FINAL PROGRAM

1 – 3 March 2010

Westin Bund Center, Shanghai, China

Organized by

Sponsored by
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

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Monday, March 1, 2010

GAMEON-ASIA_05
The Challenge of Believability in Video Games: Definitions, Agents Models and Imitation Learning
Fabien Tence, Cedric Buche, Pierre De Loor and Olivier Marc ...........38

GAMEON-ASIA_02
Determination of Initial Hidden Markov Models with Feature Mapping: An Application to MMOG Player Classification
Ruck Thawonmas ...............................................................................................................46

GAMEON-ASIA_06
Creative Technology - The CTSG Game Design in 7 Steps
Anton Eliëns ..........................................................................................................................53

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

GAMEON_ASIA_INV_01
Facial Cloning for Online Interactive Systems
Mingcai Zhou, Yangsheng Wang, Zhijun Du and Zhiyuan Luo ..........5

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

ASTEC_METH_03
Analysis of Complex Systems Modelling
Renate Sitte ..........................................................................................................................83
Monday, March 1, 2010

ASTEC_TOOLS_01
Towards Fine-grained Spatial Partition for Wildfire Simulation
Song Guo and Xiaolin Hu ................................................................. 94

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

GAMEON_ASIA_04
Interactive Space(s)- The CTSG: bridging the Real and Virtual
Anton Eliëns........................................................................................................58

GAMEON_ASIA_09
Full Life-Cycle automatic Animation Generation of Chinese
Traditional Architecture
Songmao Zhang and Kai Sun.................................................................63

GAMEON_ASIA_08
Priority-Based Level of Detail Approach for Animation Interpolation
of Articulated Objects
Antoine Abi Chakra and Xin Li...............................................................69
Tuesday, March 2, 2010

GAMEON_ASA_03
Elements of a Chinese Language Game
Anton Eliens........................................................................................................... 77

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

GAMEON_ASA_INV_01
Facial Cloning for Online Interactive Systems
Mingcai Zhou, Yangsheng Wang, Zhijun Du and Zhiyuan Luo ........... 5

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

ASTEC_TRANS_03
Strategic Transport Decision-Making: The SIMDEC Approach based on Risk Simulation and Multi-Criteria Analysis
Steen Leleur, Luise Augusta Larsen and Britt Zoëga Skougaard......... 105

ASTEC_TRANS_01
Simulation of a Health Care Knowledge-based System with RFID-generated Information
Yannick Meiller, Sylvain Bureau, Wei Zhou and Selwyn Piramuthu.... 110
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
Zhiyi Zhang

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
13F & 15F, The Center
989 Chang Le Road
Shanghai 200031
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✉ Fax: +86 21 5407 5156

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 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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