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 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

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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 Mª 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
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**SER_04**
Agent Based Serious Gaming; Simulating the Perception Bias on Innovation Diffusion
Marco Remondino, Marco Pironti and Roberto Schiesari ........................ 99

**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
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16.00 - 17.30  Visit to the ASIC UPV Facilities

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

20.00 - 23.00  Conference Dinner

Bamboo de Colón
Mercado de Colon, Planta Baja
E-46004 Valencia, Spain
☎+34.963.53.03.37
✉Email: bamboodecolon@grupoelalto.com
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
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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 30th 2009
CONFERENCE LOCATION

and Bus Stops
NOTES
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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