GAME-ON'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: Room 125, Queens Building, De Montfort University, Mill Lane
Leicester, United Kingdom

Thursday, November 24, 2005

08.30 - 12.30 Registration at the Queens Building

09.00 - 09.15 Welcome:
Welcome Address
Marwan Al-Akaidi, De Montfort University, Leicester, United Kingdom
Professor David Ash, Dean of Faculty, De Montfort University, Leicester, United Kingdom

09.15 - 10.00 Session I

KEYNOTE SPEAKER

10.45-11.15 Session Chairperson:
Marwan Al-Akaidi, De Montfort University, Leicester, UK

KEYNOTE:
42 Milliseconds
Jim Parker, University of Calgary, Calgary, Canada

10.00 - 10.30 Coffee/Tea Break

10.30 - 12.30 Session II:

SIMULATION AND AI

10.30-12.30 Session Chairperson:
Ingo Steinhauser, Binary Illusions, Braunschweig, Germany

AI-01
Carcassonne Java Jess Expert Game: Intelligent Board Games and Query-Based Utility Reasoning
René Molenaar, Ludo Maat and L.J.M. Rothkrantz.......................... 5
Thursday, November 24, 2005

AI-02
Hybrid fuzzy system and Fuzzy behaviour implemented in Computer Go
P.Lekhavat and C.J. Hinde ................................................................. 10

AI-03
Optimising Reinforcement learning for neural networks
Evan Hurwitz and Tshilidzi Marwala ................................................. 13

AI-04
Simple Games that Teach Artificial Intelligence
Alasdair Macleod ................................................................. 19

12.30 - 14.00 Lunch

14.00 - 15.00 VISIT TO THE VIRTUAL REALITY SUITE

15.00 - 15.30 Coffee/Tea Break

15.30 - 17.30 Session III

ROBOTS, SYNTHETIC CHARACTERS AND AGENTS

15.30-17.30 Session Chairperson:
Abdennour Al-Rhalibi, Liverpool John Moores University, UK

AI-06
Situation Switching in the AIBO Robot
Zhenke Yang and Leon Rothkrantz .................................................. 24

AI-05
Advanced Synthetic Characters, Evil, and E*
Selmer Bringsjord, Sangeet Khemlani, Konstantine Arkoudas, Chris McEvoy, Marc Destefano and Matthew Daigle ............................................. 31

NN-04
Harnessing Agent-based Games Research for Analysis of Collective Agent Behaviour in Critical Settings
Abdennour El Rhalibi and A. Taleb-Bendiab ...................................... 101
Thursday, November 24, 2005

NN-01
Simulation and Modeling of Adversarial Games
Erol Gelenbe, Varol Kaptan and Yu Wang................................................. 40

19.30  -  22.00  CONFERENCE DINNER at the Curry House, London Road
Friday, November 25, 2005

08.30 - 09.30  Registration at the Queens Building

09.30 - 10.00  Session IV

TC MEETING

09.30-10.00  Session Chairperson:
Philippe Geril, Ghent University, Ghent, Belgium

Information meeting on the EUROSI S TC on Games
Philippe Wride of 4 Kings

10.00 - 10.30  Coffee/Tea Break

10.30 - 12.00  Session V

GAME PHYSICS, FACIAL ANIMATION AND DESIGN

10.30-12.30-  Session Chairperson:
Jim Parker, University of Calgary, Calgary, Canada

PHYSICS-01
Enhancing Game Physics using Gauss Map Computation
L. Alboul, G. Echeverria and M. Rodrigues...............................47

PHYSICS-02
Issues in the Physics of a Motocross Simulation
Benoit Chaperot and Colin Fyfe-------------------------------52

FACSIM-01
Producing Animations from 3D Face Scans
Alan Robinson, Marcos A Rodrigues and Lyuba Alboul...............57

GAMEDES-01
Application of Volere Shells as a principled Approach to Require-
ments Capture and Test Planning for Computer Games
Robert Clutton and Andrew Tuson..............................67
Friday, November 25, 2005

12.00 - 14.00 Lunch Break
14.00 - 15.00 Registration at the Queens Building
14.00 - 15.00 Session VI

GAME DESIGN

14.00-15.00 Session Chairperson:
Ingo Steinhauser, Binary Illusions, Braunschweig, Germany

GAMEDES-02
Modelling and Prototyping for Psychological Time in Games
David England and Abdennour El-Rhalibi .................................................. 71

NN-02
Space Syntax Graph Theoretic Methods applied to an investigation into the navigability of large scale virtual game environments
Nicholas SC Dalton .................................................................................... 75

15.00 - 15.30 Coffee/Tea Break
15.30 - 17.00 Session VII

ONLINE GAMES RESEARCH

15.30-17.00 Session Chairperson:
Jim Parker, University of Calgary, Calgary, Canada

ONLINE-01
Requirements for Communication Frameworks for Mobile Games on Ad Hoc Networks
Stefan Fiedler and Michael Weber ............................................................. 85

ONLINE-02
Optimization of Multi-Player Online Game, Server based on Predicted Dynamic System
Soon-Jeong Ahn, Woo-Suk Ju, Ying Quan and Choong-Jae Im............. 88
Friday, November 25, 2005

**NN-03**
Hierarchical Solution to Scalability Issues in P2P MMOG
Abdennour El Rhalibi and Madjid Merabti ........................................ 94

17.00 - 17.15  
Session IX

**CLOSING SESSION AND BEST PAPER AWARD**

17.15-17.30  
Session Chairperson:
Philippe Geril, Ghent University, Ghent, Belgium

SEE YOU NEXT YEAR IN

MONTEREY, USA FOR GAMEON NA 2006

BRAUNSCHWEIG, GERMANY FOR GAMEON 2006

AND

KYOTO, JAPAN FOR GAMEON ASIA 2007