



GAME-ON-NA'2007 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: Hilton University of Florida, Conference Center Gainesville, 1714 SW 34th St. Gainesville, FL 32607,  Telephone: +1.352-371-3600 or 1-800-HILTONS
 Fax: +1.352-384-3455 The way to the meeting room will be signposted.

Monday, September 10, 2007

08.30 - 15.00 **Registration in front of the meeting room**

09.00 - 09.15 **Welcome:**
Welcome Address
Paul Fishwick, University of Florida, Gainesville, USA
Philippe Geril, EUROSIS-ETI, Belgium

09.15 - 10.00 **Session I**

KEYNOTE SPEAKER

09.15-10.00 **Session Chairperson:**
Paul Fishwick, University of Florida, Gainesville, USA

KEYNOTE

Games-Nano-Bio-Info-Cogno: How are video games connected to 21st century science and learning?

Jim Brazell 5

10.00 - 10.30 **Coffee Break**

10.30 - 12.00 **Session II**

SIMULATED CARD AND BOARD GAMES

10.30-12.00 **Session Chairperson:**
Benjamin Lok; University of Florida; Gainesville; USA

AI_01

Multi-agent Modeling of Interaction-based Card Games

Evan Hurwitz and Tshilidzi Marwala 23

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ONSEC_01
Online Poker Security: Problems and Solutions
Roman V. Yampolsky 29

AI_04
Move Ordering VS Heavy Playouts: Where should Heuristics be Applied in Monte Carlo Go
Peter Drake and Steve Uurtamo 35

12.00 - 14.00 **Lunch**

14.00 - 15.00 **Session III**

GAME AGENTS

14.00-15.00 **Session Chairperson:**
Michael Katchabaw; University of Western Ontario, London; Canada

AI_02
Using artificial neural networks for "common sense" simulation in videogame agents
A. Barella, J. Fabregat and C. Carrascosa 43

AI_03
Modeling Agents for Real Environment
Gustavo Henrique Soares de Oliveira Lyrio and Roberto de Beauclair Seixas 48

15.00 - 15.30 **Coffee Break**

15.30 - 17.00 **Session IV**

MMO MODELLING AND GAME DESIGN

15.30-17.00 **Session Chairperson:**
Jim Brazell; University of Austin, Austin, USA

METH_01
Dissecting Group Identity in MMOs
Yusuf Pisan 67

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AI_07

Using Synthetic Players to Generate Workloads for Networked Multiplayer Games

Asif Raja and Michael Katchabaw.....70

SIM_01

Intermipmaps: An Extended Approach to Geomipmapping

Alan Horne and Xin Li97

17.30 - 19.00

Visit to The Digital Worlds Institute –REVE plus a presentation by Organic Motion. They will be presenting their MoCap system

FREE EVENING

Tuesday, September 11, 2007

08.30 - 15.00 **Registration in front of the meeting room**

09.00 - 10.00 **Session V**

Session V

INVITED SPEAKER

09.00-10.00 **Session Chairperson:**
Paul Fishwick; University of Florida; Gainesville; USA

INVITED
Taking Game Technology Seriously
Roger Smith, US Army

10.00 - 10.30 **Coffee Break**

10.30 - 12.00 **Session VI**

AI TECHNIQUES IN GAMING

10.30-12.00 **Session Chairperson:**
Roger Smith; US Army; Orlando; USA

SER_03
The Second Annual Real-Time Strategy Game AI Competition
Michael Buro, Marc Lanctot and Sterling Orsten..... **77**

AI_05
Player Modeling using Knowledge Transfer
<u>Guy Shahine</u> and <u>Bikramjit Banerjee</u> 82

SER_02
Comparing Optimization Methods for Wargame AI Strategies
John Rushing, Steve Tanner and John Tiller **90**

Tuesday, September 11, 2007

12.00 - 14.00 **Lunch**

14.00 - 15.00 **Session VII**

Tutorial

14.00-15.00

Session Chairperson:
Michael J. Moshell; University of Central Florida

TUT
Tutorial on Mixed Reality
Michael J. Moshell, University of Central Florida

15.00 - 15.30 **Coffee Break**

15.30 - 16.30 **Session VIII**

GAME ACTORS

15.30-16.30

Session Chairperson:
Dr. Ferdig; University of Florida; Gainesville; USA

METH_03
Managing Actors in Serious Games
J. Michael Moshell, Rudy McDaniel, Alpesh P.Makwana and Li Wei... **60**

METH_02
User Interfaces for the Provision of Structured Information and Guidance for Actors in Virtual Worlds
Alpesh P. Makwana **57**

16.30 - 16.45 **Session IX**

CLOSING SESSION AND BEST PAPER AWARD

19.00 - 22.00 **Conference Dinner**

Wednesday, September 12, 2007

09.00 - 12.00 **Company Visit**

VISIT

Company Visit to Artificial Studios

We will leave the hotel at 8.30 a.m. to be there at 9.00 a.m.

**SEE YOU ALL NEXT YEAR AT GAMEON-NA 2008
AT MCGILL UNIVERSITY, MONTREAL, CANADA
FROM AUGUST 18-20, 2008**

**Proposals for special tracks/tutorials/demos
can be sent in by September 30th 2007**

NOTES

eurosis

EUROSIS was borne out of discussions with the European Community to set up a new kind of Society, which would be project driven instead of driven by pure membership and conferences.

The aim of the new Society will be to set up topic related Technical Committees which will link directly to European Projects in the field of computer simulation and related areas and to act as a knowledge pool for future European Networks of Excellence, like MOSAIC.

If you would like to receive more information about EUROSIS, please contact

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