

IADIS Game and Entertainment Technologies 2010

PRELIMINARY CONFERENCE PROGRAM

Monday 26th, July 2010

14:00-19:00 Welcome Desk

14:45-15:00 Session O – Opening Session
(Room: 1224)

OPENING SESSION

Prof. Katherine Blashki and Prof. Pedro Isaías

15:00-16:20 Session FSP 26.1

Psychological, social, and cultural differences in perception and participation // Emerging practices
(Room: 1224)

MOTIVATIONAL FACTORS AND SOCIAL RELATIONS ACROSS DIFFERENT TYPES OF PLAYERS AND GAMES (F021)

Timo Baur and Castulus Kolo

THE SYMBIOSIS OF AI AND COMPUTER GAMES: TWO EXAMPLES OF GAMES AS A BIDIRECTIONAL INTERACTIVE SYSTEM (F045)

Robin Baumgarten and Eurídice Cabañes Martínez

GATHERING COMMONSENSE KNOWLEDGE WITH A GAME (S043)

Jordi Carres Polo, Kentaro Inui and Yuji Matsumoto

16:30-17:00 Coffee Break

17:00-18:50 Session FSRP 26.2

Prototypes // Usability and playability // Design issues
(Room: 1224)

THE IMPLEMENTATION OF PERSONALITY IN A SOCIAL STRATEGY GAME (F025)

Weiqin Chen, Aleksander Krzywinski, Arild Johan Jensen and Håvard Nes

AUTOSTEREOCOPY AND MOTION PARALLAX FOR MOBILE COMPUTER GAMES USING COMMERCIALY AVAILABLE HARDWARE (F039)

Jens Ogniewski and Ingemar Ragnemalm

MOONGATE: MODULAR REAL-TIME STRATEGY ENGINE FOR XBOX 360 AND PC (S029)

Rudolf Kajan and Adam Herout

PROTOTYPING AS AN APPROACH TOWARDS DIGITAL GAMES RESEARCH (S044)

Stefan Werning

DEGENDERING GAMES: TOWARDS A GENDER-INCLUSIVE FRAMEWORK FOR GAMES (R047)

Roziana Ibrahim, Gary B Wills and Lester Gilbert

THE DEVELOPMENT OF THE ONLINE GAME TO LEARN ABOUT RESOURCE MANAGEMENT ENTITLED “KINGDOM OF THE EARTH” (P046)

Sorakrich Maneewan and Surapol Boonlue

20:00 Conference Dinner

Tuesday 27th, July 2010

08:30-17:30 Welcome Desk

09:10-11:00 Session FSP 27.1

Serious Games and entertainment – applications, critiques // Development methodologies // Social and cultural uses of / for Play

(Room: 1139)

DEVELOPING THE GAME TESTAMENT MULTIPLE PERSPECTIVES IN SERIOUS GAME DEVELOPMENT (F018)

Erik Ambring, Carl-Johan Dahlin, Erik Sjöstrand, Peter Håkansson and Henrik Engström

– GAMEWORK – A CUSTOMIZABLE FRAMEWORK FOR PERSVASIVE GAMES (F023)

Christoph Stach

USING EDUCATIONAL GAMES FOR LEARNING INTRODUCTORY PROGRAMMING: INITIAL STUDY ON STUDENTS’S PERCEPTIONS (F033)

Roslina Ibrahim and Azizah Jaafar

WHAT’S THAT?: SOCIAL TAGGING OF AUDIOVISUAL HERITAGE IN A SERIOUS SOCIAL GAME SETTING (S024)

Maarten Brinkerink, Lotte Belice Baltussen and Johan Oomen

11:00-11:30 Coffee Break

11:30-12:55 Session FSRP 27.2

Mobile and ubiquitous games and entertainment
(Room: 1139)

“ON THE TOP OF HIGH TOWERS...” DISCUSSING LOCATIONS IN A MOBILE HEALTH GAME FOR DIABETICS (F040)

Martin Knöll

MAGIENTERTAIN: MOBILE ENTERTAINMENT INTERACTION BASED ON MAGNETIC FIELD (S035)

Hamed Ketabdar, Kamer Ali Yuksel and Mehran Roshandel

ECO-DRIVER: USING AUTOMOTIVE SENSOR DATA TO CONTROL MOBILE DRIVING GAMES (S038)

Pascal Bihler, Dominik Blumenau, Sven Bendel and Stefan Pilger

EXPERIENCES FROM THE DEVELOPMENT OF THE PERSVASIVE GAME CITYZOMBIE (R041)

Meng Zhu, Alf Inge Wang and Øyvind Rolland

13:00-14:30 Lunch Break

14:30-17:30 – Tutorial Session

(Room: 1139)

TEACHING SOCIAL SCIENCES IN VIRTUAL WORLDS

Dana R. Herrera and Andrés Margitay-Becht, Saint Mary’s College of California, USA

Wednesday 28th, July 2010

09:00-13:15 Welcome Desk

10:00-11:00 Session KL1 – Keynote Presentation
(Room 1221)

**SPACE, GAME, CAMERA. THE PERSPECTIVE
INTERFACE, THE VIRTUAL CAMERA, AND THE
SIMULATION OF ‘I’**

*Mike Jones, Lecturer Screen Studies - Australian Film, TV and Radio
School Lecturer - University of NSW, Australia*

11:00-11:30 Coffee Break

11:30-12:40 Session FSP 28.1

**Tools and technologies // User / player centered design
(Room: 1140)**

ON-DEMAND CREATION OF PROCEDURAL CITIES (F032)

*M. Banf, M. Barth, H. Schulze, J. Koch, A. Pritzkau, M. Schmidt, A.
Daraban, S. Meister, R. Sandhöfer, V. Sotke, C. Rezk-Salama, A.
Kolb*

**PLAYING WITH ROBOTS: A TABLETOP FRAMEWORK
FOR ROBOT AND HUMAN GAME PLAYING (S031)**

*Aleksander Krzywinski, Mi Haipeng, Weiqin Chen and Masanori
Sugimoto*

**INFLUENCE OF COMMUNICATION ON THE GAMEPLAY
EXPERIENCE IN MMORPGS (S022)**

Petter Christie, Fitri N. Rahayu and Andrew Perkis

12:45 Best Paper Awards Ceremony and Closing Session
(Room: 1140)

Prof. Katherine Blashki and Prof. Pedro Isaías

Notes:

Rooms 1139 and 1140 - 1st Floor

Rooms 1221 and 1224 – 2nd Floor