

FINAL PROGRAM



13 – 15 September 2016



UNIVERSIDADE
NOVA
DE LISBOA



Interdisciplinary Centre of Social Sciences
CICS.NOVA

New University of Lisbon
Lisbon, Portugal
Organized and Sponsored by



eurosis



SIEMENS



PROGRAMME AT A GLANCE

September 13

09.00-15.30 Registration
09.30-09.40 Welcome
09.40-10.30 Keynote
10.30-11.00 Coffee Break
11.00-13.00 Session
13.00-14.00 Lunch
14.00-15.00 Session
15.00-15.30 Coffee Break
15.30-17.30 Gamification in Practice
17.30 FREE EVENING

September 14

09.00-15.00 Registration
09.30-10.30 Keynote
10.30-11.00 Coffee Break
11.00-13.00 Session
13.00-14.00 Lunch
14.00-15.00 Session
15.00-15.30 Coffee Break
15.30-17.30 Presentation by Leonel Moura
19.30-22.00 Conference Dinner

September 15

09.30-10.00 Registration
09.30-10.30 Session
10.30-11.00 Coffee Break
11.00-12.00 Session
12.00-12.15 Closing Session

GAME-ON'2016 FINAL PROGRAMME

Overhead and LCD Projector are standard

The underlined authors are usually the presenters.

Conference Site: ID Building - Room Multiusos 02, Faculdade de Ciências Sociais e Humanas, Universidade Nova de Lisboa - FCSH-UNL Av. Berna 26c, 1069-061 Lisbon, Portugal.

For any local information contact Helena Barbas: 📞 Tel. +351.21.790.8300, ✉ Email:

hebarbas@fcsch.unl.pt, <http://fcsch.unl.pt/faculdade/docentes/bhmdf>

Coffee breaks and lunches are held at the cafeteria of the ID Building FCSH-UNL

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

Tuesday, September 13, 2016

09.00 - 15.30 **Registration**

09.30 - 09.40 **ID - ROOM MULTIUSOS 02 - WELCOME**

Welcome Address

Luis Vicente Baptista, director of CICS.Nova – FCSH
Universidade Nova de Lisboa, Lisbon, Portugal

09.40 - 10.30 **ID - ROOM MULTIUSOS 02 - SESSION I
KEYNOTE SPEAKERS**

09.40-10.30

Session Chairperson:

Helena Barbas, CICS.Nova – FCSH - UNL Lisbon, Portugal



GAME_KEY_01

Games with Morality

Luis Moniz Pereira, NOVA LINGS,
Universidade Nova de Lisboa and Miguel
Calejo, InterProlog Consulting, Lisbon, Portugal



Tuesday, September 13, 2016

10.30 - 11.00 **Coffee Break**

11.00 - 13.00 **ID - ROOM MULTIUSOS 02 - SESSION II
GAME METHODOLOGY**

11.00-13.00

Session Chairperson:

Isabel Lousada, CICS.Nova – FCSH - UNL Lisbon, Portugal

GAME_METH_04

**Beyond Version Control – Inspirations for New Game Development
Pipelines and Future Game Engines**

Oliver Engels and Robert Grigg..... 5

GAME_METH_06

‘Ephemerality’ in Game Development: Opportunities and Challenges

Antonio José Fernández-Leiva and Ariel Eduardo Vázquez-Núñez.... 10

GAME_METH_01

**A Study on Classic Games with Sibling Relationship: Investigating
Facets of Game Elements and their Influences on Game Players’
Experiences**

Chih-Chieh Yang 15

GAME_SER_04

**Promoting Reciprocity-Based Cooperation by Dual Layer
Gamification**

Takaya Arita and Nozomi Ogawa 22

13.00 - 14.00 **Lunch**

14.00 - 15.00 **ID - ROOM MULTIUSOS 02 - SESSION III
GAME DEVELOPMENT**

Tuesday, September 13, 2016

14.00-15.00

Session Chairperson:

Isabel Lousada, CICS.Nova – FCSH - UNL Lisbon, Portugal

GAME_METH_DES_02

Markov Chain in Electronic Fighting Games

Luiz Filipe Cunha, Maria Aparecida Pereira Junqueira

and Alex Fernandes da Veiga Machado **31**

GAME_GRAPH_01

Midpoint Displacement in Multifractal Terrain Generation

Rami Ramstedt and Jouni Smed **35**

15.00 - 15.30

Coffee Break

15.30 - 17.30

ID - ROOM MULTIUSOS 02 - Session IV

GAMIFICATION IN PRACTICE

15.30-17.30

Session Chairperson:

Helena Barbas, CICS.Nova – FCSH - UNL Lisbon, Portugal

WORKS-IN-PROGRESS and other

presentations by Portuguese Start-Ups using Gamification

17.30 -

FREE EVENING

Wednesday, September 14, 2016

09.00 - 15.30 **Registration**

09.30 - 10.30 **ID - ROOM MULTIUSOS 02 - SESSION V
KEYNOTE SPEAKER**

09.30-10.30

Session Chairperson:

Daniel Alves, IHC - FCSH - UNL Lisbon, Portugal



GAME_KEY_02

[Through the Looking-Glass: Gaming Pre-Earthquake
Lisbon, Posthuman History and the Crisis of
Humanities](#)

Paulo Simões Rodrigues, CHAIA/Universidade de Évora,
Palácio do Vimioso, Évora, Portugal

10.30 - 11.00 **Coffee Break**

11.00 - 13.00 **ID - ROOM MULTIUSOS 02 - SESSION VI
GAME AI AND GAME VR**

11.00-13.00

Session Chairperson:

Rui Zink - IELT – FCSH - UNL Lisbon, Portugal

GAME_AI_03

**An Investigation of Two Real Time Machine Learning Techniques
that could enhance the Adaptability of Game AI Agents**

David King and Cassie Bennett **41**

Wednesday, September 14, 2016

GAME_AI_02

Production of Emotion-based Behaviors for a Human-like Computer Player

Sila Temsiririrkkul, Huu Phuc Luong and Kokolo Ikeda..... **49**

GAME_VR_01

Virtual Reality 3rd Person Camera Behavior Modes

Daniel P. O. Wiedemann, Peter Passmore and Magnus Moar..... **57**

GAME_VR_02

“Stop The Roller Coaster!” - A Study of Cybersickness Occurrence

Letícia Grossi Gomes Ribeiro, Renan Ribeiro Rocha, Matheus de Freitas Oliveira Baffa and Alex Fernandes da Veiga Machado **65**

13.00 - 14.00 **Lunch**

14.00 - 15.00 **ID - ROOM MULTIUSOS 02 - SESSION VII
SERIOUS GAMING I**

14.00-15.00

Session Chairperson:

Cristina Ponte, CICS.Nova – FCSH - UNL Lisbon, Portugal

GAME_METH_08

Games: the Importance of being Earnest

Helena Barbas **73**

GAME_SER_01

Game-Based Learning in Mobile Technology

Agostino Marengo, Alessandro Pagano and Lucia Ladisa **80**

15.00 - 15.30 **Coffee Break**

Wednesday, September 14, 2016

15.30 - 17.30 ID - ROOM MULTIUSOS 02 - SESSION VIII
Meeting with Leonel Moura

15.30-17.30

Session Chairperson:

Rui Zink - IELT – FCSH - UNL Lisbon, Portugal

A special session on robotics in gaming with

Leonel Moura – Robot art - <http://www.leonelmoura.com>



CONFERENCE DINNER

19.30-22.00



The Conference dinner will be held on Wednesday the 14th of September at the

[Pastelaria Versailles](#)

Av. da República 15-A

1050-185 Lisboa Portugal

 Tel: +351 21 354 6340

Hours: Open today · 7:30AM–11:45PM

Thursday, September 15, 2016

09.30 - 10.00 **Registration**

09.30 - 10.30 **ID - ROOM MULTIUSOS 02 – SESSION X
SERIOUS GAMING II**

09.30-10.30

Session Chairperson:

Dália Guerreiro, CIDEHUS, Universidade de Évora, Portugal

GAME_SER_02

Food-related Gamification: Literature Review

Kaisa Könnölä, Tuomas Ranti, Tapani N. Liukkonen

and Tuomas Mäkilä..... **85**

GAME_SER_03

Designing and Testing an Educational Game about Food for School Aged Children

Johannes Henriksson, Tapani N. Liukkonen, Kaisa Könnölä,

Sanna Vähämiko and Tuomas Mäkilä **89**

10.30 - 11.00 **Coffee Break**

11.00 - 12.00 **ID - ROOM MULTIUSOS 02 – SESSION XI
SERIOUS GAMING III**

11.00-12.00

Session Chairperson:

Miguel Almeida Chaves, CICS.Nova – FCSH - UNL Lisbon, Portugal

GAME_SER_08

Suicide and other dangers of 'Game Over'

Donzília Alagoinha Felipe..... **93**

GAME_SER_06

Coordination and Synchronization Tool to support Caretaking of Senior Citizens in Social Events

Aryan Firouzian, Rajeeka Ponrasa, Zeeshan Asghar and Petri Pulli. **98**

Thursday, September 15, 2016

12.00 - 12.15 ID - ROOM MULTIUSOS 02 – SESSION XII
Best Paper Award Session

12.00-10.15

Session Chairperson:

Helena Barbas, CICS.Nova – FCSH - UNL Lisbon, Portugal
Philippe Geril, EUROSIS-ETI, Ostend, Belgium

SOCIAL PROGRAMME INFORMATION

Lunches and Coffee breaks

Coffee breaks and lunches will be served by the cafeteria Cardápio Mágico – ID Building



[Universidade Nova de Lisboa](#)

Faculdade de Ciências Sociais e Humanas
ID Building – 1st. floor
Av. Berna 26c,
1069-061 Lisboa, Portugal

Conference Dinner on the 14th of September



The Conference dinner will be held on Wednesday the 14th of September at the

[Pastelaria Versailles](#)

Av. da República 15-A 1050-185 Lisboa Portugal

Tel: +351 21 354 6340

Hours: Open today · 7:30AM–11:45PM

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 2017, September 6-8,
2017, [Institute of Technology
Carlow](#), Carlow, Ireland**

**Proposals for special
tracks/tutorials/demos can be
sent in by January 30th 2017**

CONFERENCE LOCATION

Conference Venue



Room Multiusos 02 – ID Building (4th. Floor)

[Universidade Nova de Lisboa](http://www.unl.pt)

Faculdade de Ciências Sociais e Humanas -
FCSH/NOVA

Av. Berna 26c,

1069-061 Lisboa, Portugal

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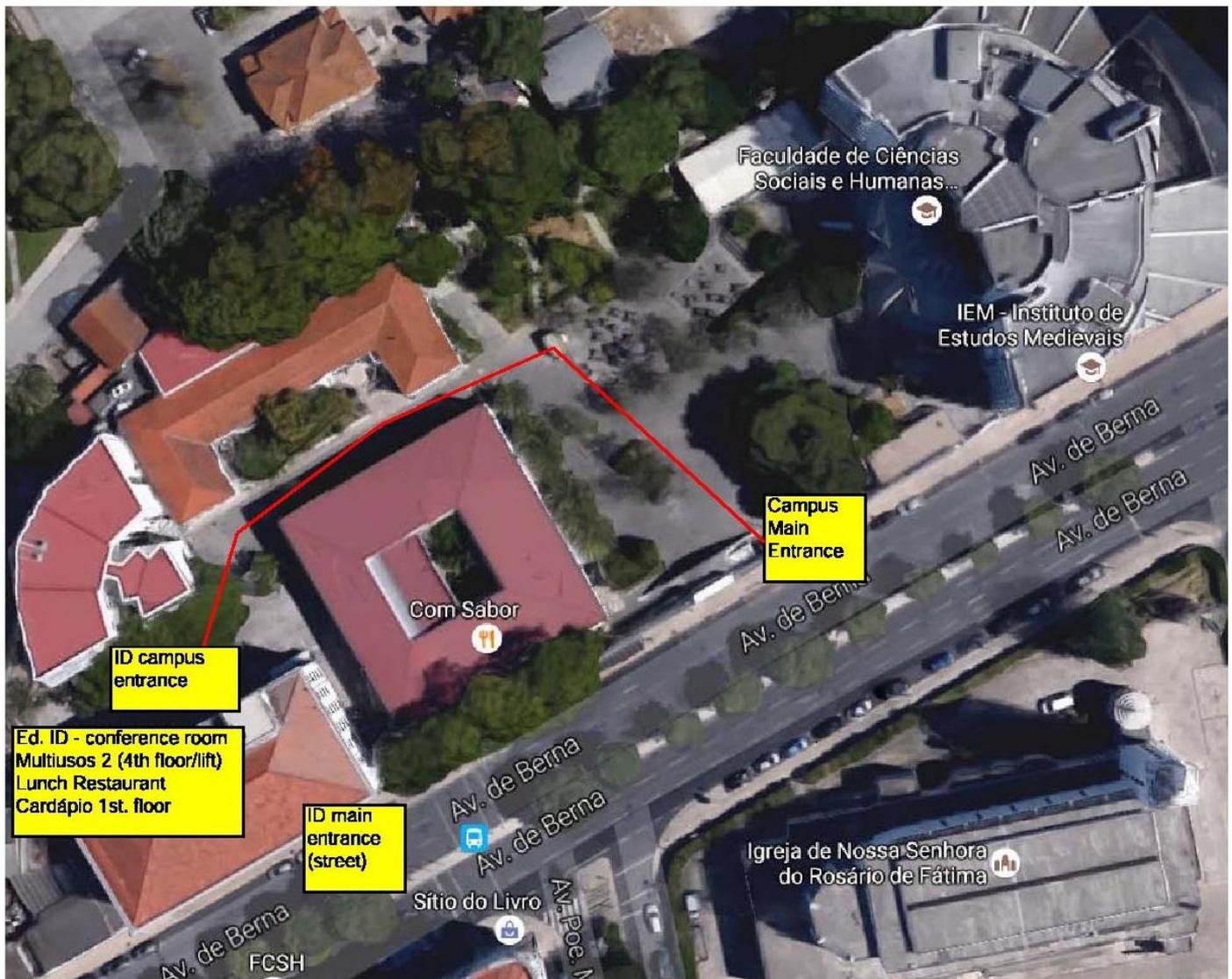
Street Entrance into the ID Building - UNL



CONFERENCE LOCATION

Conference Venue

Aerial Map of the University with the locations of the Cardápio Mágico Cafeteria and Meeting Building ID



On the following pages you will find our scheduled events for the last months of 2016 and those already confirmed for 2017 and 2018. As you can see there will be some changes to our calendar. ECEC and FUBUTEC will from now on be partnered with ISC while EUROMEDIA as a conference will be replaced by a new event, building upon the technology pioneered by the event, details of which will be revealed in the coming weeks.

EUROSIS Forthcoming Conferences



[ESM'2016](#), October 26-28, 2016, SIANI,
[University of Las Palmas](#), Las Palmas, Spain.



[IAH'2016](#) (Industrialized Affordable Housing), No-
vember 16-18, 2016, TheHotel, Brussels, Belgium



[MESM'2017-GAMEON-ARABIA'2017](#), 2017,
[University of Sharjah](#), Sharjah, AUE



ISC'2017, ECEC'2017 and FUBUTEC'2017 June
2017, [Polish Academy of Sciences](#), Warsaw,
Poland

EUROSIS Forthcoming Conferences



GAMEON'2017, September 6-8, 2017, [Institute of Technology Carlow](#), Carlow, Ireland



ESM'2017, October 2017, [IST Campus](#), Lisbon, Portugal.



FOODSIM'2018, April, 2018, [Catholic University Louvain](#), Ghent, Belgium



ISC'2018, ECEC'2018, FUBUTEC'2018, June 2018, [University of Azores](#), Ponta Delgada, Portugal

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
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Ghent University – Ostend Campus
Wetenschapspark 1
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B- 8400 Ostend
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Please send me info on EUROSIS:

Name:.....
Address:.....
.....
.....
Telephone:
Fax:
Email:

GAME-ON'2016 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: € 445		€ _____
(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 € 60 <input type="checkbox"/> Lunch Ticket for Companion € 30/day		€ _____
6. <input type="checkbox"/> Extra Conference Proceedings € 50 Cash and Carry		€ _____
VAT Number if applicable: _____		
TOTAL AMOUNT DUE		€ _____
		€ _____
TOTAL AMOUNT REMITTED		€ _____

Pay by **CREDIT CARD** and fill in the information below:

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

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