FINAL PROGRAM

1 – 3 March 2010

Westin Bund Center, Shanghai, China

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GAME-ON'ASIA 2010-ASTEC'2010 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: Westin Bund Center Shanghai, Bund Center, 88 Henan Central Road, Shanghai, 200002, China 📕 Tel: +86.21.6335. 1888 📠 Fax: +86.21.6335.2771 ✉ E-mail: rsvns-shanghai@westin.com .The way to the meeting room will be signposted.

Monday, March 1, 2010

09.00 - 15.00   **Registration in front of the meeting room**

09.00 - 09.15   **Welcome:**
              Welcome Address
              Wenji Mao, Chinese Academy of Sciences, Beijing, China
              Lode Vermeersch, KBC Gold State FMC, Shanghai, China P.R

09.15 - 10.00   **Session I**

KEYNOTE SPEAKER I

09.15-10.00   **Session Chairperson:**
              Wenji Mao, Chinese Academy of Sciences, Beijing, China

              KEYNOTE I
              How virtual is financial risk?
              Lode Vermeersch, KBC Gold State FMC, Shanghai, China P.R.

10.00 - 10.30   **Coffee Break**

10.30 - 12.30   **Session II**

GAMER BEHAVIOUR AND CLASSIFICATION

10.30-12.30   **Session Chairperson:**
              Wenji Mao, Chinese Academy of Sciences, Beijing, China

              GAMEON-ASIA_01
              Explorations in Player Motivations: Game Mods
              Barbaros Bostan and Ugur Kaplancali**..29**

Monday, March 1, 2010

12.30 - 14.00   **Lunch**

14.00 - 15.00   **Session III**
                              INVITED PRESENTATION

14.00-15.00   **Session Chairperson:**
                               Wenji Mao, Chinese Academy of Sciences, Beijing, China

15.00 - 15.30   **Coffee Break**

15.30 - 16.30   **Session IV**

                          COMPLEX SYSTEMS SIMULATION

15.30-16.30   **Session Chairperson:**
                               Lode Vermeersch, KBC Gold State FMC, Shanghai, China

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Monday, March 1, 2010

16.30　-　17.00　　　**Session V**

ROUND TABLE DISCUSSION

16.30-17.00　　　**Session Chairperson:**
　　　Renate Sitte, Griffith University, Gold Coast, Australia

　　　Participants are invited to a round-table discussion to discuss the use of simulation and modelling in solving everyday problems.

18.00　-　20.00　　　**Conference Dinner**

　　　All participants are invited to the conference dinner. More information will be available at the conference.

Tuesday, March 2, 2010

09.00 - 12.00	**Registration in front of the meeting room**	
09.00 - 10.00	**Session VI**	

KEYNOTE II

09.00-10.00   **Session Chairperson:**
Wenji Mao, Chinese Academy of Sciences, Beijing, China

KEYNOTE II
Toward Scientific Games: An ACP Based Approach
Fei-Yue Wang, Institute of Automation, Chinese Academy of Sciences, Beijing, China

10.00 - 10.30	**Coffee Break**
10.30 - 12.30	**Session VII**

GAME DESIGN

10.30-12.30   **Session Chairperson:**
Ruck Thawonmas, Ritsumeikan University, Shiga, Japan

Tuesday, March 2, 2010

12.30 - 14.00   **Lunch**

14.00 - 15.00   **Session VIII**

INVITED PRESENTATION

14.00-15.00   **Session Chairperson:**
  Wenji Mao, Chinese Academy of Sciences, Beijing, China

15.00 - 15.30   **Coffee Break**

15.30 - 16.30   **Session IX**

TRANSPORT SIMULATION

15.30-16.30   **Session Chairperson:**
  Lode Vermeersch, KBC Gold State FMC, Shanghai, China

Tuesday, March 2, 2010

16.30 - 17.00   **Session X**

TECHNOLOGY OVERVIEW PAPER

16.30-17.00   **Session Chairperson:**
    Wenji Mao, Chinese Academy of Sciences, Beijing, China

GAMEON_ASIA_11
The All-Round Maturity and Application of CG Technology in Digital Entertainment

17.00 - 17.15   **Session XI**

CLOSING SESSION AND BEST PAPER AWARD

17.00-17.15   **Session Chairpersons:**
    Wenji Mao, Chinese Academy of Sciences, Beijing, China
    Lode Vermeersch, KBC Gold State FMC, Shanghai, China
    Philippe Geril, EUROSIS-ETI

Wednesday, March 3, 2010

09.00 - 12.00   **COMPANY VISIT**

COMPANY VISIT

09.00-12.00   **Participants are invited to come and visit UBISOFT in Shanghai. We will leave and return by taxi from the hotel. (BEWARE the visit is still under discussion with UBISOFT)**

UBISOFT Shanghai

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THANK YOU FOR TAKING PART IN THIS YEAR'S EVENT AND HOPE TO SEE YOU ALL NEXT YEAR AT

GAMEON_ASIA 2011 – ASTEC'2011

March 1-3, 2011
Digipen/Ubisoft Research Center
Singapore

Proposals for special tracks/tutorials/demos can be sent in by July 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 EUROSIS is 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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