FINAL PROGRAM

Game-On

26 – 28 November 2009
Mediadesign Hochschule Düsseldorf

Organized by

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GAME-ON’2009 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: Mediadesign Hochschule, University of Applied Sciences, Werdener Str 4, 40227 Düsseldorf 📞Tel: +49 (0211) 17 9393 24, Fax: +49 (0211) 17 9393 17 🌐E-mail: l.breitlauch@mediadesign-fh.de The way to the meeting room will be signposted.

Thursday, November 26, 2009

09.00 - 15.00  Registration in front of the meeting room

09.30 - 09.45  Welcome:
               Welcome Address
               Prof. Linda Breitlauch, Mediadesign Hochschule

09.45 - 10.30  Session I

  KEYNOTE SPEAKER

09.45-10.30  Session Chairperson:
              Linda Breitlauch, Mediadesign Hochschule, Düsseldorf, Germany

  KEYNOTE
  Challenges of AI in Games
  Jan-Anton Derer

10.30 - 11.00  Coffee Break

11.00 - 12.30  Session II

  GAME METHODOLOGY

10.30-12.30  Session Chairperson:
              Christof Rezk-Salama, Mediadesign Hochschule, Düsseldorf, Germany

  METH_01
  Explorations in Player Motivations: Game Mechanics
  Barbaros Bostan and Ugur Kaplancali ............................................. 5
Thursday, November 26, 2009

VIR_03
Psychologically Verified Player Modelling
Giel van Lankveld, Sonny Schreurs and Pieter Spronck...................... 12

METH_02
An Approach to providing Feedback at the Design Phase in Game Authoring Tools
Fergal Costello and Colm O’Riordan ................................................... 20

12.30 - 14.00  Lunch

14.00 - 15.00  Session III

ONLINE GAMING

14.00-15.00  Session Chairperson:
Christof Rezk-Salama, Mediadesign Hochschule, Düsseldorf, Germany

ONLINE_01
The Profi League Continues – An Online Gaming Community for Professional Players
Michael Ehret, Tobias Fritsch and Benjamin Voigt................................. 47

ONLINE_02
Analysis of User Trajectories Based on Data Distribution and State Transition: a Case Study with a Massively Multiplayer Online Game Angel Love Online
Ruck Thawonmas, Junichi Oda and Kuan-Ta Chen ............................... 56

15.00 - 15.30  Coffee Break
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15.30 - 17.00  Session IV

GAME GRAPHICS

15.30-17.00  Session Chairperson:
Jan-Anton Derer, Berlin, Germany

GRAPH_01
Rendering Water and Land Interaction using a Spring System
Yifan Sui and Andrew Davison...........................................25

GRAPH_04
Responsive Real-Time Simulation of Ground Vegetation for Games
Jens Orthmann, Christof Rezk Salama and Andreas Kolb .............30

GRAPH_03
Towards Image Based Rendering in Computer Games
Christof Rezk-Salama and Severin Todt.....................................38

17.00 - 18.00  LABORATORY VISIT

LABORATORY VISIT

17.00-18.00  Participants are invited to the Mediadesign Labs to be shown work
done at the Mediadesign Hochschule

20.00 - 23.00  Conference Dinner

All participants are invited to the conference dinner which will be held at the following restaurant:
Ohme am Markt
Oberbilker Markt/Bogenstrasse 22
40227 Düsseldorf
Tel: +49(0)211 22964135

For those staying at the NH Duesseldorf City Hotel, we will leave there at 7.30 p.m on foot to the restaurant.
Friday, November 27, 2009

09.00 - 10.00  Registration in front of the meeting room

09.30 - 10.30  Session V

Session V

GAMING FOR REAL WORLD ENGINEERING ENVIRONMENTS

09.30-10.30  Session Chairperson:
Leon Rothkrantz, Delft University of Technology, Delft, The Netherlands

**VIR_02**
Setting up a Virtual Factory Based on 3D Internet Platforms
Stefan Seitz, Marco Hermann and Daniel-Percy Wimpff ....................... 83

**VIR_01**
Modular Technology in the Generation of Large Virtual Environments
Carlota Tovar, Ginés Jesús Jimena and Jose María Cabanellas........... 88

10.30 - 11.00  Coffee Break

11.00 - 12.30  Session VI

EDUCATIONAL GAMING

10.30-12.30  Session Chairperson:
Linda Breitlauch, Mediadesign Hochschule, Düsseldorf, Germany

**INTER_01**
Detecting Stress using Eye Blinks during Game Playing
M. Haak, S.Bos, S.Panic and L.J.M.Rothkrantz................................. 75

**EDU_01**
Recommendations to Make Game Engines more accessible to Educators and Students
Penny de Byl.................................................................................... 63
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EDU_02
Math Games: An Alternative (Approach) to Teaching Math
Anton Eliens and Zsora Ruttkay

12.30  -  12.45  Session VII

CLOSING SESSION AND BEST PAPER AWARD

12.30-12.45  Session Chairperson:
Linda Breitlauch, General Conference Chair GAMEON'2009
Philippe Geril, EUROSI-ETI

12.45  -  14.00  Lunch

14.00  -  16.00  COMPANY VISIT

COMPANY VISIT

14.00-16.00  Participants are invited to come and visit UBISOFT in Düsseldorf.
We will leave and return by taxi from

UbiSoft Entertainment GmbH
Adlerstr. 74
40211 Düsseldorf, Germany
Tel: +49 (0)211 33800-0

SEE YOU ALL NEXT YEAR AT
GAMEON 2010

November 2010
De Montfort University
Leicester, United Kingdom

Proposals for special tracks/tutorials/demos
can be sent in by March 30th 2010
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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