GAME-ON'2004 FINAL PROGRAMME

Overhead and LCD Projector are standard
The underlined authors are usually the presenters. Papers in grey boxes are candidates for the best paper award
Conference Site: Het Pand, Ghent University
Ghent, Belgium

Thursday, November 25, 2004

10.00 - 17.00 Registration at Het Pand

10.00 - 10.30 Coffee/Tea Break

10.30 - 10.45 Welcome:
Welcome Address
Abdennour Al-Rhalibi, Liverpool John Moores University, UK
Philippe Geril, University of Ghent, Belgium

10.45 - 11.15 Session I

KEYNOTE SPEAKER

10.45-11.15 Session Chairperson:
Abdennour Al-Rhalibi, Liverpool John Moores University, UK

KEYNOTE:
The Art of Simulation (some thoughts on the evolution of simulation)
Ghislain Vansteenkiste

11.15 - 12.30 Session II:
GAME DESIGN AND EDUCATION

11.15-12.30 Session Chairperson:
Abdennour Al-Rhalibi, Liverpool John Moores University, UK

GAME-17
Designing Challenges and Conflicts: A Tool for Structured Idea Formulation in Computer Games
Stephen Tang, Kolej Tunku Abdul Rahman, Martin Hanneghan and Abdennour El Rhalibi

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GAME-20
Adapting mainstream multimedia games for severely visually impaired children
Dominique Archambault, Aurelie Buaud, Sylvain Lerebourg
and Damien Olivier

12.30 - 13.30 Lunch

13.30 - 15.00 Session III:

GAME AI I

13.30-15.00 Session Chairperson:
Abdennour Al-Rhalibi, Liverpool John Moores University, UK

GAME-2
A novel platform to develop mundane skills in artificial players
Alasdair Macleod

GAME-3
Force Non Player Characters to learn
Tambellini William, Cédric Sanza and Yves Duthen

GAME-6
Integrated On- and Off-Line Cover Finding and Exploitation
Gregory H. Paull and Christian J. Darken

15.00 - 15.30 Coffee/Tea Break
Session IV:

GAME AI II

15.30-17.30

Session Chairperson:
Leon Rothkrantz, TU Delft, Delft, The Netherlands

GAME-8
Towards a Fair n Square Aimbot - Using Mixtures of Experts to Learn Context Aware Weapon Handling
Christian Bauckhage and Christian Thurau

GAME-14
Agents Based Design for a Peer-to-Peer MMOG Architecture
Abdennour El Rhalibi and Madjid Merabti

GAME-16
Difficulty Scaling of Game AI
Pieter Spronck, Ida Sprinkhuizen-Kuyper and Eric Postma

GAME-13
Development of a Cooperative Multiagent System to Facilitate Leadership Roles in Computer Entertainment
Nick Baker and Abdennour El Rhalibi

17.30-18.30

Get-Together-Party

FREE EVENING
Friday, November 26, 2004

08.30 - 12.00  Registration at Het Pand

09.00-10.00  Session V

AIBO BASED APPLICATIONS

09.00-10.00  Session Chairperson:
Abdennour Al-Rhalibi, Liverpool John Moores University, UK

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AIBO Robot as a Soccer and Rescue Game Player
D. Datcu, M. Richert, T. Roberti, W. de Vries and L.J.M. Rothkrantz........... 45

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10.00 - 10.30  Coffee/Tea Break

10.30- 12.00  Session VI:

GAME ANIMATION AND SIMULATION

10.30-12.00-  Session Chairperson:
Pieter Spronck, University of Maastricht, Maastricht, The Netherlands

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Individualised Character Motion using Weighted Real Time Inverse Kinematics
Michael Meredith and Steve Maddock............................................................ 57

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Tan Kim Heok, Daut Daman, Abdullah Bade and Mohd Shahrizal Sunar ..... 65

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12.00 - 13.30  Lunch Break

13.30 - 17.00  Company Visit to LARIAN STUDIOS, Oudenaarde, Belgium

18.30 - 20.00  City Tour on Foot with as end destination the Conference Dinner Restaurant

20.00 - 22.30  Conference Dinner

De Acht Zaligheden, Oudburg, B-9000 Ghent. Tel: 09 224 31 97
Saturday, November 27, 2004

08.30 - 09.00  Registration at Het Pand

09.00 - 10.00  Session VII:

VIRTUAL ENVIRONMENTS AND GAME SPACE I

09.00-10.00  Session Chairperson:
Pieter Spronck, University of Maastricht, Maastricht, The Netherlands

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Dynamic Scene Occlusion Culling in 3D Virtual Environments
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GAME-10
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10.00-10.30  Coffee/Tea Break

10.30 - 12.00  Session VIII

VIRTUAL ENVIRONMENTS AND GAME SPACE II

11.00-12.30  Session Chairperson:
Leon Rothkrantz, TU Delft, Delft, The Netherlands

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Marc Lanctot and Clark Verbrugge ............................................................. 89

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12.30 - 12.45 Session IX

CLOSING SESSION AND BEST PAPER AWARD

12.30-12.45 Philippe Geril, EUROISIS

SEE YOU NEXT YEAR NOVEMBER IN LIVERPOOL, UK
AT THE LIVERPOOL JOHN MOORE UNIVERSITY
FOR
GAME’ON 2005
NOTES