GAME-ON'2013 FINAL PROGRAMME

Overhead and LCD Projector are standard
The underlined authors are usually the presenters.
Conference Site: Room MEET25.3, 25TH 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
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 Černy ..................................................52

GAMEON_AI_03
HTN or State Space - Who Should Do Planning in Your Game?
Martin Černy 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, EUROISIS-ETI

CONFERENCE DINNER

19.30-21.30..

The conference dinner will be held at the Tacverne 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 30th 2013
CONFERENCE MAPLOCATION
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 EUROISIS, please contact

Philippe Geril  
EUROSIS-ETI  
European Simulation Office  
Greenbridge Science Park  
Ghent University – Ostend Campus  
Wetenschapspark 1  
Plessendale 1  
B- 8400 Ostend  
Belgium  
☎ Tel: +32.59.255.330  
✉ Fax: +32.59.255.339  
✉ Email: Philippe.Geril@eurosis.org

Please send me info on EUROISIS:  
Name:  
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# GAMEON’2013 Registration Form

Please legibly print or type and fill out completely. (Check appropriate boxes where necessary)

<table>
<thead>
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<th>FIRST NAME</th>
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**COMPANY OR AFFILIATION**

Mailing address (tick one): [ ] HOME [ ] BUSINESS

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**SIGNATURE**

### Registration Fees

1. [ ] EUROSIS member € 545 Member Number: _______________________________ €

2. [ ] Members of Sponsor or Affiliate Society € 545

3. [ ] Non-Member Participant € 555

4. [ ] Students, who are not authors but who wish to attend the conference, or **ONE DAY PARTICIPANTS** pay: € 435

(Above registration fees include, one copy of the PROCEEDINGS, all midday meals, cocktail, refreshments, coffees and social program,) One Day Participants and Non-Author Students cannot participate in the conference dinner.

5. [ ] Extra Conference Dinner Ticket € 60 [] Lunch and breaks for Companion € 90/day

6. [ ] Extra Conference Proceedings € 40 Cash and Carry

VAT Number if applicable: _______________________________

**TOTAL AMOUNT DUE**

**ADD BELGIAN VAT OF 21% TO THE TOTAL (OBLIGATORY)**

**ADD BANK CHARGE of € 15 in case you pay by BANK or CHEQUE.**

**TOTAL AMOUNT REMITTED**

1. [ ] Make payment by **BANK TRANSFER** to account **IBAN CODE: BE03 0014 0814 7784** EUROPEAN TECHNOLOGY INSTITUTE, ETI Bvba, BNP PARIBAS FORTIS BANK, Torhoutsesteenweg 356, B-8400 Ostend, Belgium, **SWIFT/BIC CODE: GEBABEBB MENTION YOUR NAME and GAMEON’2013**

2. [ ] Or pay by **CHEQUE** and send it to Philippe Geril, EUROSIS-ETI, European Simulation Office, Greenbridge Science Park, Ghent University – Ostend Campus, Wetenschapspark 1, Plassendale 1, B-8400 Ostend, Belgium.

3. [ ] Or pay by **CREDIT CARD** and fill in the information below:

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