GAME-ON'2002 FINAL PROGRAMME

O= presentation with Overhead
LCD= presentation with LCD Projector
The underlined authors are usually the presenters, Papers in grey boxes are candidates for the best paper award
Conference Site: University of Westminster, Harrow Campus, Northwick Park
London , United Kingdom

Thursday, November 28, 2002

16.30 - 17.30 **Registration Westminster University**

17.30 - 18.30 **Reception**

Friday, November 29, 2002

08.45 - 17.00 **Registration Westminster University**

09.00 - 09.15 **Welcome**

Welcome Address
Quasim Mehdi, Wolverhampton University, Wolverhampton, UK
Norman Gough, Wolverhampton University, Wolverhampton, UK

09.15 - 10.00 **Session I**

KEYNOTE SPEAKER

09.15-10.00

Session Chairperson:
Quasim Mehdi, Wolverhampton University, Wolverhampton, UK

KEYNOTE
Game Engines in Intelligent Virtual Environments Research
Marc Cavazza, Universityof Teesside, United Kingdom

10.00 - 10.30 **Coffee Break**

10.30 - 12.30 **Session II**

LEARNING TECHNOLOGIES

10.30-12.30

Session Chairperson:
Norman Gough, Wolverhampton University, Wolverhampton, UK

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Marc Cavazza, University of Teesside, Middlesborough, UK

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15.00 - 15.30 **Coffee -Tea Break**

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15.30 - 18.00 **Session IV**

AGENTS, BEHAVIOURS, PLANNING AND MOTION

15.30-18.00 **Session Chairperson:**
David Al-Dabass, Nottingham Trent University, Nottingham, UK

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and Fred Charles.....**144**

19.00 - 21.00 **Conference Dinner**
At the Curry Centre, 126 Pinner Road, Harrow (Tel: +44.208.861.5992)

Saturday, November 30, 2002

08.30 - 11.00 **Registration Westminster University**

08.30 - 10.00 **Session V**

NEURAL NETWORKS AND EVOLUTIONARY SYSTEMS

08.30-10.00

Session Chairperson:
Norman Gough, Wolverhampton University, Wolverhampton, UK

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10.00 - 10.30 **Coffee-Tea Break**

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10.30-12.30

Session Chairperson:
to be announced later

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10.30 - 11.30 **Session VII – ROOM B**

EU-GAMENET MEETING

10.30-11.30 **Session Chairperson:**
Norman Gough, University of Wolverhampton, Wolverhampton, UK
This meeting is intended to introduce the Gamenet proposal to the wider audience of the conference and to draw reactions from the group and suggestions on how to proceed with this EU initiative.

12.30 - 13.30 **Lunch**

13.30 - 15.00 **Session VIII – ROOM A**

APPLICATIONS II: NETWORK, BOARD, MISCELLANEOUS

13.30-15.00 **Session Chairperson:**
Quasim Mehdi, University of Wolverhampton, Wolverhampton, UK

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13.30-15.00 **Session Chairperson:**
Marc Cavazza, University of Teesside, Middlesborough, UK

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15.00 - 15.30 **Coffee-Tea Break**

15.30 - 18.00 **Session X**

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15.30-18.00 **Session Chairperson:**
David Al-Dabass, Nottingham Trent University, Nottingham, UK

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Saturday, November 30, 2002

18.00 - 18.15 **Closing Session**

CLOSING SESSION AND BEST PAPER AWARD

18.00-18.15 **Session Chairperson:**
Norman Gough, Wolverhampton University, Wolverhampton, UK
Philippe Geril
Closing Announcements

Sunday, December 1, 2002

Trip on the Thames and visit to the Maritime Museum and Greenwich Observatory
Departure at 10.00 o'clock from Westminster University

KEYNOTE SPEECH

Game Engines in Intelligent Virtual Environments Research

Marc Cavazza, University of Teesside

Research in Intelligent Virtual Environments investigates the role of Artificial Intelligence to support behavioural modelling of the environment itself or of virtual agents populating it.

In recent years, the use of game engines in scientific research has gained popularity and some form of academic respectability, when these have been used in various contexts: virtual heritage, intelligent agents, and even immersive Virtual Reality. Game engines provide an ideal development environment for Intelligent Virtual Environment as they support advanced graphic rendering, incorporate real-world physics, and provide many features for the integration of external software.

In this talk, I will illustrate the use of game engines, more specifically the Unreal Tournament™ engine, in several research projects in Intelligent Virtual Environments:

- **Character-based interactive storytelling**
- **Interactive problem solving in virtual environments**
- **Virtual patients based on qualitative simulation**
- **"Alternative Reality" experiments, exploring alternative laws of physics**

These will also illustrate a great diversity of software architectures and programming languages used.

By providing outstanding performance on the graphical side, games engine enable us to concentrate to the specific research topics, while still providing rich experimental settings in which these ideas can be tested.

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