

## CONTENTS

Preface .....	IX
Scientific Programme .....	1
Author Listing .....	95

## GAME DESIGN

<b>Presence in Computer Games: Design Requirements</b> Barbaros Bostan and Sertac Ogut .....	5
<b>A Concurrency Model for Game Scripting</b> Joseph Kehoe and Joseph Morris.....	10
<b>Incorporating Reinforcement Learning into the Creation of Human-Like Autonomous Agents in First Person Shooter Games</b> Frank G. Glavin and Michael G. Madden.....	16
<b>Player-Traced Empirical Cost Surfaces for A* Pathfinding</b> Sam Redfern.....	22
<b>Racing Game Artificial Intelligence using Evolutionary Artificial Neural Networks</b> C Süheyl Özveren, Victor Bassiliou and Hamid Homatash .....	28

## STRATEGY GAMING

<b>Genetic Programming and Common Pool Resource Problems with Uncertainty</b> Alan Cunningham and Colm O'Riordan .....	39
<b>Evolution and Analysis of Strategies for Mancala Games</b> Damien Jordan and Colm O'Riordan .....	44
<b>Historical Accuracy in Grand Strategy Games: A Case Study of Supreme Ruler: Cold War</b> B. Srivastava, M. Katchabaw and G. Geczy .....	50

## SERIOUS GAMING AND TRAINING

<b>Non Verbal Communication Assisted Serious Gaming Applications</b> Alan Murphy and Sam Redfern.....	63
--	----

## **CONTENTS**

### **Experimental Assessment of an Emotion Tracking Software Agent (ETA) for assisting Communicative Interactions of Multitasking Users in Groupware**

Paul Smith and Sam Redfern.....**67**

### **A Game System Approach for Training and Evaluation: Two Sides of the Same Coin**

Claudio Coreixas de Moraes, Daniel de Vasconcelos Campos  
Roberto de Beauclair Seixas and Michael Aaron Day .....**73**

## **MOBILE GAMING**

### **GPS Guided and Touch Screen Navigable 3D Reconstruction of an Ancient Environment on iPhone and iPad**

Gavin Duffy, Daniel Heffernan, Eoghan Quigley, Paul Smith  
and Heather King .....**83**

### **Open Device Control: Human Interface Device Framework for Video Games**

Kosuke Kaneko, Yoshihiro Okada and Hiroyuki Matsuguma .....**88**