GAME DESIGN

Presence in Computer Games: Design Requirements
Barbaros Bostan and Sertac Ogut ................................................................. 5

A Concurrency Model for Game Scripting
Joseph Kehoe and Joseph Morris................................................................. 10

Incorporating Reinforcement Learning into the Creation of Human-Like Autonomous Agents in First Person Shooter Games
Frank G. Glavin and Michael G. Madden....................................................... 16

Player-Traced Empirical Cost Surfaces for A* Pathfinding
Sam Redfern................................................................................................. 22

Racing Game Artificial Intelligence using Evolutionary Artificial Neural Networks
C Süheyl Özveren, Victor Bassilious and Hamid Homatash ......................... 28

STRATEGY GAMING

Genetic Programming and Common Pool Resource Problems with Uncertainty
Alan Cunningham and Colm O’Riordan ....................................................... 39

Evolution and Analysis of Strategies for Mancala Games
Damien Jordan and Colm O’Riordan ........................................................... 44

Historical Accuracy in Grand Strategy Games: A Case Study of Supreme Ruler: Cold War
B. Srivastava, M. Katchabaw and G. Geczy .................................................... 50

SERIOUS GAMING AND TRAINING

Non Verbal Communication Assisted Serious Gaming Applications
Alan Murphy and Sam Redfern................................................................. 63
CONTENTS

Experimental Assessment of an Emotion Tracking Software Agent (ETA) for assisting Communicative Interactions of Multitasking Users in Groupware
Paul Smith and Sam Redfern.................................................................67

A Game System Approach for Training and Evaluation: Two Sides of the Same Coin
Claudio Coreixas de Moraes, Daniel de Vasconcelos Campos
Roberto de Beauclair Seixas and Michael Aaron Day .................................73

MOBILE GAMING

GPS Guided and Touch Screen Navigable 3D Reconstruction of an Ancient Environment on iPhone and iPad
Gavin Duffy, Daniel Heffernan, Eoghan Quigley, Paul Smith
and Heather King..................................................................................83

Open Device Control: Human Interface Device Framework for Video Games
Kosuke Kaneko, Yoshihiro Okada and Hiroyuki Matsuguma ........................88