<table>
<thead>
<tr>
<th>CONTENTS</th>
</tr>
</thead>
<tbody>
<tr>
<td>Preface .................................................. IX</td>
</tr>
<tr>
<td>Scientific Programme .................................... 1</td>
</tr>
<tr>
<td>Author Listing ........................................... 119</td>
</tr>
</tbody>
</table>

**GAME DESIGN FUNDAMENTALS**

Gameplay Definition: a Game Design Perspective  
Emmanuel Guardiola .................................................. 5

Affective Games: Adaptation and Design  
Salma Hamdy and David King ......................................... 11

Gender and Play in Goblin Dice  
Hamna Aslam, Joseph Alexander Brown, Evgenii Nikolaev and Elizabeth Reading ........................................... 19

**GAME AI**

Using a Genetic Algorithm for the Procedural Generation of Layered Materials for Real-Time Rendering  
Alessio Bernardi, Davide Gadia, Dario Maggiorini and Laura Anna Ripamonti .................................................. 29

N-Layered Feudal Network in an RTS Game Environment  
Benjamin Bugeja, Jean-Paul Ebejer and Sandro Spina .................................................. 37

Adding Variety in NPCs Behaviour using Emotional States and Genetic Algorithms: The Genie Project  
Federica Agliata, Marcello Bertoli, Laura Anna Ripamonti, Dario Maggiorini and Davide Gadia .................................................. 45

**DATA ANALYTICS AND PLAYER BEHAVIOURAL ANALYSIS**

The ACE2 Model: Refining Bartle’s Player Taxonomy for Creation Play  
Thomas van Dam and Sander Bakkes ........................................... 53

Implementing Drama Management for Improved Player Agency in Interactive Storytelling  
Christopher McEvoy and David King ........................................... 63

Serious and Entertaining  
Edmund Carlo Louis van den Akker ........................................... 67
CONTENTS

A Taxonomy for Achievements in Digital Games
Sofia Yermolaieva and Joseph Alexander Brown ........................................71

Understanding Player Engagement and In-Game Purchasing Behavior with Ensemble Learning
Anna Guitart, Ana Fernández del Río and África Periáñez.................................78

REAL WORLD GAMIFICATION

A Systematic Literature Review of Gamification Design
Rokia Bouzidi, Antonio De Nicola, Fahima Nader and Rachid Chalal..............89

Game and Humanitarian: From Awareness to Field Intervention
Emmanuel Guardiola ...............................................................................................94

Sharing Sustainability Data through an Open Data Game
Kaïsa Könnöla, Marko Loponen, Markus Krusberg and Teijo Lehtonen ..........102

A Shipping Simulation through Pathfinding: SEL within the MSP Challenge Simulation Platform
Phil de Groot, Wilco Boode, Carlos Pereira Santos, Harald Warmelink and Igor Mayer....................................................................................................................108