

IADIS Game and Entertainment Technologies 2011

CONFERENCE PROGRAM

Friday 22nd, July 2011

10:00-18:00 Welcome Desk

11:45-12:00 Session O – Opening Session
(Room: Space 4C)

OPENING SESSION

Prof. Katherine Blashki and Prof. Pedro Isaias

12:00-13:00 Session KL1 – Keynote Presentation
(Room: Space 4C)

EDUTAINMENT AND GAMES IN ELEARNING

Professor Dimitrios Rigas, Head of the Department of Media Technology & Head of the Innovative Interactive Systems Research Group (IIS), De Montfort University, United Kingdom

13:00-14:30 Lunch Break

14:30-16:20 Session FSRP 22.1
Serious Games and entertainment – applications, critiques

(Room: Space 4C)

Chair: Dimitrios Rigas

WEMAKEWORDS – AN ADAPTIVE AND COLLABORATIVE SERIOUS GAME FOR LITERACY ACQUISITION (F030)

Damir Ismailović, Dennis Pagano and Bernd Brügge

EFFECTIVE POSE PRESENTATION & DEMONSTRATION IN EXERGAMES (F041)

Kaitlyn Fox and Anthony Whitehead

ADAPTIVITY IN STORY-DRIVEN SERIOUS GAMES (S033)

Barbara Koehler, Damir Ismailovic, Dennis Pagano and Bernd Brügge

DIFFERENCES IN USER EXPERIENCE ON VIDEO GAMES AND SERIOUS GAMES (R061)

Huberta Kritzenberger

SERIOUS GAMES IN PSYCHOLOGY – CASE STUDY (R063)

Agnieszka Szczesna, Tomasz Grudzinski and Jakub Grudzinski

16:30-17:00 Coffee Break

17:00-18:15 Session FRP 22.2

Psychological, social, and cultural differences in perception and participation // User/player centered design

(Room: Space 4C)

Chair: Katherine Blashki

ARE YOU A GAMER? A QUALITATIVE STUDY CONCERNING THE PARAMETERS USED TO

CATEGORIZE CASUAL AND HARDCORE GAMERS (F027)

Jan Henk Annema, Yorick Poels, Mathijs Verstraete, Mieke Van Gils and Bieke Zaman

THE IMPLEMENTATION OF EMOTIONS IN A SOCIAL STRATEGY GAME (F058)

Weiqin Chen, Christoph Carlson and Mathias Hellevang

THE PSYCHOSOCIAL DIMENSION OF VIDEOGAME

USAGE IN CHILDHOOD: A STUDY IN GREECE (R045)

Pilitsis Savvas, Digkas Christos, Bousiou-Makridou Despoina and Tsopoglou Stavros

Saturday 23rd, July 2011

08:30-16:00 Welcome Desk

09:40-11:00 Session FSRP 23.1

Communities, networks, social interaction and social capital // Social and cultural uses of/for Play

(Room: Space 4C)

Chair: Ruck Thawonmas

THE GAMES FLICKRITES PLAY: AN INVESTIGATION OF FLICKR-BASED GAMING ACTIVITY WITH SPECIAL FOCUS ON OPPORTUNITIES FOR EXPLORATORY INTERACTION (F051)

Amalia Kallergi and Fons J. Verbeek

OPENNESS AS A METHOD FOR GAME EVOLUTION (S028)

Kemal Isitan, Timo Nummenmaa and Eleni Berki

THE AUDITORIUM PAC-MAN – USES OF A GAME CULTURAL HISTORY (R020)

Jaakko Suominen, Petri Saarikoski, Aliisa Sinkkonen, Tuomas Sinkkonen and Leila Stenfors

USING GAME ELEMENTS TO MOTIVATE

ENVIRONMENTALLY RESPONSIBLE BEHAVIOUR (R046)

Maarten Brinkerink, Lotte Belice Baltussen and Johan Oomen

11:00-11:30 Coffee Break

11:30-13:00 Session FSP 23.2

Tools and technologies

(Room: Space 4C)

Chair: Katherine Blashki

FRAME SELECTION FOR AUTOMATIC COMIC GENERATION FROM MUSEUM PLAYLOG IN METAVERSE (F022)

Ruck Thawonmas and Tomonori Shuda

LOW-COST SOLUTIONS FOR MAKING HANDS-FREE VIDEO GAMES (F031)

Long K. Huynh and Scott A. King

SEMI AUTONOMOUS CAMERA CONTROL IN DYNAMIC VIRTUAL ENVIRONMENTS (S059)

Marcel Klomann and Jan-Torsten Milde

XENUBI: THE DEVELOPMENT OF A CHEMISTRY EDUCATIONAL GAME FOR MOBILE PHONES (P038)

Marcelo Leandro Eichler, Gabriela Trindade Perry and Gustavo Fritsch

11:30-13:10 Session FSP 24.2

Research methodologies in creative practice // Assessment of exploratory learning approaches

(Room: Space 4C)

Chair: Anthony Whitehead

A PRACTICAL APPROACH TO INTRODUCE STORY DESIGNERS TO PLANNING (F047)

Steve Hoffmann, Ulrike Spierling and Georg Struck

DEVELOPMENT OF A CONCEPTUAL FRAMEWORK FOR SUPPORTING GENDER INCLUSIVITY IN GAMES (F054)

Roziana Ibrahim, Gary B. Wills and Lester Gilbert

IMPROVEMENT AND EVALUATION OF VEGETATION INTERACTION GAME (S039)

Akiko Deguchi, Yoshiaki Takeda, Fusako Kusunoki, Midori Tanaka,

Etsuji Yamaguchi, Shigenori Inagaki and Masanori Sugimoto

RESEARCH AS A LEARNING EXPERIENCE – CASE INSOMNIAGAME (S024)

Leila Stenfors, Aliisa Sinkkonen and Tuomas Sinkkonen

13:00-14:30 Lunch Break

14:30-15:30 Talk

(Room: Space 4C)

GAMES AND NARRATIVE: AN INTEGRAL MIX?

Prof. Katherine Blashki

13:10 Best Paper Awards Ceremony and Closing Session

(Room: Space 4C)

Prof. Katherine Blashki and Prof. Pedro Isaías

15:45 Tour and Conference Dinner

Sunday 24th, July 2011

09:00-13:15 Welcome Desk

09:25-11:00 Session FSRP 24.1

Design issues // Immersiveness and engagement

(Room: Space 4C)

Chair: Scott King

AVOL – AUDIOVISUAL ONLINE: PLAYING WITH INTERACTIVE SOUND VISUALIZATION (F018)

Nuno N. Correia

AM I THE FASTEST CHARACTER TO POINT (X, Y)? GETTING A QUICK AND PRECISE ANSWER (F065)

Vadim Kyrlyov

GENDER INCLUSIVITY FRAMEWORK (GIF): INTER-RATER AGREEMENT ON THE COMPONENTS OF GENDER INCLUSIVITY IN GAMES (S053)

Roziana Ibrahim, Gary B. Wills and Lester Gilbert

MAXIMIZING USER COMFORT & IMMERSION A GAME DESIGNERS GUIDE TO 3D DISPLAYS (R064)

Jens Ogniewski

11:00-11:30 Coffee Break