GAME-ON-NA'2006 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: Naval Postgraduate School, 700 Dyer Road, CA 93943-5001 Monterey, USA.
You will need to enter the main gate at Del Monte Avenue, where a list will be available at the guard house with your name and ID number. You local contact is Perry McDowell: Tel: +1.831.658.7591, Fax: +1.831.656.7599. The way to the room will be signposted.

Tuesday, September 19, 2006

08.30 - 15.00 Registration in front of the meeting room

09.00 - 09.15 Welcome:
Welcome Address and Day Plan
Perry McDowell, NPS, Monterey, USA
Philippe Geril, EUROIS-ETI, Belgium

09.15 - 10.00 Session I

KEYNOTE SPEAKER

09.15-10.00 Session Chairperson:
Perry McDowell, NPS, Monterey, USA

KEYNOTE
Creating Intelligent Agents through Neuroevolution
Risto Mikkulainen, University of Texas

10.30 - 12.00 Session II

GAME AI

10.30-12.00 Session Chairperson:
Chris Darken, NPS, Monterey, USA

GAME-AI_01
Web Services for Game AI: The ZÓCALO Architecture
Thomas M. Vernieri and R. Michael Young
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GAME-AI_02
Core Cognitive Modeling in Avatar Design
James Peterson ................................................................. 18

GAME-AI_04
Model Based Design of GAME-AI
Alexandre Denault, Joerg Kienzle and Hans Vangheluwe ............. 67

12.00 - 14.00 Lunch

14.00 - 15.00 Session III

INVITED SPEAKER

14.00-15.00
Session Chairperson:
Michael Young, NC State University, Raleigh, USA

INVITE
Security Challenges in Networked Games
Madjid Merabti and Abdennour El-Rhalibi.................................... 5

15.00 - 15.30 Coffee Break

15.30 - 16.30 Session IV

GAME DESIGN I

15.30-16.30
Session Chairperson:
Eric Johnson, NPS, Monterey, USA

GAME-STUD_01
Infinite Games Engine
Patrick Hofmann ................................................................. 23

GAME-MULTI_01
Path Finding for Large Scale Multiplayer Computer Games
Marc Lanctot, Nicolas Ng Man Sun and Clark Verbrugge............... 26
Tuesday, September 19, 2006

19.00 - 22.30    Conference Dinner
Wednesday, September 20, 2006

08.30 - 09.00  Registration in front of the meeting room

09.00 - 10.00  Session V

GAME DESIGN II

09.00-10.00  Session Chairperson:
Perry McDowell, NPS, Monterey, USA

GAME-DESIGN_02
Instrumentation of Video Game Software to Support Automated Content Analyses
T. Bullen, M. Katchabaw and N. Dyer-Witheford........................................34

GAME-DESIGN_01
Design and Implementation of Optimistic Constructs for Latency Masking in Online Video Games
Shayne Burgess and Michael Katchabaw.............................................39

10.00 - 10.30  Coffee Break

10.30 - 12.00  Session VI

EDUCATION AND ART IN GAMES

10.30-12.00  Session Chairperson:
Will Clapham, NPS, Monterey, USA

GAME-EDU_01
game @ VU – developing a masterclass for high-school students using the Half-life 2 SDK
A. Eliens and S.V. Bhikharie .................................................................49

GAME-EDU_02
Adapting a Commercial Role-Playing Game for Educational Computer Game Production
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GAME-ART_01
Odyssee – explorations in mixed reality theatre using DirectX 9
A. Eliens.......................................................................................................................... 62

12.00 - 14.00 Lunch

14.00 - 15.00 Session VII

Delta3D Game Engine

14.00-15.00 Session Chairperson:
Perry McDowell, NPS, Monterey, USA

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Delta3D Game Engine’s Integration with Educational Software for Serious Games Use
Perry McDowell

15.00 - 15.30 Coffee Break

15.30 - 16.30 VISIT TO GAMES LABS OF NPS

16.30 - 16.45 Session VIII

CLOSING SESSION AND BEST PAPER AWARD
NOTES
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