

CONTENTS

Preface	IX
Scientific Programme	1
Author Listing	127

GAME ANALYSIS & THEORY

The Wolf among Us: Heuristic Evaluation of a Digital Game with Narrative Cláudia Ortet, Tânia Ribeiro and Ana Isabel Veloso.....	5
--	----------

FEZ Game – An Heuristic Evaluation Francisco Regalado, Tânia Ribeiro and Ana Isabel Veloso	12
--	-----------

Bursted Behavior Trees Jiří Berny and Jakub Gemrot	19
--	-----------

GAME AI

Towards Training Swarms for Game AI Estefano Palacios and Enrique Peláez	27
--	-----------

Solitaire Paper Automation: When Solitaire Modern Board Game Modes Approach Artificial Intelligence Micael Sousa and Marco Silva.....	35
---	-----------

Towards Effectively Adapting Games: What needs to be Conquered to Achieve Adaptation Phil Lopes and Micaela Fonseca	43
---	-----------

Human vs Wavefunctioncollapse (WFC) Video Game City General Challenge Werner Gaisbauer and Helmut Hlavacs.....	51
--	-----------

NPC's AND AVATARS

Combining Reinforcement Learning with Finite-State Machines for Non-Player Characters Joshua Damasio, Gil Lopes and Cláudia Freitas	59
---	-----------

Why we play whom we play: On the Correlation between Player Personality and Choice of Avatar Lukas Keuter and Emmanuel Guardiola	64
--	-----------

CONTENTS

Identification of Play Styles in Universal Fighting Engine

Kaori Yuda, Shota Kamei, Riku Tanji, Ryoya Ito, Ippo Wakana
and Maxim Mozgovoy72

GAMIFICATION

Designing a Gamified Self-Compassion Training

L.M. van der Lubbe, C. Gerritsen, M.C.A. Klein, K.V. Hindriks
and R.F. Rodgers.....79

A Pilot Study of a Gamified Self-Compassion Training

L.M. van der Lubbe, C. Gerritsen, M.C.A. Klein, K.V. Hindriks
and R.F. Rodgers.....86

“Gamification for All”: Planning and Designing a Community-Oriented Gamification Strategy

Francisco Regalado, João Henrique Silva, Sónia Machado, Liliana Vale Costa,
Ana Veloso, Carlos Santos and Óscar Mealha94

OutSmart! Evaluation of a Serious Game and its Conversational Interface for Reflective Social Media Use

Barbara Göbl, Dayana Hristova, Suzana Jovicic, Simone Kriglstein
and Helmut Hlavacs.....102

MOBILE GAMING

Gamification Design Patterns and Touchscreen Interactions in Mobile Apps for Senior Citizens: An Overview

Cláudia Ortet, Liliana Costa and Ana Isabel Veloso113

MusA: a Gamified Virtual Reality Museum

Fernando Sousa, José Nunes, Carlos Santos, João Magalhães, Joaquim Moreira
and Mário Vairinhos120