FINAL PROGRAMME

28 – 30 September 2011

Rensselaer Polytechnic Institute, Troy, USA

Organized by

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Model Benders LLC

The **MOVES** Institute

GAME-ON-NA'2011-NASTEC'2011 FINAL PROGRAMME

Overhead and LCD Projector are standard
The underlined authors are usually the presenters.
Conference Site: EMPACT Studio Beta, RPI. The way to the meeting room will be signposted.
Wireless will be available.

Wednesday, September 28, 2011

09.00 - 15.30   **Registration in front of the meeting room**

09.30 - 09.45   **Welcome:**
                                 Welcome Address
                                 Mei Si, Rensselaer Polytechnic Institute, Troy, USA

09.45 - 11.00   **Session I**

                                          INVITED SPEAKER

09.45-11.00   **Session Chairperson:**
                                   Mei Si, Rensselaer Polytechnic Institute, Troy, USA

                                 INVITE I
                                 Activating narcissus: embodying cognition through serious games
                                 and emerging technology to enhance social and behavioral change.
                                 Heidi Boisvert, Creative Director & Founder, futurePerfect Lab

11.00 - 11.30   **Coffee Break**

11.30 - 13.00   **Session II**

                                   GAME METHODOLOGY AND DESIGN

11.30-13.00   **Session Chairperson:**
                                   Mei Si, Rensselaer Polytechnic Institute, Troy, USA

                                 GAMEON-NA_METH_03
                                 Procedural Generation of Sokoban Levels
                                 Joshua Taylor and Ian Parberry **5**

Wednesday, September 28, 2011

GAMEON-NA_AI_01
Deploying Fuzzy Logic in a Boxing Game
Hamid Reza Nasrinpour, Siavash Malektaji, Mahdi Aliyari Shoorehdeli
and Mohammad Teshnehlab **...13**

GSAS program at RPI
Ben Chang, RPI

13.00 - 14.00   **Lunch**

14.00 - 15.00   **Session III**
                     INVITED SPEAKER

14.00-15.00   **Session Chairperson:**
      Mei Si, Rensselaer Polytechnic Institute, Troy, USA

       INVITE II
       Title to be announced
       1st playable

15.00 - 15.30   **Coffee Break**

15.30 - 17.00   **Session IV**

                   SERIOUS GAMING

15.30-17.00   **Session Chairperson:**
      Mei Si, Rensselaer Polytechnic Institute, Troy, USA

       GAMEON-NA_SER_01
       Didactic Games System: Fifteen Years of Development in Military
       Simulation
       Gustavo Henrique Soares de Oliveira Lyrio
       and Roberto de Beauclair Seixas **.......................................45**

Wednesday, September 28, 2011

18.30 - 23.00   **Conference Dinner**

All participants are invited to the conference dinner which will be held outside Rensselaer Polytechnic Institute

Thursday, September 29, 2011

09.00 - 13.00 **Registration in front of the meeting room**

09.30 - 11.00 **Session V**

Session V

INVITED SPEAKER

09.30-11.00 **Session Chairperson:**
  Mei Si, Rensselaer Polytechnic Institute, Troy, USA

INVITE III
Increasing Agency in Interactive Stories: Building and Evaluating an A.I. Game Master
David Thue, University of Alberta, Canada

11.00 - 11.30 **Coffee Break**

11.30 - 13.00 **Session VI**

GAME GRAPHICS AND MOTION

11.30-13.00 **Session Chairperson:**
  Mei Si, Rensselaer Polytechnic Institute, Troy, USA

Thursday, September 29, 2011

13.00 - 14.00   **Lunch**

14.00 - 15.00   **VISIT**

VISIT I

14.00-15.00   **Visit under the direction of:**
                           Mei Si, Rensselaer Polytechnic Institute, Troy, USA

                           Visit to EMPAC

15.00 - 15.30   **Coffee Break**

15.30-16.30   **Session VII**

NASTEC

15.30-16.30   **Session Chairperson:**
                           Mei Si, Rensselaer Polytechnic Institute, Troy, USA

                           NASTEC_01
                           Optimization of Production Maintenance Policy based on the
                           Production Rate with a Discrete Event Simulation

                           GAMEON_NA_NEW
                           Modeling Human Realistic Locomotion Using Dynamic Systems
                           Mei Si

CLOSING SESSION

16.30-16.45   **Session Chairperson:**
                           Mei Si, Rensselaer Polytechnic Institute, Troy, USA
                           Philippe Geril, EUROSIS-ETI

Friday, September 30, 2011

09.00 - 11.00   **COMPANY VISIT to 1ˢᵗ Playable**

COMPANY VISIT

09.00-11.00   **Participants are invited to come and visit 1ˢᵗ Playable. We will meet at the conference site and walk from there at 09.00 a.m.**

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.
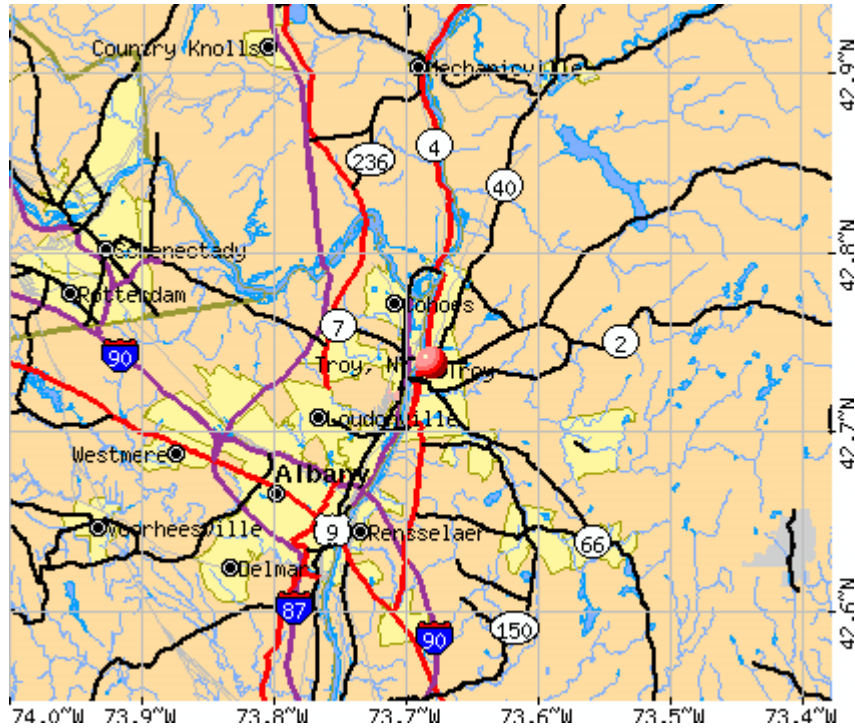

SEE YOU NEXT YEAR AT
GAMEON-NA 2012
August 22-24, 2012
Digipen Institute of Technology, Redmond WA, USA

Proposals for special tracks/tutorials/demos
can be sent in by December 30ᵗʰ 2011

TROY MAPS

Troy and Albany

Location of Rensselaer Polytechnic Institute in Troy

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 confer-ences.

The aim of the Society is setting 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

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Please send me info on EUROSIS:
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