

GAME-ON'2005 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: Room 125, Queens Building, De Montfort University, Mill Lane
Leicester, United Kingdom

Thursday, November 24, 2005

08.30 - 12.30 **Registration at the Queens Building**

09.00 - 09.15 **Welcome:**

Welcome Address

Marwan Al-Akaidi, De Montfort University, Leicester, United Kingdom

Professor David Ash, Dean of Faculty, De Montfort University, Leicester,
United Kingdom

09.15 - 10.00 **Session I**

KEYNOTE SPEAKER

10.45-11.15

Session Chairperson:

Marwan Al-Akaidi, De Montfort University, Leicester, UK

KEYNOTE:

42 Milliseconds

Jim Parker, University of Calgary, Calgary, Canada

10.00 - 10.30 **Coffee/Tea Break**

10.30 - 12.30 **Session II:**

SIMULATION AND AI

10.30-12.30

Session Chairperson:

Ingo Steinhauser, Binary Illusions, Braunschweig, Germany

AI-01

**Carcassonne Java Jess Expert Game: Intelligent Board Games and
Query-Based Utility Reasoning**

René Molenaar, Ludo Maat and L.J.M. Rothkrantz..... 5

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AI-02
Hybrid fuzzy system and Fuzzy behaviour implemented in Computer Go
P.Lekhavat and C.J. Hinde 10

AI-03
Optimising Reinforcement learning for neural networks
Evan Hurwitz and Tshilidzi Marwala 13

AI-04
Simple Games that Teach Artificial Intelligence
Alasdair Macleod 19

12.30 - 14.00 **Lunch**

14.00 - 15.00 **VISIT TO THE VIRTUAL REALITY SUITE**

15.00 - 15.30 **Coffee/Tea Break**

15.30 - 17.30 **Session III**

ROBOTS, SYNTHETIC CHARACTERS AND AGENTS

15.30-17.30 **Session Chairperson:**
 Abdenmour Al-Rhalibi, Liverpool John Moores University, UK

AI-06
Situation Switching in the AIBO Robot
 Zhenke Yang and Leon Rothkrantz 24

AI-05
Advanced Synthetic Characters, Evil, and E*
Selmer Bringsjord, Sangeet Khemlani, Konstantine Arkoudas, Chris McEvoy, Marc Destefano and Matthew Daigle 31

NN-04
Harnessing Agent-based Games Research for Analysis of Collective Agent Behaviour in Critical Settings
Abdenmour El Rhalibi and A. Taleb-Bendiab 101

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NN-01

Simulation and Modeling of Adversarial Games

Erol Gelenbe, Varol Kaptan and Yu Wang..... **40**

19.30 - 22.00

CONFERENCE DINNER at the Curry House, London Road

Friday, November 25, 2005

08.30 - 09.30 **Registration at the Queens Building**

09.30 - 10.00 **Session IV**

TC MEETING

09.30-10.00

Session Chairperson:

Philippe Geril, Ghent University, Ghent, Belgium

Information meeting on the EUROSIS TC on Games

Philippe Wride of 4 Kings

10.00 - 10.30 **Coffee/Tea Break**

10.30 - 12.00 **Session V**

GAME PHYSICS, FACIAL ANIMATION AND DESIGN

10.30-12.30-

Session Chairperson:

Jim Parker, University of Calgary, Calgary, Canada

PHYSICS-01

Enhancing Game Physics using Gauss Map Computation

L. Alboul, G. Echeverria and M. Rodrigues..... 47

PHYSICS-02

Issues in the Physics of a Motocross Simulation

Benoit Chaperot and Colin Fyfe 52

FACSIM-01

Producing Animations from 3D Face Scans

Alan Robinson, Marcos A Rodrigues and Lyuba Alboul..... 57

GAMEDES-01

Application of Volere Shells as a principled Approach to Requirements Capture and Test Planning for Computer Games

Robert Clutton and Andrew Tuson..... 67

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- 12.00 - 14.00 **Lunch Break**
- 14.00 - 15.00 **Registration at the Queens Building**
- 14.00 - 15.00 **Session VI**

GAME DESIGN

- 14.00-15.00** **Session Chairperson:**
 Ingo Steinhauser, Binary Illusions, Braunschweig, Germany
- GAMEDES-02**
Modelling and Prototyping for Psychological Time in Games
 David England and Abdenmour El-Rhalibi..... 71
- NN-02**
Space Syntax Graph Theoretic Methods applied to an investigation into the navigability of large scale virtual game environments
Nicholas SC Dalton..... 75

- 15.00 - 15.30 **Coffee/Tea Break**
- 15.30 - 17.00 **Session VII**

ONLINE GAMES RESEARCH

- 15.30-17.00** **Session Chairperson:**
 Jim Parker, University of Calgary, Calgary, Canada
- ONLINE-01**
Requirements for Communication Frameworks for Mobile Games on Ad Hoc Networks
Stefan Fiedler and Michael Weber..... 85
- ONLINE-02**
Optimization of Multi-Player Online Game, Server based on Predicted Dynamic System
Soon-Jeong Ahn, Woo-Suk Ju, Ying Quan and Choong-Jae Im..... 88

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NN-03

Hierarchical Solution to Scalability Issues in P2P MMOG

Abdenmour El Rhalibi and Madjid Merabti..... **94**

17.00 - 17.15

Session IX

CLOSING SESSION AND BEST PAPER AWARD

17.15-17.30

Session Chairperson:

Philippe Geril, Ghent University, Ghent, Belgium

SEE YOU NEXT YEAR IN

MONTEREY, USA FOR GAMEON NA 2006

BRAUNSCHWEIG, GERMANY FOR GAMEON 2006

AND

KYOTO, JAPAN FOR GAMEON ASIA 2007

NOTES

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