 Ostend, Belgium**, SWIFT/BIC CODE: GEBABEBB MENTION YOUR NAME and GAMEON'2014**

[ ] 2)   Or pay by **CHEQUE** and send it to Philippe Geril, EUROSIS-ETI, European Simulation Office, Greenbridge Science Park, Ghent University – Ostend Campus, Wetenschapspark 1, Plassendale 1, B-8400 Ostend, Belgium.

[ ] 3)   Or pay by **CREDIT CARD** and fill in the information below:

Charge my (tick one): [ ]Visa [ ] Euro/Mastercard [ ] American Express

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