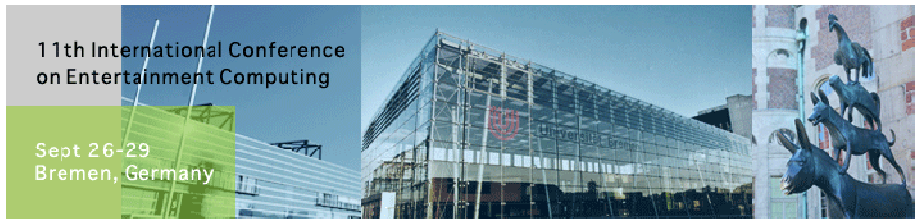




2012

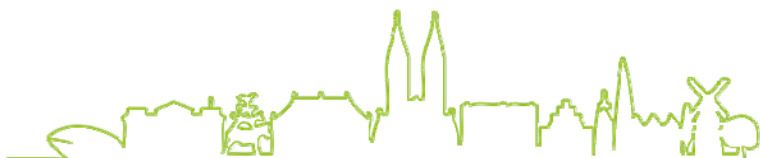
11th International Conference
on Entertainment Computing

Sept 26-29
Bremen, Germany



Program Overview - ICEC

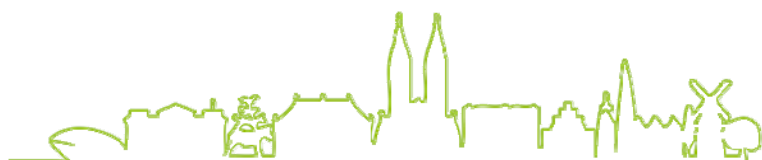
	September 26, 2012	September 27, 2012	September 28, 2012	September 29, 2012
09:30 - 11:00	SGDA Keynote: Igor Mayer Workshops / Doctoral Consortium	Keynote: Steve Ince Poster and Demo Madness	Keynote: Espen Aarseth Session 4: Interactive Performance	Keynote: Olga Sorkine Session 8: Tools and Methods I
		break		
11:30 - 13:00		Session 1: Storytelling	Session 5: Mixed Reality and 3D Worlds	Session 9: Tools and Methods II
Lunch				
14:00 - 15:30	Workshops	Session 2: Serious Games (Learning and Training)	Session 6: Serious Games (Health and Social)	Session 10: User Interface
		break		
15:45 - 17:15		Session 3: Self and Identity	Session 7: Player Experience	Closing Session / Awards
17:15 - 17:30		Industry Talk		
Lunch				
19:00	Free time to visit Bremen	Welcome Reception / Poster and Demo Session	Dinner	Free time to visit Bremen



Program Overview - SGDA

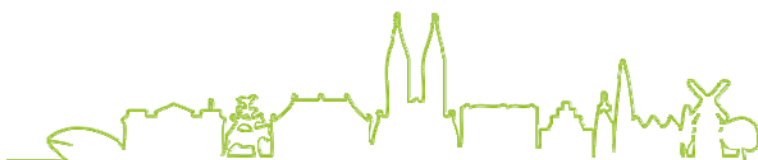
	September 26, 2012		September 27, 2012
09:30 - 10:30	Welcome to SGDA 2012 Jannicke Baalsrud Hauge		ICEC Keynote: Steve Ince
	SGDA Keynote: Igor Mayer		
10:30 - 11:00	Interdisciplinary an international adaption and personalization of the MetaVals Serious Games		SGDA/ICEC: Poster and Demo Madness
break			
11:30 - 13:00	SGDA Session 1		SDGA Session 5 – Serious games for soft skills training
Lunch			
14:00 - 16:00	SDGA Session 2 – Health games	14:00 - 15:30	SDGA Session 6 – Serious Games (Learning and Training) *
break			
16:15 - 17:15	SDGA Session 3 – Evaluating serious games	15:45 - 18:15	SDGA session 7 – Serious games for soft skills training (cont.)
17:15 - 18:15	SDGA Session 4 - Game Design		
break			
20:00 - 22:30	"SGDA come together" in BIBA gaming lab	19:00	Welcome Reception / Poster and Demo Session

*SGDA/ICEC joint sessions



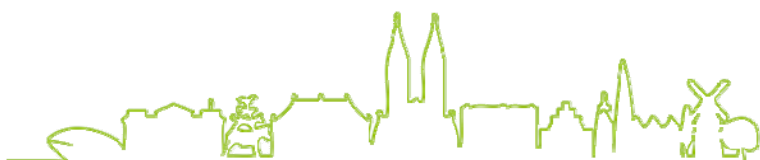
SGDA: Wednesday, September 26, 2012

09:30 - 11:00	Welcome & SGDA Keynote: The Research and Evaluation of Serious Games: Towards a Comprehensive Methodology, Igor Mayer (Room B3009) Interdisciplinary an international adaption and personalization of the MetaVals Serious Games - <i>Margarida Romero, Mireia Usart, Maria Popescu, Elizabeth Boyle</i>
30 min break	
11:30 - 13:00	SGDA Session 1 (Room B3009), Session Chair: Johann Riedel A serious game for training balance control over different types of soil - <i>Bob-Antoine J. Menelas, Martin J. D. Otis</i> Experience in Serious Games: Between Positive and Serious Experience - <i>Tim Marsh and Brigid Costello</i> Squaring and Scripting the ESP Game: Trimming a GWAP to Deep Semantics - <i>François Bry and Christoph Wieser</i>
Lunch (Cafe Unique)	
14:00 - 16:00	SGDA Session 2: Health games (Room B3009), Session Chair: Eunice Ma Health games: Taxonomy analysis and multiplayer design suggestions - <i>Alex Gekker</i> Developing serious games specifically adapted to people suffering from Alzheimer - <i>Bruno Bouchard, Frédéric Imbeault, Abdenour Bouzouane, Bob-Antoine J. Menelas</i> A Computer Game based Motivation System for Human Physiology Studies - <i>Tintu Mathew, Jochen Zange, Joern Rittweger, and Rainer Herpers</i> Value Propositions for Serious Games in Health and Well-being - <i>Rosa García Sánchez, Alasdair G Thin, Jannicke Baalsrud Hauge, Giusy Fiucci, Thierry Nabeth, Michel Rudnianski, Angelo Marco Luccini, and Kam Star</i>
15 min break	
16:15 - 17:15	SGDA Session 3: Evaluating serious games (Room B3009), Session Chair: Heiko Duin Evaluating the Validity of a Non-Invasive Assessment Procedure - <i>Paul C. Seitlinger, Michael A. Bedek, Simone Kopeinik and Dietrich Albert</i> Challenges and Opportunities in Evaluating Learning in Serious Games: A look at Behavioural Aspects - <i>Sobah A. Petersen and Michael A. Bedek</i>
17:15- 18:15	SGDA Session 4: Game Design (Room B3009), Session Chair: Heiko Duin Lessons Learnt from Contextualized Interactive Story Driven Development Methodology - <i>Manuel Oliveira, Heiko Duin</i> Betaville – a massively participatory mirror world game - <i>Martin Koplin, Carl Skelton</i>
20:00 - 22:30	"SGDA come together" in BIBA gaming lab -welcome- Marcus Seifert



SGDA: Thursday, September 27, 2012	
09:30 - 11:00	<p>SGDA Keynote: Entertainment and Writing for Games, Steve Ince (Room B2880)</p> <p>Poster and Demo 1-Minute "Madness" Session (Room B3009), Session Chair: Dirk Wenig</p>
30 min break	
11:30 - 13:00	<p>SGDA Session 5: Serious games for soft skills training (Room B2880), Session Chair: Manuel Olivera</p> <p>Don't Panic: Enhancing Soft Skills for Civil Protection Workers Ines Di Loreto, Simone Mora, Monica Divitini</p> <p>Serious Games adoption in corporate training - <i>Aida Azadegan, Johann c.k.h. Riedel, Jannicke Baalsrud Hauge</i></p> <p>AmbiLearn: Enhancing the Learning Environment for Primary School Education - <i>Jennifer Hyndman, Tom Lunney and Paul Mc Kevitt</i></p>
Lunch (Cafe Unique)	
14:00 - 15:30	<p>SGDA Session 6: Serious Games (Learning and Training) (Room B3009) *, Session Chair: Rod McCall</p> <p>A Virtual Training Tool for Giving Talks - <i>Oswald D. Kothgassner, Anna Felnhofer, Leon Beutl, Helmut Hlavacs, Mario Lehenbauer and Birgit Stetina</i></p> <p>Stories from the History of Czechoslovakia, a serious game for teaching history of the Czech lands in the 20th century - notes on design concepts and design process - <i>Vit Sisler, Cyril Brom, Jaroslav Cuhra, Kamil Cinatl and Jakub Gemrot</i></p> <p>Constructivist Learning in Anatomy Education: What Anatomy Students Can Learn through Serious Games Development - <i>Minhua Ma, Kim Bale, Paul Rea</i></p> <p>Blended In-Game and Off-Game Learning: Assimilating Serious Games in the Classroom and Curriculum - <i>Tim Marsh, Nickole Li, Eric Klopfer, Jason Haas</i></p>
15 min break	
15:45 - 18:15	<p>SGDA Session 7: Serious games for soft skills training (cont.) (Room B2880) , Session Chair: Jannicke Baalsrud Hauge</p> <p>The Application of the CISD2 Methodology for the Definition of a Serious Game Competence-based Learning Scenario in the Domain of Sustainable Manufacturing - <i>Gregor Cerinsek, Heiko Duin, Fiorella Colombo, Borzoo Pourabdollahian, Stanislaw Plebanek</i></p> <p>Towards designing for competence and engagement in serious games - <i>Erik D. van der Spek</i></p> <p>Dealing with Threshold Concepts in Serious Games for Competence Development - <i>Stefano Bocconi, Yulia Bachvarova, Martin Ruskov, and Manuel Oliveira</i></p> <p>Towards participative and knowledge-intensive serious games - <i>Nour El Mawas, Jean-Pierre Cahier</i></p> <p>Logical Thinking by Play Using the Example of the Game "Space Goats" - <i>Thorsten Wahner, Moritz Kartheuser, Stefan Sigl, Jördis Nolte, and Axel Hoppe</i></p>
19:00	<p>ICEC Welcome Reception / Poster and Demo Session (Third floor of GW2 building, wing B)</p>

*SGDA/ICEC joint sessions



ICEC: Wednesday, September 26, 2012

09:30 -11:00	SGDA Keynote: <i>Igor Mayer</i> (Room B3009) / Workshops
30 min break	
11:30 -13:00	Workshops / Doctoral Consortium
Lunch (Cafe Unique)	
14:00 -17:15	Workshops
19:00	Free time to visit Bremen

Main Conference Room

The sessions/keynotes of the main conference will always take place in room **B3009** of the **GW2** building on the university campus.

Workshops

All workshops take place in parallel in different rooms as outlined below. Please refer to the respective workshop's webpage for a detailed program. All rooms are located in the **GW2** building as well.

Co-located Event: Serious Games Development and Application (SGDA)

- Wednesday (Room B3009) and Thursday (Room B2880)

W1: Harnessing Collective Intelligence with Games (together with SGDA)

- Wednesday together with SGDA (Room B3009)

W2: 2nd Workshop on Game Development and Model-Driven Software Development

- Wednesday (Room B2890)

W3: 4th Workshop on Mobile Gaming, Mobile Life - Interweaving the Virtual and the Real

- Wednesday (Room B2880)

W4: MUSST: Workshop on Multi-User Services for Social TV

- Workshop has been canceled

W5: Workshop on Exploring the Challenges of Ethics, Privacy and Trust in Serious Gaming

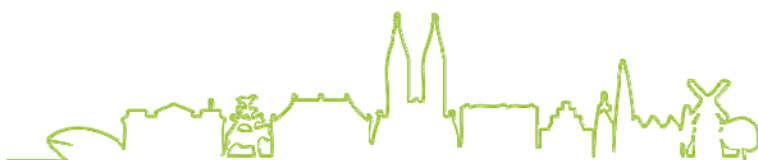
- Wednesday (Room B3850)

T1: Open Source Software for Entertainment

- Wednesday (Room B2900)

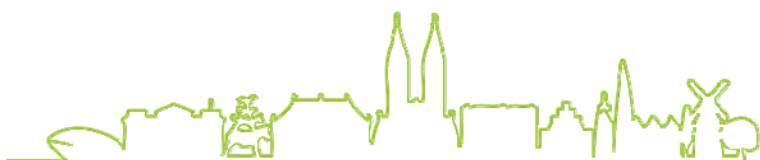
Doctoral Consortium

- Wednesday (Room B3770)



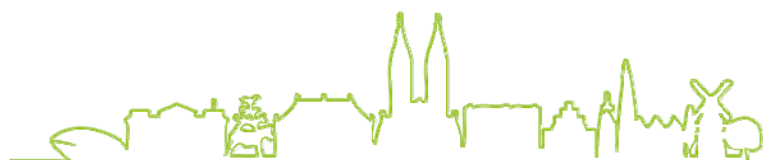
ICEC: Thursday, September 27, 2012

09:30 -	Welcome & Keynote: Entertainment and Writing for Games - <i>Steve Ince</i> (Room B3009)
11:00	Poster and Demo 1-Minute "Madness" Session (Room B3009), Session Chair: Dirk Wenig
30 min break	
11:30 -	Session 1: Storytelling (Room B3009), Session Chair: Maic Masuch
13:00	Social Interaction for Interactive Storytelling - <i>Edirlei Soares de Lima, Bruno Feiju, Cesar Tadeu Pozzer, Angelo Ciarlini, Simone Diniz Junqueira Barbosa, Antonio L. Furtado and Fabio A. Guilherme Da Silva</i>
	Gaming After Dark – Visual Patterns and their Significance for Atmosphere and Emotional Experience in Video Games - <i>Ivana Müller, Petra Sundstrom, Martin Murer and Manfred Tscheligi</i>
	Information-gathering Events in Story Plots - <i>Fabio A. Guilherme Da Silva, Antonio L. Furtado, Angelo Ciarlini, Cesar Tadeu Pozzer, Bruno Feiju and Edirlei Soares de Lima</i>
	Design and Evaluation of Parametrizable Multi - Genre Game Mechanics (S) - <i>Daniel Apken, Hendrik Landwehr, Marc Herrlich, Markus Krause, Dennis Paul and Rainer Malaka</i>
Lunch (Cafe Unique)	
14:00 -	Session 2: Serious Games (Learning and Training) (Room B3009), Session Chair: Rod McCall
15:30	A Virtual Training Tool for Giving Talks - <i>Oswald D. Kothgassner, Anna Felnhofer, Leon Beutl, Helmut Hlavacs, Mario Lehenbauer and Birgit Stetina</i>
	Stories from the History of Czechoslovakia, a serious game for teaching history of the Czech lands in the 20th century - notes on design concepts and design process (S) - <i>Vit Sisler, Cyril Brom, Jaroslav Cuhra, Kamil Cinatl and Jakub Gemrot</i>
	Constructivist Learning in Anatomy Education: What Anatomy Students Can Learn through Serious Games Development - <i>Minhua Ma, Kim Bale, Paul Rea</i>
	Blended In-Game and Off-Game Learning: Assimilating Serious Games in the Classroom and Curriculum - <i>Tim Marsh, Nickole Li, Eric Klopfer, Jason Haas</i>
15 min break	
15:45 -	Session 3: Self and Identity (Room B3009), Session Chair: Tim Marsh
17:15	Cognitive Processes Involved in Video Game Identification - <i>Christopher Blake, Dorothee Hefner, Christian Roth, Christoph Klimmt and Peter Vorderer</i>
	An Annotation Scheme for Social Interaction in Digital Playgrounds - <i>Alejandro Moreno, Robby van Delden, Dennis Reidsma, Ronald Poppe and Dirk Heylen</i>
	Philosophy Meets Entertainment: Designing an Interactive Virtual Philosopher - <i>Xuan Wang, Eng Tat Khoo, Sanath Siriwardana, Horathalge Iroshan and Ryohei Nakatsu</i>
	Spotting the Difference: Identifying player opponent preferences in FPS games (S) - <i>David Conroy, Peta Wyeth and Daniel Johnson</i>
17:15 - 17:30	Industry Talk: Cross-Platform Gaming - <i>Volker Dressels</i> , InnoGames (Room B3009)
19:00	Welcome Reception / Poster and Demo Session (Third floor of GW2 building, wing B)



ICEC: Friday, September 28, 2012

09:30 - 11:00	Keynote: Games and Narrative – A New Model for Ludonarratives - <i>Espen Aarseth</i> (Room B3009)
	Session 4: Interactive Performance (Room B3009), Session Chair: Matthias Rauterberg
	AR Paint: A fusion system of a paint tool and AR (S) - <i>Suwon Lee, Jinki Jung, Jihye Hong, Jb Ryu and Hyun S. Yang</i>
	Pictures at an Exhibition: Design of a Hybrid Puppetry Performance Piece - <i>Ali Mazalek, Michael Nitsche, Claudia Rebola, Paul Clifton, Andy Wu, Nick Poirier and Firaz Peer</i>
30 min break	
11:30 - 13:00	Session 5: Mixed Reality and 3D Worlds (Room B3009), Session Chair: Hyun S. Yang
	Follow the Grass: a Smart Material Interactive Pervasive Display - <i>Andrea Minuto, Gijs Huisman and Anton Nijholt</i>
	The ICOCOON Virtual Meeting Room: a Virtual Environment as a Support Tool for Multipoint Teleconference Systems - <i>Aljosha Demeulemeester, Katriina Kilpi, Shirley A. Elprama, Sammy Lievens, Charles-Frederik Hollemeersch, An Jacobs, Peter Lambert and Rik Van De Walle</i>
	Playing with the Weather - <i>Sofia Reis and Nuno Correia</i>
	fAARS: A Platform for Location-Aware Trans-reality Games (S) - <i>Lucio Gutierrez, Eleni Stroulia and Ioanis Nikolaidis</i>
Lunch (Cafe Unique)	
14:00 - 15:30	Session 6: Serious Games (Health and Social) (Room B3009), Session Chair: Marc Herrlich
	How to analyse therapeutic games: The Player / Game / Therapy Model - <i>Stephanie Mader, Stephane Natkin and Guillaume Leveux</i>
	Game-based Trust - <i>Sebastian Matyas, Daishi Kato, Takao Shime, Kazuo Kunieda and Keiji Yamada</i>
	Design of Tangible Games for Children Undergoing Occupational and Physical Therapy - <i>Robby van Delden, Pauline Aarts and Betsy van Dijk</i>
	Game Design for Older Adults: Effects of Age-Related Changes on Structural Elements of Digital Games (S) - <i>Kathrin Maria Gerling, Frank Paul Schulte, Jan Smeddinck and Maic Masuch</i>
15 min break	
15:45 - 17:15	Session 7: Player Experience (Room B3009), Session Chair: Ryohei Nakatsu
	The Effect of Closely-coupled Interaction on Player Experience in Casual Games - <i>Anastasiia Beznosyk, Peter Quax, Wim Lamotte and Karin Coninx</i>
	Leisure Food: Derive social and cultural entertainment through physical interaction with food - <i>Jun Wei and Ryohei Nakatsu</i>
	A Method for Measuring the Creative Potential of Computer Games - <i>Wilawan Inchamnan, Peta Wyeth, Daniel Johnson and David Conroy</i>
Similarity in Visual Designs: Effects on Workload and Performance in a Railed-Shooter game (S) - <i>David Milam, Magy Seif El-Nasr, Lyn Bartram, Bardia Aghabeigi and Perry Tan</i>	
19:00	Dinner (Restaurant bel étage)



ICEC: Saturday, September 29, 2012

09:30 - 11:00	Keynote: Really Real-Time 3D Shape Modeling and Animation - <i>Olga Sorkine</i> (Room B3009)
	Session 8: Tools and Methods 1 (Room B3009), Session Chair: Letizia Jaccheri
	A Hybrid GPU Rasterized and Ray Traced Rendering Pipeline for Real Time Rendering of Per Pixel Effects - <i>Thales Luis Sabino, Paulo Andrade, Esteban Clua, Anselmo Montenegro and Paulo Pagliosa</i>
30 min break	
11:30 - 13:00	Session 9: Tools and Methods 2 (Room B3009), Session Chair: Letizia Jaccheri
	A Parallel Fipa Architecture Based on GPU for Games and Real Time Simulations - <i>Luiz Santos, Esteban Clua and Flavia Bernardini</i>
	Cognitive Agents for Microscopic Traffic Simulations in Virtual Environments (S) - <i>Sven Seele, Rainer Herpers and Christian Bauckhage</i>
	Out of Context Augmented Navfields: Designing Crowd Choreographies (S) - <i>Guillaume Levieux, Stephane Natkin and Alexandre Topol</i>
	Priority Level Planning in Kriegspiel (S) - <i>Paolo Ciancarini and Andrea Gasparro</i>
	Writing Real-Time .Net Games in Casanova (S) - <i>Giuseppe Maggiore, Pieter Spronck, Renzo Orsini, Michele Bugliesi, Enrico Steffinlongo and Mohamed Abbadi</i>
Lunch (Cafe Unique)	
14:00 - 15:30	Session 10: User Interfaces (Room B3009), Session Chair: Lynne Baillie
	An Analysis of Player Strategies and Performance in Audio Puzzles - <i>Jaime Carvalho, Luis Duarte and Luis Carriao</i>
	Cell Phone Puppets: Turning Mobile Phones into Performing Objects - <i>Michael Nitsche and Sanjeev Nayak</i>
	Brain-Computer Interface Games: Towards a Framework (S) - <i>Hayrettin Gurkok, Anton Nijholt and Mannes Poel</i>
	Semiautomatic and User-Centered Orientation of Digital Artifacts on Multi-Touch Tabletops (S) - <i>Lorenz Barnkow and Kai von Luck</i>
15 min break	
15:45 - 17:15	Closing Session (Room B3009)
	Awards (Room B3009)
19:00	Free time to visit Bremen

