

# GAME-ON'2004 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: Het Pand, Ghent University  
Ghent , Belgium

## Thursday, November 25, 2004

10.00 - 17.00 **Registration at Het Pand**

10.00 - 10.30 **Coffee/Tea Break**

10.30 - 10.45 **Welcome:**

**Welcome Address**

Abdenmour Al-Rhalibi, Liverpool John Moores University, UK

Philippe Geril, University of Ghent, Belgium

10.45 - 11.15 **Session I**

### KEYNOTE SPEAKER

**10.45-11.15**

**Session Chairperson:**

**Abdenmour Al-Rhalibi, Liverpool John Moores University, UK**

**KEYNOTE:**

**The Art of Simulation (some thoughts on the evolution of simulation)**

Ghislain Vansteenkiste

11.15 - 12.30 **Session II:**

### GAME DESIGN AND EDUCATION

**11.15-12.30**

**Session Chairperson:**

**Abdenmour Al-Rhalibi, Liverpool John Moores University, UK**

**GAME-17**

**Designing Challenges and Conflicts: A Tool for Structured Idea Formulation in Computer Games**

Stephen Tang, Kolej Tunku Abdul Rahman, Martin Hanneghan

and Abdenmour El Rhalibi ..... **111**

## Thursday, November 25, 2004

### GAME-20

**Adapting mainstream multimedia games for severely visually impaired children**

Dominique Archambault, Aurelie Baud, Sylvain Lerebourg  
and Damien Olivier..... 119

12.30 - 13.30 **Lunch**

13.30 - 15.00 **Session III:**

### GAME AI I

**13.30-15.00**

**Session Chairperson:**

**Abdenmour Al-Rhalibi, Liverpool John Moores University, UK**

### GAME-2

**A novel platform to develop mundane skills in artificial players**

Alasdair Macleod.....5

### GAME-3

**Force Non Player Characters to learn**

Tambellini William, Cédric Sanza and Yves Duthen.....10

### GAME-6

**Integrated On- and Off-Line Cover Finding and Exploitation**

Gregory H. Paull and Christian J. Darken .....15

15.00 - 15.30 **Coffee/Tea Break**

**Thursday, November 25, 2004**

15.30 - 17.30 **Session IV:**

**GAME AI II**

**15.30-17.30**

**Session Chairperson:**

**Leon Rothkrantz, TU Delft, Delft, The Netherlands**

**GAME-8**

**Towards a Fair n Square Aimbot - Using Mixtures of Experts to Learn Context Aware Weapon Handling**

Christian Bauckhage and Christian Thureau ..... 20

**GAME-14**

**Agents Based Design for a Peer-to-Peer MMOG Architecture**

Abdenmour El Rhalibi and Madjid Merabti ..... 25

**GAME-16**

**Difficulty Scaling of Game AI**

Pieter Spronck, Ida Sprinkhuizen-Kuyper and Eric Postma..... 33

**GAME-13**

**Development of a Cooperative Multiagent System to Facilitate Leadership Roles in Computer Entertainment**

Nick Baker and Abdenmour El Rhalibi ..... 38

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

**FREE EVENING**

## Friday, November 26, 2004

08.30 - 12.00      **Registration at Het Pand**

**09.00-10.00**      **Session V**

### AIBO BASED APPLICATIONS

**09.00-10.00**

**Session Chairperson:**

**Abdenmour Al-Rhalibi, Liverpool John Moores University, UK**

#### GAME-11

**AIBO Robot as a Soccer and Rescue Game Player**

D. Datcu, M. Richert, T. Roberti, W. de Vries and L.J.M. Rothkrantz..... 45

#### GAME-19

**Video Based Interface of AIBO for Natural Interactions**

Yoshiaki Akazawa, Shigeru Takano, Yoshihiro Okada and Koichi Nijjima .. 50

10.00 - 10.30      **Coffee/Tea Break**

**10.30- 12.00**      **Session VI:**

### GAME ANIMATION AND SIMULATION

**10.30-12.00-**

**Session Chairperson:**

**Pieter Spronck, University of Maastricht, Maastricht, The Netherlands**

#### GAME-5

**Individualised Character Motion using Weighted Real Time Inverse Kinematics**

Michael Meredith and Steve Maddock..... 57

#### GAME-18

**Simplifying Massive Datasets Simplification with Color and Texture in 3D Real-Time Game Engine Development**

Tan Kim Heok, Daut Daman, Abdullah Bade and Mohd Shahrizal Sunar ..... 65

#### GAME-1

**Adaptive Real-time Control Flight Simulation Using Neural Networks**

H. Chen, T. R. Wan and R.A. Earnshaw ..... 71

# Friday, November 26, 2004

12.00 - 13.30

**Lunch Break**

13.30 -17.00

**Company Visit to LARIAN STUDIOS, Oudenaarde, Belgium**

**From Kortrijk**

- Follow E17/A14 in the direction of Gent
- Follow direction Kortrijk (E17) at intersection E40-E17
- At E17 take Exit 8 Oudenaarde/De Pinte/Zevergem
- Turn right and follow the N60 in the direction of Oudenaarde
- At the 1st roundabout, take the 2nd exit and continue on the N60
- At the 2nd roundabout, take the 2nd exit and continue on the N60
- At the 3rd roundabout, take the 1st exit and continue on the N60
- Follow for about 3 kilometers (at the left side you see shops like Aldi, Opel, Heytens, Meubelweelde,...)
- After the sign "Salons Mantovani" (at your right side) turn right
- Arrival in "Doorn", follow for about 200 metres

**From Antwerpen**

- Follow E17/A14 in the direction of Gent
- At E17 take Exit 8 Oudenaarde/De Pinte/Zevergem
- Turn right and follow the N60 in the direction of Oudenaarde
- At the 1st roundabout, take the 2nd exit and continue on the N60
- At the 2nd roundabout, take the 2nd exit and continue on the N60
- At the 3rd roundabout, take the 1st exit and continue on the N60
- Follow for about 3 kilometers (at the left side you see shops like Aldi, Opel, Heytens, Meubelweelde,...)
- After the sign "Salons Mantovani" (at your right side) turn right
- Arrival in "Doorn", follow for about 200 metres

**From Brussels**

- Follow E40/A10 Brussel-Oostende
- Follow direction Kortrijk (E17) at intersection E40-E17
- At E17 take Exit 8 Oudenaarde/De Pinte/Zevergem
- Turn right and follow the N60 in the direction of Oudenaarde
- At the 1st roundabout, take the 2nd exit and continue on the N60
- At the 2nd roundabout, take the 2nd exit and continue on the N60
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- Follow for about 3 kilometers (at the left side you see shops like Aldi, Opel, Heytens, Meubelweelde,...)
- After the sign "Salons Mantovani" (at your right side) turn right
- Arrival in "Doorn", follow for about 200 metres

**LARIAN studios**

Doorn 17 bis  
B-9700 Oudenaarde  
tel: 055-23.99.16

18.30 - 20.00

**City Tour on Foot with as end destination the Conference Dinner Restaurant**

20.00 - 22.30

**Conference Dinner**

**De Acht Zaligheden, Oudburg, B-9000 Ghent. Tel: 09 224 31 97**

## Saturday, November 27, 2004

08.30 - 09.00      **Registration at Het Pand**

**09.00            10.00 Session VII:**

### VIRTUAL ENVIRONMENTS AND GAME SPACE I

**09.00-10.00**

**Session Chairperson:**

**Pieter Spronck, University of Maastricht, Maastricht, The Netherlands**

**GAME-8**

**Dynamic Scene Occlusion Culling in 3D Virtual Environments**

Baldeve Paunoo and Daut Daman ..... 79

**GAME-10**

**An Architecture for Domain-Independent Collaborative Virtual Environments**

Ahmed BinSubaih, Steve Maddock and Daniela Romano ..... 84

10.00-10.30      **Coffee/Tea Break**

10.30 - 12.00      **Session VIII**

### VIRTUAL ENVIRONMENTS AND GAME SPACE II

**11.00-12.30**

**Session Chairperson:**

**Leon Rothkrantz, TU Delft, Delft, The Netherlands**

**GAME-12**

**Locally-Adaptive Virtual Environments in Persistent-state Multi-player Games**

Marc Lanctot and Clark Verbrugge ..... 89

**GAME-15**

**Exploring Game Space - From Mobile Gaming to Location-Based Mixed-Reality Entertainment**

Volker Paelke, Christian Reimann and Markus Koch ..... 97

**Saturday, November 27, 2004**

**GAME-21**

**Haptic Interface for Spatial Awareness in Games**

**Lubo Jankovic and Aineias Martos ..... 102**

12.30 - 12.45

**Session IX**

**CLOSING SESSION AND BEST PAPER AWARD**

**12.30-12.45**

Philippe Geril, EUROSIS

**SEE YOU NEXT YEAR NOVEMBER IN LIVERPOOL,  
UK  
AT THE LIVERPOOL JOHN MOORE UNIVERSITY  
FOR  
GAME'ON 2005**

# NOTES



