

# FINAL PROGRAM



17 – 19 November 2008



UNIVERSIDAD  
POLITECNICA  
DE VALENCIA



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# GAME-ON'2008 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:UPV, FIV Facultat d'Informàtica, Camí de Vera, s/n, 46022 Valencia, Spain,  
 Tel: +34 963877204,  Fax: +34 963877205,  E-mail: [int\\_fi@upvnet.upv.es](mailto:int_fi@upvnet.upv.es) The way to the meeting room will be signposted.

## Monday, November 17, 2008

08.30 - 15.00 **Registration in front of the meeting room**

09.00 - 09.15 **Welcome:**

### **Welcome Address**

Juan Peiró López Vice-rector of Culture

Emilio Sanchís Arnal, Dean of the FIV

One of the Organizers of the Week of Videogames (TBA)

09.15 - 10.00 **Session I**

### **INVITED SPEAKER**

**09.15-10.00**

### **Session Chairperson:**

**Toni Barella, UPV, Valencia, Spain**

### **INVITE**

**Procedural modelling - Towards infinite game worlds**

Rafael Bidarra

10.00 - 10.30 **Coffee Break**

10.30 - 12.30 **Session II**

### **AI BEHAVIOUR AND PROGRAMMING**

**10.30-12.30**

### **Session Chairperson:**

**Gustavo Aranda, UPV, Valencia, Spain**

### **AI\_02**

**Automatable Evaluation Method Oriented toward Behaviour Believability for Video Games**

Fabien Tence and Cedric Buche..... **39**

## Monday, November 17, 2008

### AI\_10

**Evolving believable behaviours for first person shooter games**

Dave Saunders and Colm O’Riordan..... 44

### AI\_06

**Rapid Adaptation of Video Game AI**

Sander Bakkes, Pieter Spronck and Jaap van den Herik ..... 69

### AI\_11

**Compacting a Rule Base into an and/or Diagram for Game AI**

Samuel Manier and Olivier Sigaud..... 77

12.30 - 14.00

**Lunch**

14.00 - 15.00

**Session III**

### GAME METHODOLOGY

14.00-15.00

**Session Chairperson:**

**Ramon Molla, UPV, Valencia, Spain**

### METH\_03

**Model Driven Game Development: 2D Platform Game Prototyping**

Emanuel Montero Reyno and José Á. Carsí Cubel..... 5

### METH\_05

**HACCS: A Hierarchical Approach to Continuum Crowd Simulation**

Christopher Mitchell Deeb and Xin Li..... 8

15.00 - 15.30

**Coffee Break**

## Monday, November 17, 2008

15.30 - 17.00 **Session IV**

### GAME GRAPHICS

15.30-17.00

**Session Chairperson:**  
M.Carmen Juan, UPV, Valencia, Spain

#### GRAPH\_01

**Use of LoD Techniques in Luminance Changes on Video Games**

Iñigo Barona, Ramón Mollá, Francisco López and M<sup>a</sup> Carmen Juan... 17

#### GRAPH\_02

**IntelligentBox as Development System for SaaS Applications  
Including Web-based 3D Games**

Yoshihiro Okada ..... 22

#### GRAPH\_03

**Transformation and Interpolation with VQM Structure**

Xin Li, Cody Luitjens and Michael Beach ..... 27

17.00 - 17.30 **Educational Programme**

### EDUCATIONAL PROGRAMME

17.00-17.30

**Session Chairperson:**  
Ramon Molla, UPV, Valencia, Spain

**DAE: Digital Arts and Entertainment**

Kristel Balcaen, HOWEST, Kortrijk, Belgium

### FREE EVENING

## Tuesday, November 18, 2008

08.30 - 15.00 **Registration in front of the meeting room**

09.00 - 10.00 **Session V**

### Session V

#### TEAM BUILDING

09.00-10.00

**Session Chairperson:**  
Toni Barella, UPV, Valencia, Spain

#### AI\_12

**Emerging Team Collaboration by Social Reinforcement**

J. Fabregat-Pinilla and C. Carrascosa ..... 117

#### AI\_01

**Generating Emergent Team Strategies in Football Simulation  
Videogames via Genetic Algorithms**

Antonio J. Fernández, Carlos Cotta and Rafael Campaña Ceballos ... 120

10.00 - 10.30 **Coffee Break**

10.30 - 12.30 **Session VI**

#### NEURAL NETWORKS AND AGENT BASED SIMULATION

10.30-12.30

**Session Chairperson:**  
Carlos Carrascosa, UPV, Valencia, Spain

#### AI\_13

**Da Vinci Code Game An Neural Network approach to an imperfect  
information game**

Jeroen Boogaard and Leon Rothkrantz ..... 85

#### AI\_14

**Extending Game Technologies with Virtual Reality and Multi-Agent  
Systems**

A. Barella, C. Carrascosa and V. Botti ..... 94

**Tuesday, November 18, 2008**

<p><b>SER_04</b>  <b>Agent Based Serious Gaming; Simulating the Perception Bias on Innovation Diffusion</b>            Marco Remondino, Marco Pironti and <u>Roberto Schiesari</u> ..... <b>99</b></p>
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**METH\_04**  
**Mshindi – an Awalé winner**  
 Vincent de Boer and Leon Rothkrantz ..... **107**

12.30 - 14.00      **Lunch**

14.00 - 15.30      **Session VII**

**GAME-AI ANALYSIS**

**14.00-15.30**                      **Session Chairperson:**  
    **Toni Barella, UPV, Valencia, Spain**

**AI\_05**  
**Analysing the Fitness Landscape of an Abstract Real-Time Strategy Game**  
David Keaveney and Colm O’Riordan ..... **51**

**AI\_09**  
**An Analysis of Fitness Landscape in the Evolution Social Structures for Computer Games**  
Alan Cunningham and Colm O’Riordan ..... **61**

**AI\_08**  
**MASTERGOAL: An Interesting Testbed for AI Techniques**  
 Alberto Samaniego, Alejandro Alliana and Benjamín Barán ..... **56**

15.30 - 16.00      **Coffee Break**

**Tuesday, November 18, 2008**

16.00 - 17.30 **Visit to the ASIC UPV Facilities**

**We will be shown the CAVE (Virtual Reality Immersion) and “Visionarium” (a 3D Movies environment) and a 3D Scanner.**

20.00 - 23.00 **Conference Dinner**



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## Wednesday, November 19, 2008

08.30 - 09.30 **Registration in front of the meeting room**

09.00 - 10.00 **Session VIII**

### Session IX

#### EDUCATION AND SOCIAL NETWORKS I

09.00-10.00

**Session Chairperson:**  
Gustavo Aranda, UPV, Valencia, Spain

##### SER\_02

##### MyHeart

Juan Albero Sanchis ..... 129

##### EDU\_01

##### XIMPEL Interactive Video - between narrative(s) and game play

Anton Eliëns, Hugo Huurdeman, Marek van de Watering  
and Winoe Bhikharie ..... 132

10.00 - 10.30 **Coffee Break**

10.30 - 12.30 **Session IX**

#### EDUCATION AND SOCIAL NETWORKS II

10.30-12.30

**Session Chairperson:**  
Ramon Molla, UPV, Valencia, Spain

##### EDU\_02

##### Online Gaming Communities: A Practical Shortlist

Marek R. van de Watering, Winoe Bhikharie, Hugo C. Huurdeman  
and Anton Eliëns ..... 137

##### AI\_07

##### MMOG based on MAS: A Game-Independent Ontology

G. Aranda, C.Carrascosa and V.Botti ..... 141



## Wednesday, November 19, 2008

### EDU\_03

**Edutainment games included as activities in the Summer School of the Technical University of Valencia**

M. Carmen Juan, David Furió, Ramón Mollá, M. José Vicent, Roberto Vivó and Miguelón Giménez ..... 147

### SER\_03

**Humming in Facebook: An overview of Social Network platform architectures**

Ken Newman ..... 152

12.30 - 12.45 **Session X**

### CLOSING SESSION AND BEST PAPER AWARD

12.30-12.45

**Session Chairperson:**

**Toni Barella, General Conference Chair GAMEON'2008, UPV**

**Philippe Geril, EUROSIS-ETI**

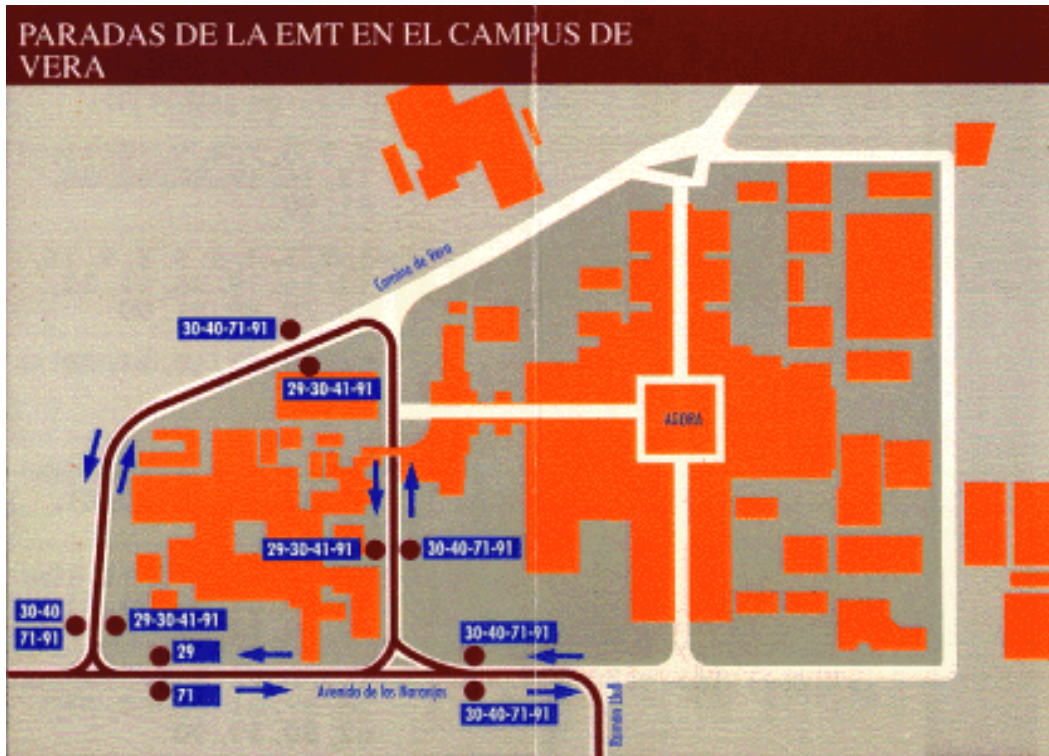
**Vicente Botti Navarro, Vice Rector of Technology, UPV**

**SEE YOU ALL NEXT YEAR AT  
GAMEON 2009**

**November 2009  
Duesseldorf, Germany**

**Proposals for special tracks/tutorials/demos  
can be sent in by March 30<sup>th</sup> 2009**

## CONFERENCE LOCATION



and Bus Stops

# NOTES

# 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 conferences.

The aim of the new Society will be to set 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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