

FINAL PROGRAM



26 – 28 November 2009

Mediadesign Hochschule Düsseldorf

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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

Thursday, November 26, 2009

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**

<p>GRAPH_04 Responsive Real-Time Simulation of Ground Vegetation for Games <u>Jens Orthmann</u>, Christof Rezk Salama and Andreas Kolb 30</p>
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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**

Friday, November 27, 2009

EDU_02

Math Games: An Alternative (Approach) to Teaching Math

Anton Eliens and Zsora Ruttkay..... **68**

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, EUROSIS-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**

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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