

Preface	IX
Scientific Programme	1
Author Listing	77

INVITED SPEECH

Real Time Rendering of Amorphous Effects Golam Ashraf and Koh Kok Weng	5
--	----------

GAME METHODOLOGY AND DESIGN

Augmented Reality Games; a Review Chek Tien Tan and Donny Soh	17
The 6-11 Framework: a new Methodology for Game Analysis and Design Roberto Dillon	25
Work with Mii: Immersing the Body in the Wii Fit Program Maria Emilynda Jeddahlyn Pia V Benosa	30

GAME AI

A Model for Visitor Circulation Simulation in Second Life Kingkarn Sookhanaphibarn, Ruck Thawonmas, Frank Rinaldo and Nadia Magnenat-Thalmann	35
Improved Pareto Optimum passing using varied Kicking Speed in Soccer Games Nattawit Tanjapatkul and Vishnu Kotrajaras	38

STRATEGY GAMING

Difficulty balancing in Real-Time Strategy Gaming Session using Resource Production Adjustment Piyapoj Kasempakdeepong and Vishnu Kotrajaras	47
Strategies to solve a 4x4x3 domineering Game Jonathan Hurtado	52

CONTENTS

GRAPHICS

Real-Time Object-Space Edge Detection using OpenCL Dwight House and Xin Li.....	63
Enhanced Cellular Automata for Image Noise Removal Abdel latif Abu Dalhoum, Ibrahim Al Dhamari, Alfonso Ortega and Manuel Alfonseca	69