

# FINAL PROGRAM



**1 – 3 March 2010**

**Westin Bund Center, Shanghai, China**

**Organized by**



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eurosis



# GAME-ON'ASIA 2010-ASTEC'2010 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: [Westin Bund Center Shanghai](http://www.westin.com.cn), Bund Center, 88 Henan Central Road, Shanghai, 200002, China 📞 Tel: +86.21.6335. 1888 📠 Fax: +86.21.6335.2771 ✉ E-mail: [rsvns-shanghai@westin.com](mailto:rsvns-shanghai@westin.com) .The way to the meeting room will be signposted.

## Monday, March 1, 2010

09.00 - 15.00 **Registration in front of the meeting room**

09.00 - 09.15 **Welcome:**

### **Welcome Address**

Wenji Mao, Chinese Academy of Sciences, Beijing, China

Lode Vermeersch, KBC Gold State FMC, Shanghai, China P.R

09.15 - 10.00 **Session I**

### **KEYNOTE SPEAKER I**

09.15-10.00

**Session Chairperson:**

**Wenji Mao, Chinese Academy of Sciences, Beijing, China**

### **KEYNOTE I**

**How virtual is financial risk?**

Lode Vermeersch, KBC Gold State FMC, Shanghai, China P.R.

10.00 - 10.30 **Coffee Break**

10.30 - 12.30 **Session II**

### **GAMER BEHAVIOUR AND CLASSIFICATION**

10.30-12.30

**Session Chairperson:**

**Wenji Mao, Chinese Academy of Sciences, Beijing, China**

### **GAMEON-ASIA\_01**

**Explorations in Player Motivations: Game Mods**

Barbaros Bostan and Ugur Kaplancali..... **29**

**Monday, March 1, 2010**

**GAMEON-ASIA\_05**

**The Challenge of Believability in Video Games: Definitions, Agents Models and Imitation Learning**

Fabien Tence, Cedric Buche, Pierre De Loor and Olivier Marc ..... 38

**GAMEON-ASIA\_02**

**Determination of Initial Hidden Markov Models with Feature Mapping: An Application to MMOG Player Classification**

Ruck Thawonmas ..... 46

**GAMEON-ASIA\_06**

**Creative Technology - The CTSG Game Design in 7 Steps**

Anton Eliëns..... 53

12.30 - 14.00

**Lunch**

14.00 - 15.00

**Session III**

**INVITED PRESENTATION**

14.00-15.00

**Session Chairperson:**

**Wenji Mao, Chinese Academy of Sciences, Beijing, China**

**GAMEON\_ASIA\_INV\_01**

**Facial Cloning for Online Interactive Systems**

Mingcai Zhou, Yangsheng Wang, Zhijun Du and Zhiyuan Luo ..... 5

15.00 - 15.30

**Coffee Break**

15.30 - 16.30

**Session IV**

**COMPLEX SYSTEMS SIMULATION**

15.30-16.30

**Session Chairperson:**

**Lode Vermeersch, KBC Gold State FMC, Shanghai, China**

**ASTEC\_METH\_03**

**Analysis of Complex Systems Modelling**

Renate Sitte..... 83



## Monday, March 1, 2010

### ASTEC\_TOOLS\_01

**Towards Fine-grained Spatial Partition for Wildfire Simulation**

Song Guo and Xiaolin Hu ..... **94**

16.30 - 17.00      **Session V**

### ROUND TABLE DISCUSSION

16.30-17.00

**Session Chairperson:**

**Renate Sitte, Griffith University, Gold Coast, Australia**

**Participants are invited to a round-table discussion to discuss the use of simulation and modelling in solving everyday problems.**

18.00 - 20.00      **Conference Dinner**

**All participants are invited to the conference dinner. More information will be available at the conference.**

**Tuesday, March 2, 2010**

09.00 - 12.00 **Registration in front of the meeting room**

09.00 - 10.00 **Session VI**

**KEYNOTE II**

**09.00-10.00**                    **Session Chairperson:**  
**Wenji Mao, Chinese Academy of Sciences, Beijing, China**

**KEYNOTE II**

**Toward Scientific Games: An ACP Based Approach**

Fei-Yue Wang, Institute of Automation, Chinese Academy of Sciences,  
Beijing, China

10.00 - 10.30 **Coffee Break**

10.30 - 12.30 **Session VII**

**GAME DESIGN**

**10.30-12.30**                    **Session Chairperson:**  
**Ruck Thawonmas, Ritsumeikan University, Shiga, Japan**

**GAMEON\_ASIA\_04**

**Interactive Space(s)- The CTSG: bridging the Real and Virtual**

Anton Eliëns..... **58**

**GAMEON\_ASIA\_09**

**Full Life-Cycle automatic Animation Generation of Chinese  
Traditional Architecture**

Songmao Zhang and Kai Sun..... **63**

**GAMEON\_ASIA\_08**

**Priority-Based Level of Detail Approach for Animation Interpolation  
of Articulated Objects**

Antoine Abi Chakra and Xin Li..... **69**

## Tuesday, March 2, 2010

### GAMEON\_ASIA\_03

#### Elements of a Chinese Language Game

Anton Eliens.....77

12.30 - 14.00 **Lunch**

14.00 - 15.00 **Session VIII**

### INVITED PRESENTATION

14.00-15.00

#### Session Chairperson:

Wenji Mao, Chinese Academy of Sciences, Beijing, China

### GAMEON\_ASIA\_INV\_01

#### Facial Cloning for Online Interactive Systems

Mingcai Zhou, Yangsheng Wang, Zhijun Du and Zhiyuan Luo .....5

15.00 - 15.30 **Coffee Break**

15.30 - 16.30 **Session IX**

### TRANSPORT SIMULATION

15.30-16.30

#### Session Chairperson:

Lode Vermeersch, KBC Gold State FMC, Shanghai, China

### ASTEC\_TRANS\_03

#### Strategic Transport Decision-Making: The SIMDEC Approach based on Risk Simulation and Multi-Criteria Analysis

Steen Leleur, Luise Augusta Larsen and Britt Zoëga Skougaard..... 105

### ASTEC\_TRANS\_01

#### Simulation of a Health Care Knowledge-based System with RFID-generated Information

Yannick Meiller, Sylvain Bureau, Wei Zhou and Selwyn Piramuthu.... 110

**Tuesday, March 2, 2010**

16.30 - 17.00

**Session X**

**TECHNOLOGY OVERVIEW PAPER**

16.30-17.00

**Session Chairperson:**

**Wenji Mao, Chinese Academy of Sciences, Beijing, China**

**GAMEON\_ASIA\_11**

**The All-Round Maturity and Application of CG Technology in Digital Entertainment**

Zhiyi Zhang.....21

17.00 - 17.15

**Session XI**

**CLOSING SESSION AND BEST PAPER AWARD**

17.00-17.15

**Session Chairpersons:**

**Wenji Mao, Chinese Academy of Sciences, Beijing, China**

**Lode Vermeersch, KBC Gold State FMC, Shanghai, China**

**Philippe Geril, EUROSIS-ETI**



## Wednesday, March 3, 2010

09.00 - 12.00 **COMPANY VISIT**

### COMPANY VISIT

09.00-12.00

Participants are invited to come and visit UBISOFT in Shanghai. We will leave and return by taxi from the hotel. ( **BEWARE the visit is still under discussion with UBISOFT**)



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**THANK YOU FOR TAKING PART IN THIS YEAR'S EVENT AND HOPE TO  
SEE YOU ALL NEXT YEAR AT**

**GAMEON\_ASIA 2011 – ASTEC'2011**

**March 1-3, 2011  
Digipen/Ubisoft Research Center  
Singapore**

**Proposals for special tracks/tutorials/demos  
can be sent in by July 30<sup>th</sup> 2010**

# 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 EUROSIS is 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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