

IADIS Game and Entertainment Technologies 2009

PRELIMINARY CONFERENCE PROGRAM

Wednesday 17th, June 2009

09:00-16:30 Welcome Desk

10:30-11:00 Session O – Opening Session
(Room: Alfanzina)

OPENING SESSION

Prof. Katherine Blashki and Prof. Pedro Isaias

11:00-11:30 Coffee Break

12:00-13:00 Session KL1 – Keynote Presentation
(Room: Carvoeiro)

**FRAGMENTS OF PLAY INTER-CONNECTED,
CO-CREATED SOCIAL MEDIA ENTERTAINMENT**

*Dr. Gary Hayes, Director of Laboratory for Advanced Media
Production (LAMP) and Head of Virtual Worlds, Australia*

13:00-14:30 Lunch Break

14:30-16:10 Session FSP 17.1

Usability and playability // Design issues

(Room: Alfanzina)

**GAMES' USABILITY AND LEARNING – THE
CIVILIZATION IV PARADIGM (F024)**

Michalis Xenos, Spyros Papaloukas, Nektarios Kostaras

**COLLABORATION WITH A MULTI-USER INTERFACE -
CASE: PRODUCT DEVELOPMENT SIMULATION GAME
(F034)**

Markus Forstén, Ari Putkonen and Xiaobai Li

PLAYTESTING THE DIGITAL PLAYGROUND (S025)

Gunver Majgaard and Carsten Jessen

**A FRAMEWORK FOR THE DEVELOPMENT OF
EDUCATIONAL GAMES: COMPUTER GAMES FEATURES
FOR THE ENHANCEMENT OF LEARNING (S041)**

*Mavrommati Maria, Digkas Christos, Bousiou-Makridou Despoina
and Tsopoglou Stavros*

10:00-11:00 Poster Session

(Room: Vale Covo)

**OMA-BCAST QUIZ GAMING PROTOTYPE FOR MOBILE
(P037)**

*José Garduño, Lena Pedersen, Petter Brodal, Torbjørn Sund, Gunn
Kristin Klungsoyr, Torvald Konstali, Henning Gundersen*

**AN OUTLINE OF INTERACTION TYPES IN PHYSICAL
SERIOUS GAMES (P046)**

Gunver Majgaard

11:00-11:30 Coffee Break

11:30-12:40 Session FSP 18.2

**Social and cultural uses of/for Play // Psychological,
social, and cultural differences in perception and
participation**

(Room: Vale Covo)

**FRANCINE'S REVENGE: THE MANIPULABILITY OF
TOYS & GAMES AS THINGS IN THE MIND, NOT JUST
THINGS IN THE HAND (F020)**

Dan Fleming

**PSYCHOPHYSIOLOGICAL RESPONSES TO ONLINE
POKER GAME (F039)**

Kari Kallinen, Mikko Salminen, Niklas Ravaja and Kliment Yanev

**SIMULATION GAMES AND SUBJECTIVITY: THE
EXPERIENCE OF EMPOWERMENT IN THE SIMS 2 GAME
(S028)**

*Márcia Duarte Medeiros, Alisandra Cavalcante Fernandes de
Almeida, José Aires de Castro Filho and Maria de Fátima Vieira
Severiano*

13:00-14:30 Lunch Break

14:30-16:30 – Panel Session

THE NEXT BIG THING?

Dr. Gary Hayes, Laurel Papworth and Prof. Katherine Blashki

Thursday 18th, June 2009

08:30-17:00 Welcome Desk

09:00-09:45 Session FRP 18.1

Prototypes // Controversial issues

(Room: Vale Covo)

**GAMESIFT: BUILDING A VIDEO GAMES SEARCH AND
RECOMMENDATIONS TOOL BASED ON A DOMAIN
ONTOLOGY (F035)**

Nicolas Pajot and Claudine Bonneau

**SMS-BASED HUMAN-HOSTED INTERACTIVE TV-GAMES
(R029)**

Pauliina Tuomi

17:30 Conference Dinner

Friday 19th, June 2009

09:00-13:00 Welcome Desk

09:00-10:50 Session FSP 19.1

Serious Games and entertainment – applications, critiques // Immersiveness and engagement

(Room: Vale Covo)

A GENERAL FRAMEWORK FOR DIGITAL GAME-BASED TRAINING SYSTEMS (F021)

Angela Brennecke and Heidrun Schumann

REAL-TIME BARE-HANDS-TRACKING FOR 3D GAMES (F049)

Markus Schlattmann, Johannes Broekelschen and Reinhard Klein

ACCEPTANCE OF ENTERTAINMENT SYSTEMS IN STROKE REHABILITATION (F031)

Anna-Sofia Alklind Taylor, Per Backlund, Henrik Engström, Mikael Johannesson, Hanife Krasniqi and Mikael Lebram

COMPUTER GAME DESIGN AS A LEARNING TOOL (S027)

Miroslav Lazović, Miroslav Minović, Miloš Milovanović and Dušan Starčević

11:00-11:30 Coffee Break

11:30-12:40 Session FSP 19.2

Mobile and ubiquitous games and entertainment // Serious Games and entertainment – applications, critiques

(Room: Vale Covo)

RFID TECHNOLOGY: FOSTERING HUMAN INTERACTIONS (F050)

Annie Gentes, Camille Jutant, Aude Guyot and Michel Simatic

INTERACTIVITY IN DVB-H BROADCAST QUIZ GAME (S036)

Gunn Kristin Klungsøyr, Torbjørn Sund, Lena Pedersen, José Garduño, Petter Brodal, Torvald Konstali and Henning Gundersen

12:45 Best Paper Awards Ceremony and Closing Session

(Room: Vale Covo)

Prof. Katherine Blashki and Prof. Pedro Isaías