GAME-ON-NA'2005 FINAL PROGRAMME

Overhead and LCD Projector are standard
The underlined authors are usually the presenters. Papers in grey boxes are candidates for the best paper award
Conference Site: McConnell Building, Seminar Room 103 and Lounge, McGill University
845 Sherbrooke St. West, Montreal, Canada. Contact Phone: +1.514.490.2040 ext 5203

Monday, August 22, 2005

08.30 - 17.00 Registration in front of room 103
08.30 - 09.00 Coffee/and Breakfast
09.00 - 09.15 Welcome:
Welcome Address and Day Plan
Marc Lanctot, McGill University, Montreal, Canada
Philippe Geril, Ghent University, Belgium

09.15 - 10.00 Session I

INVITED SPEAKER

09.15-10.00 Session Chairperson:
Marc Lanctot, McGill University, Montreal

INVITE-1
A Practical System for Real-Time Crowd Simulation on Next-Generation Game Platforms
Paul Kruszewski, BioGraphic

10.30 - 12.00 Session II:

GAME DESIGN AND AI

10.30-12.00 Session Chairperson:
Clark Verbrugge, McGill University, Montreal, Canada

GAMEON-3
Is Bayesian Imitation Learning the Route to Believable Gamebots?
Christian Thurau, Tobias Paczian and Christian Bauckhage................. 3
Monday, August 22, 2005

GAME-08
Creating Reactive Non Player Character Artificial Intelligence in Modern Video Games
Leif Gruenwoldt, Michael Katchabaw and Stephen Danton .................. 10

GAME-09
Modelica for the Generation of Physically Realistic Game Code
Hans Vangheluwe, Weigao Xu and Jörg Kienzle ............................... 55

GAME-07
An Experimental Testbed to Enable Auto-Dynamic Difficulty in Modern Video Games
Christine Bailey and Michael Katchabaw ............................................. 18

12.00  -  13.30  Lunch

13.30  -  14.15  Session III:

INVITED SPEAKER

13.30-14.15  Session Chairperson:
Hans Vangheluwe, McGill University, Montreal, Canada

INVITE-2
Behavior Patterns: A New Approach to NPC Behaviors
Duane Szafron, University of Alberta, Games Group

14.15  -  15.15  Session IV

STUDENT PAPERS

14.15-15.15  Session Chairperson:
Joerg Kienzle, McGill University, Montreal, Canada

GAME-STUD-01
Validating Virtual Training: Study of a forward Observer Simulator
J.P. McDonough and Mark Strom ....................................................... 47

GAME-STUD-02
Dark Waters: Spotlight on Immersion
Dominic Arsenault ........................................................................... 50
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<td>An Integrated On- and Off-Line Approach for Finding Cover in a Dynamic Environment</td>
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<td><strong>GAME-O5</strong></td>
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<td>(P)NFG: A Language and Runtime System for Structured Computer Narratives</td>
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<td>Christopher J.F. Pickett, Clark Verbrugge and Félix Martineau</td>
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**FREE EVENING**
Tuesday, August 23, 2005

08.30 - 09.00 Registration in front of room 103

08.30 - 09.00 Coffee/and Breakfast

09.00 - 09.15 Welcome:
Introduction and Day Plan
Marc Lanctot, McGill University, Montreal, Canada

09.15 - 10.00 Session VII

INVITED SPEAKER

09.15-10.00 Session Chairperson:
Clark Verbrugge, McGill University, Montreal, Canada

INVITE-4
Where Art and Computer Science Meet: Teaching Video Game Development at Queen's University
T.C. Nicholas Graham, Queens University

10.00 - 12.00 Company Visit to UBISOFT

12.30 - 13.30 Lunch

13.30 - 14.15 Session VIII

INVITED SPEAKER

13.30-14.15 Session Chairperson:
Marc Lanctot, McGill University, Montreal, Canada

INVITE-5
The Anatomy of Real-Time Physics Engines
Brian Cameron, UBISOFT
Tuesday, August 23, 2005

14.15 - 15.15  **Session IX:**

**GAME ENGINES**

14.15-15.15  **Session Chairperson:**

Hans Vangheluwe, McGill University, Montreal, Canada

**GAME-02**
A Pattern Catalog for Computer Role Playing Games  

**GAME-04**
On the Development of a Free RTS Game Engine  
Michael Buro and Timothy Furtak .................................................. 39

15.15 - 15.45  **Coffee Break**

15.45 - 16.30  **Session X:**

**TUTORIAL**

**MINUETO TUTORIAL**
Minueto is a game development framework created by Alexandre Denault.

16.30 - 17.30  **Session XI:**

**OPEN TABLE WORKSHOP**

**MAMMOTH TUTORIAL**
The topic is the design, progress, and academic potential of Mammoth: gr@m's to-be open Massive Multiplayer Online Gaming Framework..

17.30 - 17.45  **Session XII**

**CLOSING SESSION AND BEST PAPER AWARD**

19.00 - 22.30  **Conference Dinner**

Gibbys Restaurant, Old Montreal, 298 Place d'Youville, Montreal
NOTES