

GAME-ON-NA'2006 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: Naval Postgraduate School, 700 Dyer Road, CA 93943-5001 Monterey, USA.

You will need to enter the main gate at Del Monte Avenue, where a list will be available at the guard house with your name and ID number. Your local contact is Perry McDowell: Tel: +1.831.658.7591, Fax: +1.831.656.7599. The way to the room will be signposted.

Tuesday, September 19, 2006

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

09.00 - 09.15 **Welcome:**
Welcome Address and Day Plan
Perry McDowell, NPS, Monterey, USA
Philippe Geril, EUROSIS-ETI, Belgium

09.15 - 10.00 **Session I**

KEYNOTE SPEAKER

09.15-10.00 **Session Chairperson:**
Perry McDowell, NPS, Monterey, USA

KEYNOTE
Creating Intelligent Agents through Neuroevolution
Risto Mikkulainen, University of Texas

10.30 - 12.00 **Session II**

GAME AI

10.30-12.00 **Session Chairperson:**
Chris Darken, NPS, Monterey, USA

GAME-AI_01
Web Services for Game AI: The ZÓCALO Architecture
Thomas M. Vernieri and R. Michael Young 13

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	GAME-AI_02	
	Core Cognitive Modeling in Avatar Design	
	<u>James Peterson</u>	18
	GAME-AI_04	
	Model Based Design of GAME-AI	
	<u>Alexandre Denault</u> , Joerg Kienzle and Hans Vangheluwe	67
12.00 - 14.00	Lunch	
14.00 - 15.00	Session III	
	INVITED SPEAKER	
14.00-15.00	Session Chairperson:	
	Michael Young, NC State University, Raleigh, USA	
	INVITE	
	Security Challenges in Networked Games	
	<u>Madjid Merabti</u> and Abdennour El-Rhalibi.....	5
15.00 - 15.30	Coffee Break	
15.30 - 16.30	Session IV	
	GAME DESIGN I	
15.30-16.30	Session Chairperson:	
	Eric Johnson, NPS, Monterey, USA	
	GAME-STUD_01	
	Infinite Games Engine	
	<u>Patrick Hofmann</u>	23
	GAME-MULTI_01	
	Path Finding for Large Scale Multiplayer Computer Games	
	<u>Marc Lanctot</u> , <u>Nicolas Ng Man Sun</u> and Clark Verbrugge.....	26

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19.00 - 22.30 **Conference Dinner**

Wednesday, September 20, 2006

08.30 - 09.00 **Registration in front of the meeting room**

09.00 - 10.00 **Session V**

GAME DESIGN II

09.00-10.00

Session Chairperson:
Perry McDowell, NPS, Monterey, USA

GAME-DESIGN_02

Instrumentation of Video Game Software to Support Automated Content Analyses

T. Bullen, M. Katchabaw and N. Dyer-Witthford..... 34

GAME-DESIGN_01

Design and Implementation of Optimistic Constructs for Latency Masking in Online Video Games

Shayne Burgess and Michael Katchabaw..... 39

10.00 - 10.30 **Coffee Break**

10.30 - 12.00 **Session VI**

EDUCATION AND ART IN GAMES

10.30-12.00

Session Chairperson:
Will Clapham, NPS, Monterey, USA

GAME-EDU_01

game @ VU – developing a masterclass for high-school students using the Half-life 2 SDK

A. Eliens and S.V. Bhikharie 49

GAME-EDU_02

Adapting a Commercial Role-Playing Game for Educational Computer Game Production

M. Carbonaro, M. Cutumisu, H Duff, S. Gillis, C. Onuczko, J. Schaeffer, A. Schumacher, J. Siegel, D. Szafron and K. Waugh 54

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GAME-ART_01

Odyssee – explorations in mixed reality theatre using DirectX 9

A. Eliens..... 62

12.00 - 14.00 **Lunch**

14.00 - 15.00 **Session VII**

Delta3D Game Engine

14.00-15.00

Session Chairperson:

Perry McDowell, NPS, Monterey, USA

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**Delta3D Game Engine's Integration with Educational Software for
Serious Games Use**

Perry McDowell

15.00 - 15.30 **Coffee Break**

15.30 - 16.30 **VISIT TO GAMES LABS OF NPS**

16.30 - 16.45 **Session VIII**

CLOSING SESSION AND BEST PAPER AWARD

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