

Preface	IX
Scientific Programme	1
Author Listing	123

GAME HEURISTICS

VOX POPULI - A Case Study of User Comments on Contemporary Video Games in Relation to Video Game Heuristics Björn Strååt and Harko Verhagen	5
---	----------

An Investigation into the use of a Gamified Revision Solution for Primary School Mathematics and its Experimental Comparison to Traditional Revision Methods Tom Pendle.....	10
--	-----------

Playing with Science: Gamised Aspects of Gamification found on the Online Citizen Science Project – ZOONIVERSE Anita Greenhill, Kate Holmes, Chris Lintott, Brooke Simmons, Karen Masters, Joe Cox and Gary Graham	15
--	-----------

IN-GAME SIMULATION

Utilisation of Video Game Physics Techniques in Real Time Simulation of the Wheel Rail Interface for Predicted Derailment of Rail Vehicles Michael Simpson, William Blewitt, Gary Ushaw and Graham Morgan	25
---	-----------

Game Mechanics of 3D Simulation for Surgery Training Suite Anton Ivaschenko, Anton Skolznev and Anton Kuzmin	30
--	-----------

GAME PROGRAMMING

A Proposal to Program Contents for Teaching Children from 0 to 12 Years the Basics of Programming Laura L. Dias, Alex F. V. Machado, Lindomar M. de Paulo and Euler R. Q. de Alvarenga	37
--	-----------

Teaching Intelligent Virtual Agents Programming through Simulated Children's Games Jakub Gemrot, Martin Černý and Cyril Brom	43
--	-----------

A Communication Tool to Support Caretaking of Senior Citizens Rajeeka Ponrasa, Teemu Jääskeläinen, Hannu Raappana, Wang Jizhe, Eeva Leinonen and Petri Pulli	50
--	-----------

CONTENTS

Development of a Game with KINECT for the Inclusion of Visually Impaired Paulo Roberto C. Faustino, Matheus M. Ramalho, Gabriel B. S. M. Moreira, Alex F. V. Machado and Lucas D. Silva.....	55
---	-----------

GAME AI

Semantic Structures for RTS Army Prediction Andreas Stiegler and Daniel Livingstone	65
---	-----------

Region Load Management and Architectural testing for the Alfil Crowd Simulation Virtual Environment César García-García, Victor Larios-Rosillo and Hervé Luga.....	70
--	-----------

Implementing Racing AI using Q-Learning and Steering Behaviours Blair P. Trusler and Christopher Child.....	75
---	-----------

GAME LAYOUT DESIGN

Developing Player Movement Design Patterns in Multiplayer Video Games Richard Lannigan.....	83
---	-----------

Procedural Generation of Race Tracks in an Open Source Racing Game Jordan Blake and Grzegorz Cielniak.....	90
--	-----------

STORYTELLING

Procedural Story Generation in Games Kieran Wagg and Grzegorz Cielniak.....	97
---	-----------

A Digital Approach to Storytelling with MOGRE Almir D.V. Santiago, Paul N.M. Sampaio, Luis R.S. Fernandes and Valéria Farinazzo Martins	104
--	------------

GAME HARDWARE PROGRAMMING

Accelerating GPU Workload Simulation using Microsoft WARP Eric Nilsson.....	115
---	------------