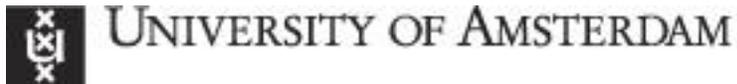


FINAL PROGRAM



2 – 4 December 2015



University of Amsterdam
Amsterdam, The Netherlands

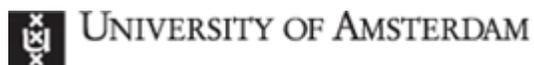
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GAME-ON'2015 FINAL PROGRAMME

Overhead and LCD Projector are standard

The underlined authors are usually the presenters.

Conference Site: Rooms D1.115, F1.02, H0.08 and C0.05, University of Amsterdam, Science Park 904, 1090 GH Amsterdam, The Netherlands. For any local information contact Sander

Bakkes:  Tel. +31 20 525 7569,  Email: S.C.J.Bakkes@uva.nl, website: <http://www.uva.nl>

Coffee breaks are held at the cafeteria of the University of Amsterdam

Lunches are held at [Cafe RestaurantPolder](#)

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

Wednesday, December 2, 2015

08.30 - 17.00 **Registration**

09.00 - 09.10 **ROOM D1.115 - WELCOME**

Welcome Address

Sander Bakkes, University of Amsterdam, The Netherlands

Et al...

09.10 - 10.00 **ROOM D1.115 – SESSION I
KEYNOTE SPEAKER**

09.10-10.00

Session Chairperson:

Sander Bakkes, University of Amsterdam, The Netherlands



GAME_KEY_01

Serious Gaming for Tactical and Strategic Decision Making

Dr. A.H. (Anja) van der Hulst, Senior Consultant, Training Performance Innovations, TNO, The Netherlands

10.00 - 10.30 **Coffee Break**

Wednesday, December 2, 2015

10.30 - 12.00 ROOM D1.115 - SESSION II GAME DESIGN

10.30-12.00

Session Chairperson:

Sander Bakkes, University of Amsterdam, The Netherlands

GAME_METH_01

Interactivity in Computer Games

Barbaros Bostan, Gökhan Şahin and Mehmet Can Üney..... 5

GAME_METH_02

Comparative Analysis on Game Design Pattern Collections

Tapani N. Liukkonen, Olli I. Heimo, Tuomas Mäkilä and Jouni Smed . 10

GAME_METH_04

Translating a Modern Film and TV Screening Room to an Integrated Game Engine Production Environment

Oliver Engels and Robert Grigg..... 18

12.00 - 13.30 Lunch

13.30 - 14.30 ROOM F1.02 - SESSION III PROCEDURAL PROGRAMMING

13.30-14.30

Session Chairperson:

Sander Bakkes, University of Amsterdam, The Netherlands

GAME_METH_05

Procedural generation of collaborative puzzle-platform game levels

Benjamin van Arkel, Daniël Karavolos and Anders Bouwer 89

GAME_VIRT_01

How to use Combinatorial Optimization Problems (Traveling Salesman problem) for Procedural Landscape Generation

Alan Ehret and Peter Jamieson 96

14.30 - 15.00 Coffee Break

Wednesday, December 2, 2015

15.00 - 18.00 **ROOM F1.02 - Session IV**
TUTORIAL I

15.00-18.00

Session Chairperson:

Pieter Spronck, Tilburg University, Tilburg, The Netherlands

GAME_TUT_01

[Building games with Casanova](#)

Mohamed Abbadi, Giuseppe Maggiore and Pieter Spronck, Tilburg University, Tilburg, The Netherlands

18.00 -

FREE EVENING

Thursday, December 3, 2015

08.30 - 16.30 **Registration**

09.00 - 10.00 **ROOM F1.02 - SESSION V**
VIRTUAL GAMING TRAINING ENVIRONMENTS

09.00-10.00

Session Chairperson:

Sander Bakkes, University of Amsterdam, The Netherlands

GAME_TRAIN_02

Virtual Reality Situational Language Trainer for Second Language Design & Evaluation

Timo Korkalainen, Juho Pääkylä, Tapani N. Liukkonen, Lauri Järvenpää, Tuomas Mäkilä, Yrjö Lappalainen and Heli Kamppari **43**

GAME_TRAIN_04

Evaluation of a Virtual Training Environment for Aggression De-escalation

Tibor Bosse, Charlotte Gerritsen and Jeroen de Man **48**

10.00 - 10.30 **Coffee Break**

10.30 - 12.00 **ROOM F1.02 - SESSION VI**
GAME AI

10.30-12.00

Session Chairperson:

Sander Bakkes, University of Amsterdam, The Netherlands

GAME_AI_01

STARCRRAFT II Build Item Selection with Semantic Nets

Andreas Stiegler, Keshav Dahal, Johannes Maucher and Daniel Livingstone **57**

GAME_TOOL_04

Developing Trainable Bots for a Mobile Game of Tennis

Maxim Mozgovoy, Akane Yamada and Iskander Umarov..... **62**

Thursday, December 3, 2015

GAME_AI_05

A Simple Hybrid Algorithm for Improving Team Sport AI

David King and David Edwards **65**

12.00 - 13.30 **Lunch**

13.30 - 14.30 **ROOM F1.02 - SESSION VII
ONLINE GAMING**

13.30-14.30

Session Chairperson:

Sander Bakkes, University of Amsterdam, The Netherlands

GAME_VIRT_02

**A Server-Side Framework for the Execution of Procedurally Generated
Quests in an MMORPG**

Jonathon Doran and Ian Parberry **103**

GAME_OP_02

Online Skill Level Classification of Real-Time Strategy Game Players

Jason M. Blackford and Gary B. Lamont **111**

14.30 - 15.00 **Coffee Break**

15.00 - 16.30 **ROOM F1.02 - SESSION VIII
TUTORIAL II**

15.00-16.30

Session Chairperson:

Anton Eliëns, University of Amsterdam, Amsterdam, The Netherlands

GAME_TUT_02

**[Self-Promotion -- How to tell your story and present yourself or your
goal\(s\) with an interactive game](#)**

S.V. Bhikharie, A. Eliëns & M.R. van de Watering, Universiteit van
Amsterdam, Amsterdam, The Netherlands

Thursday, December 3, 2015

16.30 - 18.00 **ROOM F1.02 – SESSION IX**
TUTORIAL III

16.30-18.00

Session Chairperson:

Daniël Karavolos, University of Applied Sciences, Amsterdam, The Netherlands

GAME_TUT_03

[Level generation based on model transformations](#)

Daniël Karavolos, MSc. and Anders Bouwer, University of Applied Sciences Amsterdam, Amsterdam, The Netherlands

CONFERENCE DINNER

19.30-21.30..



The conference dinner will be held at the [Huize Frankendael](#)
Middenweg 72,
1097 BS Amsterdam
📞 Tel: 0031.20-4233930

Friday, December 4, 2015

08.30 - 10.00 **Registration**

09.00 - 10.00 **ROOM H0.08 – SESSION X
INTELLIGENT AGENTS**

09.00-10.00

Session Chairperson:

Sander Bakkes, University of Amsterdam, The Netherlands

GAME_AI_04

Proposing an Intelligent Agent for the Four-Sided Dominoes Game using The Expectimax Algorithm

Endrews Silva, Marly Costa, Nirvana Antonio and Cicero Costa Filho **73**

GAME_TRAIN_07

Aggressive versus Loud Virtual Agents - Investigating the influence of sound on the stress response in the use of virtual agents

Charlotte Gerritsen and Willeke van Vught **81**

10.00 - 10.30 **Coffee Break**

10.30 - 12.30 **ROOM H0.08 – SESSION XI
INTERACTIVE EDUCATIONAL GAME DESIGN**

10.30-12.30

Session Chairperson:

Sander Bakkes, University of Amsterdam, The Netherlands

GAME_METH_07

Serious Game Creation in Teaching Content

Merikki Lappi and Esa Lappi..... **25**

GAME_TOOL_01

CMS on Game Development: An Analysis and Comparison between the Main Softwares on the Market

Maria Aparecida Pereira Junqueira, Luiz Felipe Cunha, Matheus de Freitas Oliveira Baffa and Alex Fernandes da Veiga Machado **30**

Friday, December 4, 2015

GAME_TRAIN_08

XIMPEL in Education – Inspiring Creativity Through Storytelling and Gameplay

S.V. Bhikharie and A. Eliëns 33

GAME_CONSOL_02

Some Reflections on Bolognese Food: A Digital Perspective, with a lot of Fun

Marco Rocchetti, Silvia Colombini and Marco Zanichelli 37

10.30 - 12.30 **ROOM H0.08 – SESSION XII**
Best Paper Award Session

12.30-10.45

Session Chairperson:

Sander Bakkes, University of Amsterdam, Amsterdam, The Netherlands
Philippe Geril, EUROSIS-ETI

12.45 - 13.30 **Lunch**

13.30 - 14.30 **ROOM CO.05 - SESSION XIII**
KEYNOTE SPEAKER

13.30-14.30

Session Chairperson:

Sander Bakkes, University of Amsterdam, The Netherlands



GAME_KEY_02

Let me Entertain you! AI that Designs Games for you

Prof. Georgios N. Yannakakis, Institute of Digital Games, University of Malta

14.30 - 15.00 **Coffee Break**

Friday, December 4, 2015

15.00 - 17.00 **GAMES STUDIES SYMPOSIUM**

University of Amsterdam students will present their work to the GAMEON participants

17.00 - **FAREWELL RECEPTION**

SOCIAL PROGRAMME INFORMATION

Lunches and Coffee breaks

Coffee breaks will be served at the cafeteria of the University



Lunches will be served at:

[Cafe RestaurantPolder](#)

Science Park 205

1098 XH Amsterdam

Tel: +31.20 463 43 03

Email: info@cafe-restaurantpolder.nl



Conference Dinner on the 3rd of December



[Huize Frankendael](#)

Middenweg 72,

1097 BS Amsterdam

Tel: 0031.20-4233930

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.



**SEE YOU ALL NEXT YEAR AT
GAMEON 2016,
September 13-15, 2016,
[Universidade Nova de Lisboa](#),
Lisbon, Portugal**

**Proposals for special
tracks/tutorials/demos can be
sent in by January 30th 2016**

CONFERENCE LOCATION

Conference Venue



[University of Amsterdam \(UvA\)](#)

[Science Park 904](#)

P.O. Box 94323

1090 GH Amsterdam

The Netherlands

 Tel: +31 (0)20 525 8626

 Tel: +31 (0)20 525 9111 (main switchboard)

Room Legend

As we are switching rooms during the event based on availability here is a quick overview where we are during the conference days

Time	WEDNESDAY	THURSDAY	FRIDAY
AM	D1.115	F1.02	H0.08
PM	F1.02	F1.02	C0.05

EUROSIS Forthcoming Conferences



[MESM'2016-GAMEON-ARABIA'2016](#), March 21-23, 2016, [AOU](#), Amman, Jordan



[FOODSIM'2016](#), April 4-7, 2016, [Catholic University Louvain](#), Ghent, Belgium in cooperation with the [12th International Trends in Brewing Symposium](#) with the conference dinner on the 6th of April and an organized visit to Belgian breweries on the 7th of April.



[ECEC'2016-FUBUTEC'2016-EUROMEDIA'2016](#), April 13-15, 2016, [Plymouth University](#), Plymouth, United Kingdom.



IAH'2016 (Industrialized Affordable Housing), May 9-11, 2016, The Hotel, Brussels, Belgium

EUROSIS Forthcoming Conferences



[ISC'2016](#), June 6-8, 2016,
[POLITECHNICA University of Bucharest](#), Bucharest, Romania



GAMEON-NA'2016-NASTEC'2016, August 4-5, 2016, Chicago, USA



GAMEON 2016, September 13-15, 2016, [Universidade Nova de Lisboa](#), Lisbon, Portugal



[ESM'2016](#), Week of October 24-28, 2016, SIANI, [University of Las Palmas](#), Las Palmas, Spain

NOTES

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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:

GAME-ON'2015 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): <input type="checkbox"/> HOME <input type="checkbox"/> BUSINESS		
STREET		
CITY		
ZIPCODE	COUNTRY	
TELEPHONE	FAX	
E-MAIL		
DATE	SIGNATURE	
1. <input type="checkbox"/> EUROSIS member € 560 Member Number: _____		€ _____
2. <input type="checkbox"/> Members of Sponsor or Affiliate Society € 560		€ _____
3. <input type="checkbox"/> Non-Member Participant € 605		€ _____
4. <input type="checkbox"/> 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. <input type="checkbox"/> Conference Dinner Ticket for Companion € 70 <input type="checkbox"/> Lunch Ticket for Companion € 25/day		€ _____
6. <input type="checkbox"/> Extra Conference Proceedings € 40 Cash and Carry		€ _____
VAT Number if applicable: _____		
TOTAL AMOUNT DUE		€ _____
		€ _____
<u>ADD BANK CHARGE of € 15 in case you pay by BANK or CHEQUE.</u>		€ _____
TOTAL AMOUNT REMITTED		€ _____

- [1] 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 CODE: GEBABEBB MENTION YOUR NAME and GAMEON'2015**
- [1] 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.
- [1] 3) Or pay by **CREDIT CARD** and fill in the information below:
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