

FINAL PROGRAM



2008



13-15, August 2008
Montreal, Canada

Organized by



eurosis



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General Information

1.1 Conference Location

The Conference itself is held at

**Trottier Building
3630 University Street
Montreal, Quebec H3A 2B2**

The registration desk will be placed in the hallway in front of the meeting rooms. Registration will start on Wednesday at 8.00 a.m. till 5.00 p.m. On Thursday it will be from 8.30 a.m. - 4.00 p.m.

ALL MAPS ARE AT THE BACK OF THIS PROGRAMME

1.2 How to get there

The way to the conference rooms will be signposted.

1.3 Badges

Each registrant will receive a name badge upon registration. The badge must be worn in order to be admitted to the technical sessions, lunches and social event. Participants to the two events will be designated by differently coloured dots.

1.4 Tickets

Extra tickets for the social event and lunches are available from the registration desk.

Price: (or equivalent in another currency) for extra tickets. All participants will be issued with tickets for lunch and the conference dinner

conference dinner:	CAD 45
lunch	CAD 20

1.5 Registration

The **GAMEON-NA'2008-NASTEC'2008** Registration Desk will be open for information and registration:

Wednesday, August 13 8.00 a.m. to 5.00 p. m. in the hallway

Thursday, August 14 8.30 a.m. to 4.00 p. m. in the hallway

General Information

1.6 Conference Proceedings

Each fully paid registrant will be provided with a copy of the Conference Proceedings relevant to his or her track (printed format).
(Extra copies are available on a cash and carry basis at special rates during GAMEON-NA'2008-NASTEC'2008)

Price: (or equivalent in another currency) for an extra copy

GAMEON-NA'2008 Proceedings	CAD 45
NASTEC'2008 Proceedings	CAD 45

Other Proceedings can be ordered using the forms available at the conference.

1.7 Meeting Rooms

The meeting rooms will be designated and signposted as ROOM A (GAMEON-NA) and -B (NASTEC) at the conference.

1.8 Internet Connections

Guest accounts to use the **WIFI network** have been requested for the duration of the conference. More information will be available at the conference.

1.9 Need Help?

Please see the conference desk for your questions

1.10 Social Events and Lunches

All registrants are invited to

The **get-together party** will be held on **Wednesday August 13th** at **5.30 p.m** at **McGill University**, as well as the **coffee breaks**.

Lunches on **Wednesday** and **Thursday** will be served outside the University in a **restaurant** nearby.

General Information

The Conference Dinner

All participants are invited to the conference dinner which will be held **at l'Hotel de L'Institut on Thursday the 14th of August from 8.00 p.m. onwards.** As we need to give an exact number of participants we would appreciate **your confirmation at the desk before Wednesday evening.** (for those who have as yet not done so)

Hôtel de l'Institut
Institut de tourisme et d'hôtellerie du
Québec
3535, rue Saint-Denis
Montréal (Québec) H2X 3P1
Tel.: **(514) 282-5171**
Fax: **(514) 873-9893**

1.12 Best Paper Award

During the conference the papers, which were **accepted as extended papers** will be judged by the committee in order to choose the best paper of the GAMEON-NA'2008 and NASTEC'2008 conference.

1.13 Paper Legend:

Each paper is designated before each paper by it's number. This number has to be entered on the form for the best paper award

General Information

Each Room has an LCD projector and an overhead projector

ALL SESSION CHAIRPERSONS IN THIS PROGRAM ARE PROVISIONAL AND MAY BE SUBJECT TO CHANGE AT THE EVENT

THE NUMBERS NEXT TO THE PRESENTATIONS DENOTE THE PAGE-NUMBERS IN THE PROCEEDINGS. IF NO NUMBERS ARE MENTIONED THEN THIS PAPER IS NOT PUBLISHED IN THE PROCEEDINGS

THE AUTHORS WHO ARE UNDERLINED ARE NORMALLY THE PRESENTERS

PAPERS IN GREY BOXES ARE THE EXTENDED PAPERS ELIGIBLE FOR THE BEST PAPER AWARD

CHECK OUT THE OTHER EUROSIS EVENTS ON OUR WEBSITE:

<http://www.eurosis.org>

WEDNESDAY, 13th AUGUST 2008		
08.00-17.00	REGISTRATION	
	PARALLEL SESSIONS	
09.00-10.00	ROOM A	ROOM B
	WELCOME AND INVITED SPEAKER I	WELCOME AND INVITED SPEAKER
10.00-10.30	COFFEE BREAK	
	PARALLEL SESSIONS	
10.30-12.30	ROOM A	ROOM B
	PATH FINDING AND MAPS	SOFT COMPUTING THEORY AND PRACTICE
12.30-14.00	LUNCH BREAK	
	PARALLEL SESSIONS	
14.00-15.00	ROOM A	ROOM B
	TUTORIAL I	INVITED SPEAKER II
15.00-15.30	COFFEE BREAK	
15.30-17.30	ROOM A	ROOM B
	CONTENT ADJUSTMENT	SIMULATION BASED SOFTWARE ENGINEERING
17.30-18.15		INVITED SPEAKER III
17.15-18.30	GET-TOGETHER PARTY	

THURSDAY, 14th AUGUST 2008		
08.30-16.00	REGISTRATION	
	PARALLEL SESSIONS	
09.00-10.00	ROOM A	ROOM B
	DEMO	INVITED SPEAKER IV
10.00-10.30	COFFEE BREAK	
10.30-12.30	PARALLEL SESSIONS	
	ROOM A	ROOM B
	GAME SCRIPTING AND GAME AI	WEB COMPUTING AND COGNITIVE SIMULATION
12.30-14.00	LUNCH BREAK	
	PARALLEL SESSIONS	
14.00-15.00	ROOM A	ROOM B
	TUTORIAL II	TUTORIAL
15.00-15.30	COFFEE BREAK	
	PARALLEL SESSIONS	
15.30-17.00	ROOM A	ROOM B
	INTERACTION AND IMMERSIVE GAMEPLAY	WEB COMPUTING AND INDUSTRIAL APPLICATIONS
17.00-17.15	CLOSING SESSION	CLOSING SESSION
20.00-22.30	CONFERENCE DINNER	

FRIDAY 15TH AUGUST 2008	
09.30-09.45	MEETING AT MCGILL UNIVERSITY
10.00-12.00	VISIT TO EA

Wednesday, 13th August 2008

HALLWAY

Registration

08.30 - 17.00

09.00 – 09.15



ROOM A- 09.00-09.15

Opening GAMEON-NA'2008 and Welcome Address

Hans Vangheluwe and Clark Verbrugge
McGill University
GAMEON-NA'2008 Conference Chairs



ROOM B- 09.00-09.15

Opening NASTEC'2008 and Welcome Address

Mokthar Beldjahem
École Polytechnique de Montreal
NASTEC'2008 Conference Chair

09.15 - 10.00



ROOM A- 09.15-10.00

INVITED SPEAKER

Chair: Hans Vangheluwe, McGill University, Montreal, Canada

INV

Affective Computing for Game Development

Eva Hudlicka..... 5

Welcome - Wednesday

Wednesday, 13th August 2008



ROOM B- 09.15-10.00

INVITED

Chair: Mokhtar Beldjehem, École Polytechnique de Montreal, Canada

INV-01

Granular Computing: A new Paradigm in Information Processing

JingTaoYao..... 5

10.00 - 10.30

COFFEE BREAK

Wednesday, 13th August 2008

10.30 – 12.30



ROOM A- 10.30-12.00

PATH FINDING AND MAPS

Chair: Jörg Kienzle, McGill University, Montreal, Canada

GAMEON_NA_03

A Territory based Path Finding Approach for Computer Games

Jiajia Tang and Liang Chen..... 15

GAMEON_NA_01

Dynamic Motion Patches in Configurable Environments for Character Animation and Path Planning

Kelson Gist and Xin Li 21

GAMEON_NA_02

Playable Maps /Sensitive Maps: Materializing the Learner's Mental Map

Sandro Varano, Jean-Claude Bignon and Didier Bur 30



ROOM B- 10.30-12.30

SOFT COMPUTING: THEORY AND PRACTICE

Chair: Mokhtar Beldjehem, École Polytechnique de Montreal, Canada

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Mokhtar Beldjehem..... 23

Wednesday, 13th August 2008

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Hasan Yousefi, S. Mohammad Mousavi, Arezou Jafari and Azita Soleymani..... 31

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Ayan Acharya, Aritra Banerjee, Amit Konar and Mokhtar Beldjehem..... 37

12.30 - 14.00

LUNCH BREAK

14.00 – 15.00



ROOM A- 14.00-15.00

TUTORIAL I

Chair: Clark Verbrugge, McGill University, Montreal, Canada

TUT-1

Affective Computing for Game Development

Eva Hudlicka..... 5



ROOM B- 14.00-15.00

INVITED SPEAKER II

Chair: Mokhtar Beldjehem, École Polytechnique de Montreal, Canada

INV-02

Glorious Accidents or Expected Results?

Peter Grogono 9

15.00 - 15.30

COFFEE BREAK

Wednesday, 13th August 2008

15.30 – 17.30



ROOM A- 15.30-17.00

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Chair: Hans Vangheluwe, McGill University, Montreal, Canada

GAMEON_NA_08

Content-Adjustment Mechanism for Console Gaming

Jiajia Tang and Liang Chen..... 37

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ROOM B - 15.30-17.30

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Chair: Mokhtar Beldjehem, École Polytechnique de Montreal, Canada

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Monte Carlo Validation of Model Stability

Pierre N. Robillard and Simon Labelle 47

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Liberato Camilleri..... 52

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A Petri net framework for the modeling, simulation and data analysis of biological models

Simon Hardy and Pierre N. Robillard 57

Wednesday, 13th August 2008

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17.30 – 18.15



ROOM B - 17.30-18.15

INVITED SPEAKER

**Chair: Mokhtar Beldjehem, École Polytechnique de Montreal,
Canada**

INV_04

Probabilistic Reasoning in connection with Modelling and Simulation

Brigitte Jumard

17.15 - 18.30

GET-TOGETHER PARTY at the University

Thursday, 14th August 2008

HALLWAY

Registration

08.30 - 16.00

09.00 – 10.00



ROOM A- 09.00-10.00

DEMO SESSION

Chair: Jörg Kienzle, McGill University, Montreal, Canada

MORE INFORMATION AT THE CONFERENCE

Information about this session will be available upon registering on Wednesday Morning



ROOM B - 09.00-10.00

INVITED SPEAKER

Chair: Mokhtar Beldjehem, École Polytechnique de Montreal, Canada

INV-03

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Johann Schumann, Yan Liu and Pramod Gupta.....7

10.00 - 10.30

COFFEE BREAK

Thursday, 14th August 2008

10.30 - 12.30



ROOM A 10.30-12.30

GAME SCRIPTING AND GAME-AI

Chair: Hans Vangheluwe, McGill University, Montreal, Canada

GAMEON_NA_07

Using Lua as Script Language in Games Coded in Java

Gustavo Henrique Soares de Oliveira Lyrio and

Roberto de Beauclair Seixas 79

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Scripting with Active Performance Objects

V. Bonduro and M. Katchabaw 83

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GAMEON_NA_05

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Yingying She and Peter Grogono 108



ROOM B - 10.30-12.30

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Chair: Mokhtar Beldjehem, École Polytechnique de Montreal, Canada

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Simulation of a Human Machine Interaction: Locate Objects Using a Contextual
Assistant

Chikhaoui Belkacem and Pigot H el ene 75

Thursday, 14th August 2008

SOFTSIM_03

A Granular Framework for Recognition of Arabic Handwriting: The GOAVMREC System

Mokhtar Beldjehem..... 81

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Krzysztof Skrzypczyk, Krzysztof Fujarewicz and Adam Galuszka..... 89

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12.30 - 14.00

LUNCH BREAK

14.00 - 15.00

ROOM A - 14.00-15.00

TUTORIAL II

Chair: Clark Verbrugge, McGill University, Montreal, Canada



TUT-02

Understanding Wargame Outcomes (and Why they Make no Sense!)

Joseph M.Saur

ROOM B - 14.00-15.00

TUTORIAL

Chair: Mokhtar Beldjehem, Ecole Polytechnique de Montreal, Canada



TUT

Mining and Analyzing Web-Based Social Networks using ORA

Terrill L.Frantz

Parallel Sessions - Thursday

Thursday, 14th August 2008

**15.00 - 15.30
COFFEE BREAK**

15.30 – 17.00



**ROOM A - 15.30-17.00
INTERACTION AND IMMERSIVE GAMEPLAY
Chair: Hans Vangheluwe, McGill University, Montreal, Canada**

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<p>GAMEON_NA_18 Using Genetic Algorithms to evolve Character Behaviours in Modern Video Games T. Bullen and M. Katchabaw.....</p>	68
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**ROOM B 15.30-17.00
WBE COMPUTING AND INDUSTRIAL APPLICATIONS
Chair: Mokhtar Beldjehem, École Polytechnique de Montreal,
Canada**

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ROOM A - 17.00-17.15

CLOSING SESSION AND BEST PAPER AWARD

Chair: Hans Vangheluwe, McGill University, Montreal, Canada



ROOM B - 17.00-17.15

CLOSING SESSION AND BEST PAPER AWARD

Chair: Mokhtar Beldjehem, École Polytechnique de Montreal, Canada



20.00 – 22.30

GAMEON-NA-NASTEC 2008 Conference Dinner

Hôtel de l'Institut
Institut de tourisme et d'hôtellerie du
Québec
3535, rue Saint-Denis
Montréal (Québec) H2X 3P1
Tel.: (514) 282-5171
Fax: (514) 873-9893

Parallel Sessions - Thursday

Friday, 15th August 2008

HALLWAY

Meeting for the visit to Electronic Associates

09.30 - 09.45

10.00 – 12.00

10.00-12.00

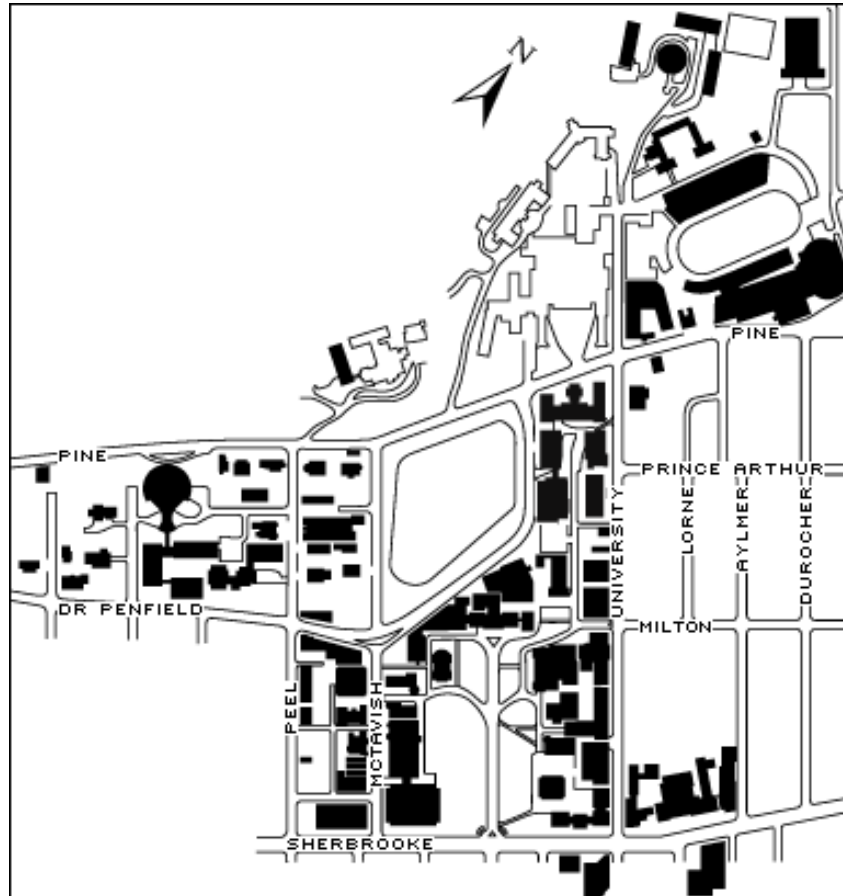
VISIT TO ELECTRONIC ASSOCIATES



EA Montreal
3 Place Ville Marie
Suite 12350
Mtl, Qc
H3B 5L6

**SEE YOU ALL NEXT YEAR
AT
GAMEON-NA'2009-NASTEC'2009**

Conference Site Map



McGill University

Map

Trottier Building

3630 University Street

Montreal, Quebec H3A 2B2

Building Opposite Prince Arthur

Conference Site Map

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 EUROSIS is to set up topic related Technical Committees which will 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
[Greenbridge NV](#)
Wetenschapspark 1
Plassendale 1
B-8400 Ostend Belgium
Tel: +32.59.255330
Fax: +32.59.255339
Email: Philippe.Geril@eurosis.org

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

I wish to organize a EUROSIS event, please contact me