

| | |
|-----------------------------------|------------|
| Preface | IX |
| Scientific Programme | 1 |
| Author Listing | 131 |

GAME AI

| | |
|--|-----------|
| A novel platform to develop mundane skills in artificial players Alasdair Macleod..... | 5 |
| Force Non Player Characters to learn Tambellini William, Cédric Sanza and Yves Duthen | 10 |
| Integrated On- and Off-Line Cover Finding and Exploitation Gregory H. Paull and Christian J. Darken | 15 |
| Towards a Fair n Square Aimbot - Using Mixtures of Experts to Learn Context Aware Weapon Handling Christian Bauckhage and Christian Thureau..... | 20 |
| Agents Based Design for a Peer-to-Peer MMOG Architecture Abdenmour El Rhalibi and Madjid Merabti..... | 25 |
| Difficulty Scaling of Game AI Pieter Spronck, Ida Sprinkhuizen-Kuyper and Eric Postma | 33 |
| Development of a Cooperative Multiagent System to Facilitate Leadership Roles in Computer Entertainment Nick Baker and Abdenmour El Rhalibi..... | 38 |

AIBO BASED APPLICATIONS

| | |
|--|-----------|
| AIBO Robot as a Soccer and Rescue Game Player D. Datcu, M. Richert, T. Roberti, W. de Vries and L.J.M. Rothkrantz..... | 45 |
| Video Based Interface of AIBO for Natural Interactions Yoshiaki Akazawa, Shigeru Takano, Yoshihiro Okada and Koichi Niijima..... | 50 |

GAME ANIMATION AND SIMULATION

| | |
|---|-----------|
| Individualised Character Motion using Weighted Real Time Inverse Kinematics Michael Meredith and Steve Maddock..... | 57 |
|---|-----------|

CONTENTS

Simplifying Massive Datasets Simplification with Color and Texture in 3D Real-Time Game Engine Development

Tan Kim Heok, Daut Daman, Abdullah Bade and Mohd Shahrizal Sunar 65

Adaptive Real-time Control Flight Simulation Using Neural Networks

H. Chen, T. R. Wan and R.A. Earnshaw 71

VIRTUAL ENVIRONMENTS AND GAME SPACE

Dynamic Scene Occlusion Culling in 3D Virtual Environments

Baldeve Paunoo and Daut Daman 79

An Architecture for Domain-Independent Collaborative Virtual Environments

Ahmed BinSubaih, Steve Maddock and Daniela Romano 84

Locally-Adaptive Virtual Environments in Persistent-state Multi-player Games

Marc Lanctot and Clark Verbrugge 89

Exploring Game Space - From Mobile Gaming to Location-Based Mixed-Reality Entertainment

Volker Paelke, Christian Reimann and Markus Koch 97

Haptic Interface for Spatial Awareness in Games

Lubo Jankovic and Aineias Martos 102

GAME DESIGN AND EDUCATION

Designing Challenges and Conflicts: A Tool for Structured Idea Formulation in Computer Games

Stephen Tang, Kolej Tunku Abdul Rahman, Martin Hanneghan
and Abdenmour El Rhalibi 111

Adapting mainstream multimedia games for severely visually impaired children

Dominique Archambault, Aurelie Buaud, Sylvain Lerebourg and Damien Olivier 119

OTHER PAPER

M-Learning LOMS

Jeanne Schreurs, Maarten Steegmans, Rachel Moreau and Johan Brouns 125