

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 Thureau, 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

Monday, August 22, 2005

15.15 - 15.45 **Coffee Break**

15.45 - 16.30 **Session V:**

INVITED SPEAKER

15.45-16.30

Session Chairperson:

Hans Vangheluwe, McGill University, Montreal, Canada

INVITE-3

An Integrated On- and Off-Line Approach for Finding Cover in a Dynamic Environment

Gregory Paull, Secret Level

16.30 - 17.00 **Session Vi:**

STORYTELLING

16.30-17.00

Session Chairperson:

Marc Lanctot, McGill University, Montreal, Canada

GAME-O5

(P)NFG: A Language and Runtime System for Structured Computer Narratives

Christopher J.F. Pickett, Clark Verbrugge and Félix Martineau **23**

17.30 - 18.30 **Get-Together-Party**

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

C. Onuczko, M. Cutumisu, D. Szafron, J. Schaeffer, M. McNaughton,
T. Roy, K. Waugh, M. Carbonaro and J. Siegel **33**

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

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