

# FINAL PROGRAM



25 – 27 November 2013

TheHotel, Brussels, Belgium

Organized by



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DE HOOGSCHOOL WEST-VLAANDEREN  
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# GAME-ON'2013 FINAL PROGRAMME

Overhead and LCD Projector are standard

The underlined authors are usually the presenters.

Conference Site: Room MEET25.3, 25<sup>TH</sup> Floor- TheHotel, Boulevard de Waterloo 38, B-1000, Brussels, Belgium.:  Tel. +32-2.504.33.35, Fax: +32-2.504.33.50  Email: [book@thehotel.be](mailto:book@thehotel.be)  
website: <http://www.thehotel.be> Wireless login codes are available from the hotel desk

## Monday, November 25, 2013

08.30 - 17.00 **Registration in the meeting room**

09.00 - 09.10 **Welcome:**

**Welcome Address**

Anton Eliens, VU University Amsterdam/University of Twente, The Netherlands

09.10 - 10.00 **Session I**

### INVITED SPEAKER I

**09.10-10.00**

**Session Chairperson:**

Anton Eliens, VU University Amsterdam/University of Twente, The Netherlands

**INV\_01**

**Good Games Design: Lessons learned from the Military**

Anja van der Hulst, TNO, The Netherlands

10.00 - 10.30 **Coffee Break**

10.30 - 12.30 **Session II**

### GAME DESIGN, EVALUATION AND HEURISTICS

**10.30-12.30**

**Session Chairperson:**

Joseph M.Saur, Georgia Tech Research Institute, USA

**Monday, November 25, 2013**

**GAMEON\_METH\_02**

**Lessons from Piracy: How pirates can save the Games Industry**

Joseph Kehoe..... 5

**GAMEON\_METH\_03**

**XIMPEL for Ethical Frameworks**

S.V. Bhikharie and A. Eliëns..... 8

**GAMEON\_METH\_01**

**Evaluating Game Heuristics for measuring Player Experience**

Björn Strååt, Magnus Johansson and Henrik Warpefelt..... 15

**GAMEON\_AI\_05**

**Neural Network for Multitask Learning applied in Electronics Games**

Alexandre De C Lunardi, Raniel Ferreira Correia, Alex F.V.Machado

and Esteban W.G. Clua..... 20

12.30 - 14.00 **Lunch and exhibit set-up**

14.00 - 15.00 **Session III**  
**DAE –APPLIED GAME TECHNOLOGY I**

**14.00-15.00** **Session Chairperson:**  
Geoffrey Hamon, HOWEST, Kortrijk, Belgium

**DAE\_01**

**Digital sculpting and prototyping for multiple outputs**

Mike Ptacek

**DAE\_02\_**

**Generating believable human animation with fuzzy neural networks**

Koen Samyn

15.00 - 15.30 **Coffee Break and Exhibition**

15.30 - 17.30 **Session IV**

**DAE – APPLIED GAME TECHNOLOGY II**

## Monday, November 25, 2013

15.30-17.30

**Session Chairperson:**

Geoffrey Hamon, HOWEST, Kortrijk, Belgium

**DAE\_03**

**Dynamic Environments and eye-tracking for research purposes**

Brecht Kets

**DAE\_04**

**Using Gigapixel Textures in Games**

Charles Hollemeersch

**DAE\_05**

**A digital game as training tool in large organizations: A case study on fire safety and emergency evacuation**

Joost Ingels

**DAE\_06**

**Evidence based game design : bridging the gap between game industry and healthcare**

Geoffrey Hamon

17.30 - 18.00

**EXHIBITION**

**Explore the HOWEST exhibits**

19.00 - 20.30

**FREE EVENING**

**Walkabout in Brussels**



## Tuesday, November 26, 2013

08.30 - 12.30 **Registration in the meeting room**

09.00 - 10.00 **Session V**

### KEYNOTE SPEAKER

**09.00-10.00**

**Session Chairperson:**

Anton Eliens, VU University Amsterdam/University of Twente, The Netherlands

**KEYNOTE**

**The Future of Gaming, Modeling and Simulation: Programmers still Necessary**

Joseph M.Saur, Georgia Tech Research Institute, USA

10.00 - 10.30 **Coffee Break**

10.30 - 12.30 **Session VI**

### REAL WORLD AND CLASSROOM APPLICATIONS I

**10.30-12.30**

**Session Chairperson:**

Helena Barbas, Universidade Nova de Lisboa, Lisbon, Portugal

**GAMEON\_SER\_01\_STUD**

**A monitoring Tool to support remote caretaking of senior Citizens**

Aryan Firouzian and Henna Nissinen ..... 89

**GAMEON\_SER\_04**

**Serious gaming helps children view Highway Code from another Perspective**

Anthoula Alipasali and Anton Eliëns..... 94

**GAMEON\_SER\_08**

**Applying the ALFIL Crowd Simulator to a Real Evacuation Incident: The News Divine Scenario**

Cesar Garcia-Garcia, Victor Larios-Rosillo and Hervé Luga ..... 99

## Tuesday, November 26, 2013

### GAMEON\_SER\_02

#### A New Concept for Teaching AI using as Example Classics from Electronic Games

Laura L. Dias, Alex F. V. Machado, Tamillys P. C. Pinto, Flávia L. C. D. Andrade and Rafael R. Padovani ..... 69

12.30 - 14.00      **Lunch**

14.00 - 15.00      **Session VII**

### REAL WORLD AND CLASSROOM APPLICATIONS II

**14.00-15.00**

#### Session Chairperson:

Alex Machado, IFETS, Minas Gerais, Brazil

### GAMEON\_SER\_06

#### A Serious Game Creation Project as Teaching Method for Geography

Merikki Lappi and Esa Lappi..... 76

### GAMEON\_SER\_07

#### Why Children should program Computers without Computers

Euler Rithiele Q. Alvarenga and Alex F. Machado ..... 80

15.00 - 15.30      **Coffee Break**

15.30 - 18.00      **Session VIII**

### IN-GAME CHARACTERS AND VIRTUAL WORLDS

**15.30-18.00**

#### Session Chairperson:

Joseph M.Saur, Georgia Tech Research Institute, USA

### GAMEON\_STORY\_01\_AI

#### Character Generation using Interactive Genetic Algorithm

Umair Azfar Khan and Yoshihiro Okada ..... 31

**Tuesday, November 26, 2013**

**GAMEON\_GRAPH\_01**

**Avatars and the “Imitation Game” – Can Machines Smile?**

Helena Barbas ..... 36

**GAMEON\_AI\_01**

**Cooperative AI in Real-Time Strategy Games**

Andreas Stiegler and Daniel Livingstone..... 45

**GAMEON\_AI\_02**

**EmohawkVille: Towards Complex Dynamic Virtual Worlds**

David Holaň, Jakub Gemrot and Martin Āerny ..... 52

**GAMEON\_AI\_03**

**HTN or State Space - Who Should Do Planning in Your Game?**

Martin Āerny and Jakub Gemrot ..... 59

**CLOSING SESSION AND BEST PAPER AWARD**

**18.00-18.15**

**Session Chairperson:**

Anton Eliens, VU University Amsterdam/University of Twente, The Netherlands

Philippe Geril, EUROSIS-ETI

**CONFERENCE DINNER**

**19.30-21.30..**




The conference dinner will be held at the

**Taverne du Passage**

**Galerie de la Reine 30**

**1000 Brussels**

 **Tel: +32.2.512.37.3**


We will leave together from TheHotel at 19.00 and walk to the restaurant

## Wednesday, November 27, 2013

### CONFERENCE VISIT

#### 10.00-11.30..Visit to the Belgian Comics Museum



A guided tour is envisaged of the  
**Belgian Comics Museum**  
**Zandstraat 20**  
**1000 Brussels**  
 **Tel: +32.2.219.23.76**

We will leave together from TheHotel at 09.15  
 and walk to the Museum

#### Information for Session Chairs

Session Chairs are chosen on a voluntary basis by proposals by either authors or local committee members or are appointed by the Track Chairs, General Program Chair or General Conference Chair. They are responsible for their assigned session. They make sure their speakers are available, take care of the timing within the session, chair the discussion after each presentation and introduce each speaker based on the CV's given to them by the authors. In case they chair a session featuring **extended papers**, then they are required to distribute and collect the reviews of that or those papers at the beginning and end of the session. If they have time they should also indicate in their papers the number of session participants.

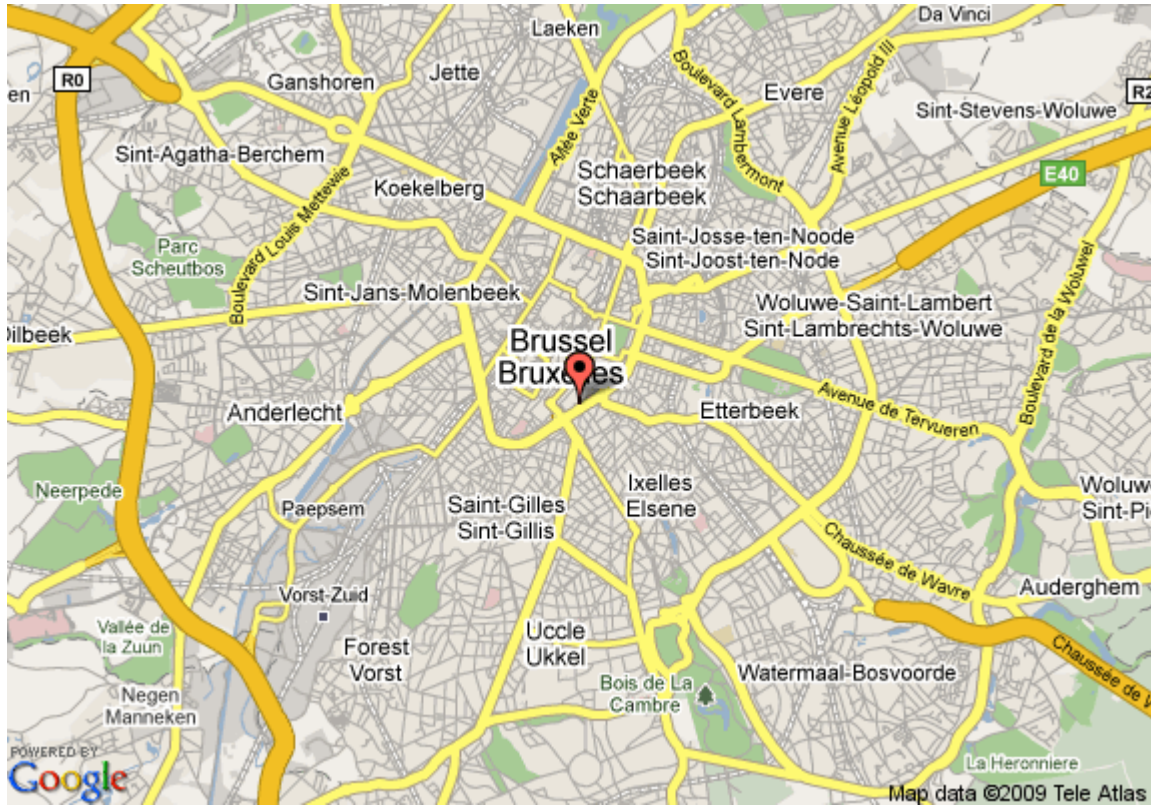


**SEE YOU ALL NEXT YEAR AT GAMEON  
 2014,  
 September 8-10, 2014, University of Lincoln,  
 Lincoln, United Kingdom**

**Proposals for special tracks/tutorials/demos  
 can be sent in by January 30<sup>th</sup> 2013**



# CONFERENCE MAP LOCATION



# 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 is to set up topic related Technical Committees which 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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