

FINAL PROGRAM



9-11 September 2024



BAU
Bahçeşehir University



Bahçeşehir University
Istanbul, Türkiye

Organized and Sponsored by



AREA42



GAME-ON'2024 IS A POST COVID HYBRID EVENT

PRESENTATIONS DENOTED WITH **ONL** AT THE END OF THEIR PAPER CODE
ARE ONLINE PRESENTATIONS

The GAME-ON'2024 final programme, gives information on how to reach the Bahçeşehir University, Istanbul, Türkiye. Info on how to virtually attend the event for those who are unable to attend onsite will follow online.

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General Information

1. Conference Location

The Conference will be held at



[Bahçeşehir University \(BAU\)](#)

Dept. of Digital Game Design,
Fac. of Communication, Galata
Campus, Müeyyetzade
Mahallesi, Kemeraltı Caddesi,
Karaoğlan Sokağı No: 24/a,
Galata/Karaköy, Istanbul, Turkey

+90 212 3815434

guven.catak@bau.edu.tr

The meeting room will be the BUG Lab space, 4th floor, Galata Campus.

For those taking part virtually in the GAMEON'2024 Conference there will be an Online Meeting Room using meeting software. (Information on which software to be used, will be sent to all paying participants before the conference) GAMEON'2024. Registration will be from 09.30 a.m. till 10.00 a.m. during the conference dates.

2. Getting to Istanbul and BUG, Bahçeşehir University, Game Lab

By Plane

When arriving by plane in Istanbul you will arrive at either the new [Istanbul International Airport](#), located in the Arnavutköy district to the northwest of the city center, on the European side, near the Black Sea coast, or at the [Sabiha Gökçen International Airport](#), 45 kilometers (28 mi) southeast of the city center, on the Asian side. it is used predominantly by low-cost carriers. Link on the webpages of the airports give further information on bus, metro and taxi connections from the respective airports.

By Metro

Istanbul's local public transportation system is a network of commuter rail, trams, funiculars, metro lines, buses, bus rapid transit, and ferries. Fares across modes are integrated, using the contactless [Istanbulkart](#), introduced in 2009. Operated by Istanbul Electricity, Tramway and Tunnels General Management (İETT), [the Istanbul nostalgic tram](#) and a faster [modern tram line](#), which now carries 265,000 passengers each day.

General Information

The [Istanbul Metro](#) comprises ten lines (the M1, M2, M3, M6, M7, M9 and M11 on the European side, and the M4, M5 and M8 on the Asian side) with several other lines (M12 and M14) and extensions under construction. The two sides of Istanbul's metro are connected under the Bosphorus by the Marmaray Tunnel, inaugurated in 2013 as the first rail connection between Thrace and Anatolia, having 13.5 km (8.4 mi) length. The Marmaray tunnel together with the suburban railways lines along the Sea of Marmara, form the intercontinental commuter rail line in Istanbul, named officially B1, from Halkalı on the European side to Gebze on the Asian side. This rail line has 76.6 km (47.6 mi).

By Bus and Metrobus

In Istanbul buses provide transportation within and between the two-halves of the city, accommodating 2.2 million passenger trips each day. One of those is the [Metrobus](#), a form of bus rapid transit, crosses the Bosphorus Bridge, with dedicated lanes leading to its termini.

By Taxi

You can find taxis outside the Airport buildings. (see Airports)

On Foot

All [selected hotels](#) are within walking distance of the University.

ALL MAPS ARE AT THE BACK OF THIS PROGRAMME

General Information

GAME-ON'2024 VIRTUAL PARTICIPATION AND PRESENTATION. PAPERS DENOTED BY ONL AFTER THEIR CODE WILL BE ONLINE PRESENTATIONS.

As some speakers will present online, we are opening up a virtual environment for the GAME-ON'2024 presentations using the Microsoft TEAMS meeting software. Participants will be notified before the conference on how to log in.

3. Conference Login info

Each registrant will receive a **name login** upon registration. **The login is personal and non-transferrable and can only be your name. Company logins are NOT allowed. Non-regular logins will be removed from the online meetings.**

4. Badges

Each registrant will receive a name badge upon registration. The badge must be worn in order to be admitted to the technical sessions, lunches and social event.

5. Tickets

Extra tickets for the social event and lunches are available from the Registration desk. **(at conference prices)**

Price: (or equivalent in another currency) for extra tickets. All participants will be issued with tickets for lunch and the conference dinner. **Or just the badge will apply.**

Extra conference dinner	€ 45
Extra lunch ticket	€ 15

6. Registration

The GAME-ON'2024 Registration Desk will be open for information and registration on the 4th floor in front of the meeting room.

Monday, September 9.....09.30 a.m. to 10.00 a.m.
Tuesday, September 1009.30 a.m. to 10.00 a.m.
Wednesday, September 1109.30 a.m. to 10.00 a.m.

General Information

7. Conference Proceedings

Each electronic paid registrant will be provided with an electronic copy of the Conference Proceedings. Fully paid onsite participants will be provided with a printed copy of the Conference Proceedings. **This is NOT applicable to students who are not authors and who have not fully registered.** (Extra electronic or printed copies are available after **GAMEON'2024**)

Price: (or equivalent in another currency) for an extra copy

Printed GAME-ON'2024 Proceedings	€ 40 (plus 30% shipping costs if shipped)
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Other Proceedings can be ordered from the EUROSIS website.

8. Meeting Room

The **GAME-ON'2024** meeting room is the **BUG Lab, 4th floor, of the Building**. Directions to the room will be signposted.

9. Internet Connection

There will be WIFI at the conference site. Participants will be able to connect to the internet by registering to the guest network with their mobile numbers.

10. Need Help?

Please contact EUROSIS at the desk in front of the meeting room for your questions

11. Social Event and Lunches

All registrants are invited:



To the **Coffee breaks** (3 days) which **will be on the 4th floor of the building where the conference takes place** and **Lunches** for 2 days which **will be held on the [9th floor terrace](#) of the building.**

and the


Conference Dinner on Tuesday the 10th of September at 20.00 p.m. at the

General Information



[Güneşin Sofrası Meyhane](#)

Osmanağa, Nihal Sk. no:4
34714 Kadıköy/İstanbul

 Tel: 0216 418 53 51

Go to website above on how to get there or see map at the back of the programme.

12. Conference Visit



A conference visit is envisaged to the [Istanbul Modern Museum](#), on Tuesday the 10th of September, which is within walking distance to the university.

13. Room Legend

The dedicated GAME-ON'2024 meeting room is the **BUG Lab space**.

14. Best Paper Award

During the conference the papers, which were accepted as **extended** papers will be judged by the committee and conference participants in order to choose the best paper of the **GAME-ON'2024** conference.

The best paper author of the conference receives a certificate and a free registration to any EUROSIS event held within 2 years after receiving the best paper award. This registration waiver is only VALID FOR 2 YEARS AFTER RECEIPT AND FOR 1 (ONE) PERSON. In case of multiple authors, one (1) author only can use the registration waiver.

15. Paper Legend

Each paper is designated before each paper by its number. This number has to be entered on the form for the best paper award

General Information

ALL SESSION CHAIRPERSONS IN THIS PROGRAM ARE PROVISIONAL

Session Chairs are chosen on a voluntary basis by proposals by either authors or local committee members or are appointed by the Track Chairs, General Program Chair or General Conference Chair. They are responsible for their assigned session. They make sure their speakers are available, take care of the timing within the session, chair the discussion after each presentation and introduce each speaker based on the CV's given to them by the authors. **If a session chair is not available then the first author takes on the responsibility to chair** In case they chair a session featuring **extended papers**, then they are required to distribute and collect the reviews of that or those papers at the beginning and end of the session. If they have time they should also indicate in their papers the number of session participants.

THE NUMBERS NEXT TO THE PRESENTATIONS DENOTE THE PAGE-NUMBERS IN THE PROCEEDINGS. IF NO NUMBERS ARE MENTIONED THEN THIS PAPER IS NOT PUBLISHED IN THE PROCEEDINGS

THE AUTHORS WHO ARE UNDERLINED ARE NORMALLY THE PRESENTERS

ONLY PAPERS IN GREY BOXES ARE THE EXTENDED PAPERS ELIGIBLE FOR THE BEST PAPER AWARD

CHECK OUT THE OTHER EUROSIS EVENTS ON OUR WEBSITE:

<https://www.eurosis.org>

MONDAY, 9TH SEPTEMBER 2024	
09.30 - 10.00	REGISTRATION
10.00 - 10.15	OPENING SESSION – GALATA CAMPUS - 4TH FLOOR – BUG LAB SPACE WELCOME BY BARBAROS BOSTAN and GÜVEN CATAK
10.15 - 11.00	KEYNOTE TALK
	BUG LAB SPACE
	SIMULATION IN VIDEO GAMES – WHY GOING OFF THE DEEP END IS GOOD, ACTUALLY BY MIKAEL ANDERSSON
11.00 - 11.30	COFFEE BREAK in the BUG KITCHEN
11.30 - 13.30	SESSION
	BUG LAB SPACE
	GAME ENVIRONMENTS DESIGN AND ANALYSIS
13.30 - 14.30	LUNCH BREAK ON THE 9th FLOOR TERRACE
14.30 - 16.00	WORKSHOP
	BUG LAB SPACE
	XR FOR SOCIAL IMPACT BY OYTUN KAL
16.00 - 16.30	COFFEE BREAK in the BUG KITCHEN
16.30 – 17.30	SESSION
	BUG LAB SPACE
	VR GAMING
17.30 – 19.00	EXHIBITION
	6TH FLOOR
	EXHIBITION
19.00	FREE EVENING

TUESDAY, 10th SEPTEMBER 2024

09.30-10.00	REGISTRATION
10.00-11.00	KEYNOTE TALK
	BUG LAB SPACE
	HOW GAME-BASED LEARNING TRANSFORMS ROBOTICS, CODING, AND ENGINEERING LEARNING BY JENNIFER JAVORNIK
11.00-11.30	COFFEE BREAK in the BUG KITCHEN
11.30-13.30	SESSION
	BUG LAB SPACE
	PLAYER EXPERIENCE
13.30-14.30	LUNCH BREAK ON THE 9th FLOOR TERRACE
14.30-15.30	TUTORIAL
	BUG LAB SPACE
	FROM A COMMUNITY CENTER TO A GAME EDUCATION SANDBOX BY GÜVEN ÇATAK
15.30-16.00	COFFEE BREAK in the BUG KITCHEN
16.00-18.00	CONFERENCE VISIT
	ISTANBUL MODERN MUSEUM
20.00-23.00	CONFERENCE DINNER AT GÜNEŞİN SOFRASI MEYHANE

WEDNESDAY, 11TH SEPTEMBER 2024

09.30-10.00	REGISTRATION
10.00-11.00	TUTORIAL
	BUG LAB SPACE
	DUNGEONS AND DRAGONS IN THE CLASSROOM: TEACHING NARRATIVE DESIGN BY BARBAROS BOSTAN
11.00-11.30	COFFEE BREAK in the BUG KITCHEN
11.30-13.00	WORKSHOP
	BUG LAB SPACE
	DESIGN PILLARS FOR VR GAMES BY ZAFER MASALCI
13.00-13.30	SESSION
	BUG LAB SPACE
	CLOSING SESSION AND BEST PAPER AWARD
13.30	END OF CONFERENCE

Monday, 9th September 2024

Registration

09.30 - 10.00

GALATA CAMPUS- 4TH FLOOR-BUG LAB SPACE

10.00 – 10.15

BUG LAB SPACE

WELCOME

Opening GAME-ON'2024 and Welcome

Welcome Address

Barbaros Bostan and Güven Çatak

GAME-ON'2024, EUROSIS General Conference Chairs

10.15 – 11.00

BUG LAB SPACE - 10.15-11.00

KEYNOTE

KEYNOTE TALK

Chair: Dr. Ertuğrul Süngü, BAU, Istanbul, Türkiye



KEY_01

[Simulation in Video Games - Why going off the Deep End is good, actually](#)

[Mikael Andersson](#), Paradox Interactive, Stockholm, Sweden

11.00 - 11.30

COFFEE BREAK IN THE BUG KITCHEN

Welcome

Monday, 9th September 2024

11.30 – 13.30

BUG LAB SPACE -11.30-13.30 **DESIGN**

GAME ENVIRONMENTS, DESIGN AND ANALYSIS

Chair: Dr. Çakir Aker, BAU, Istanbul, Türkiye

GAME_SER_02

A Guideline Study for Serious Game Design to be used in the Therapy of Abused Children

Güven Çatak and Meral Didar Güzelkara 5

GAME_STORY_01

The War never Changes but the Medium does: World Building Aspect of the FALLOUT Franchise in Terms of Transmedia Storytelling

Ertuğrul Süngü and Deniz Özyurda-Ergen 12

GAME_AI_02_ONL

Football Data Analysis: The Predictive Power of Expected Goals

Marco Rocchetti, Filippo Berveglieri and Giuseppe Cappiello 20

GAME_AFFECT_03

Simulating Societal Flux: Designing Affective Games amid Technological Acceleration

Cansu Nur Simsek..... 35

13.30 - 14.30

LUNCH BREAK ON THE 9th FLOOR TERRACE

14.30 – 16.00

BUG LAB SPACE -14.30-16.00 **WORKSHOP**

WORKSHOP

Chair: Assoc.Dr. Güven Çatak, BAU, Istanbul, Türkiye

Monday, 9th September 2024



GAME_WORK_01

[XR for Social Impact](#)

Oytun Kal, Digital Game Design Department, Bahçeşehir University, Istanbul, Türkiye

16.00 - 16.30

COFFEE BREAK IN THE BUG KITCHEN

16.30 – 17.30

BUG LAB SPACE -16.30-17.30

VR

GAME VR

Chair: Dr. Çakir Aker, BAU, Istanbul, Türkiye

GAME_VR_01

Enhancing Presence in Virtual Reality Environments through Wind Simulation and Immersive Sound Effects

Muhammad Javed Ramzan, Zeynep Burcu Kaya Alpan and Şenol Pişkin..... 63

GAME_VR_03

Eco Switch VR – Multilingual Ecological Activity Learning Game supporting VR Goggle

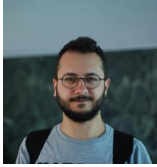
Kohei Ito and Yoshihiro Okada 70

18.00 – 19.00

EXHIBITION ON THE 6th FLOOR OF THE FACULTY OF COMMUNICATION

Sessions - Monday

Monday, 9th September 2024



[Board Games and Digital Games Showreel](#)

[Ertuğrul Süngü](#) and [Zafer Masalçı](#), Digital Game Design Department, Bahçeşehir University, Istanbul, Türkiye

19.00

FREE EVENING

Tuesday, 10th September 2024

Registration

09.30 - 10.00

GALATA CAMPUS- 4TH FLOOR-BUG LAB SPACE

10.00 – 11.00

BUG LAB SPACE - 10.00-11.00

KEYNOTE

KEYNOTE SPEECH

Chair: Dr. Çakir Aker, BAU, Istanbul, Türkiye



KEY_02

[How Game-Based Learning Transforms Robotics, Coding, and Engineering Learning](#)

Jennifer Javornik, Filament Games, Madison, USA

11.00 - 11.30

COFFEE BREAK IN THE BUG KITCHEN

11.30 – 13.30

BUG LAB SPACE - 11.30-13.30

PLAYER

PLAYER EXPERIENCE

Chair: Dr. Ertuğrul Süngü, BAU, Istanbul, Türkiye

GAME_AFFECT_01_AI

Modelling Stress Levels in Combat NPCs

Joseph Roper and Salma ElSayed..... 27

GAME_DES_02

From Perception to Performance: Understanding Player Influence in Dynamic Gaming Environments

Barbaros Bostan and Tunga Gökhan Şahinler 41

Sessions - Tuesday

Tuesday, 10th September 2024

GAME_DES_04

From Attention to Interaction: A Taxonomy for Visual Perception in Video Games

Gökçe Yalçınkaya Doma and [Güven Çatak](#) 47

GAME_DES_07

Impact of Tutorials on Player Experience: A Hitman 3 Study

[Umut Karlıklı](#) and [Çakır Aker](#) 52

13.30 - 14.30

LUNCH BREAK ON THE 9th FLOOR TERRACE

14.30 – 15.30

BUG LAB SPACE -14.30-15.30

TUTORIAL

TUTORIAL

Chair: Prof.Dr. Barbaros Bostan, BAU, İstanbul, Türkiye



GAME_TUT_01

[From A Community Center to a Game Education Sandbox](#)

[Güven Çatak](#), Digital Game Design Department, Bahçeşehir University, İstanbul, Turkey

15.30 - 16.00

COFFEE BREAK IN THE BUG KITCHEN

Tuesday, 10th September 2024

16.00 - 18.00 CONFERENCE VISIT



A conference visit is envisaged to the [Istanbul Modern Museum](#), on Tuesday the 10th of September, which is within walking distance to the university.


20.00 - 23.00 CONFERENCE DINNER

Conference Dinner on Tuesday the 10th of September at 20.00 p.m. at



[Güneşin Sofrası Meyhane](#)

Osmanağa, Nihal Sk. no:4
34714 Kadıköy/İstanbul

 Tel: 0216 418 53 51

Go to website above on how to get there or go to the maps at the back of this final programme.

Sessions - Tuesday

Wednesday, 11th September 2024

Registration

09.30 - 10.00

GALATA CAMPUS- 4TH FLOOR-BUG LAB SPACE

10.00 – 11.00

BUG LAB SPACE - 10.00-11.00

TUTORIAL

TUTORIAL

Chair: Assoc.Dr. Güven Çatak, BAU, Istanbul, Türkiye



GAME_TUT_02

[Dungeons and Dragons in the Classroom:
Teaching Narrative Design](#)

Barbaros Bostan, Digital Game Design
Department, Bahçeşehir University, Istanbul,
Turkey

11.00 - 11.30

COFFEE BREAK IN THE BUG KITCHEN

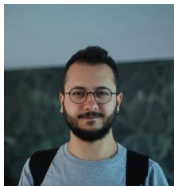
11.30 – 13.00

BUG LAB SPACE - 11.30-13.00

WORKSHOP

WORKSHOP

Chair: Assoc.Dr. Güven Çatak



GAME_WORK_02

[Design Pillars for VR Games](#)

Zafer Masalci, Digital Game Design Department,
Bahçeşehir University, Istanbul, Türkiye

Wednesday, 11th September 2024

13.00 – 13.30

BUG LAB SPACE - 13.00-13.30

SESSION

CLOSING SESSION

Chairs: Barbaros Bostan and Güven Çatak, BAU, Istanbul, Türkiye

During the closing session the best paper for GAME-ON'2024 will be announced, and some announcements related to GAME-ON'2025

GAME-ON'2025

SEE YOU ALL

**At GAME-ON'2025
September, 2025**

LOCATION TO BE ANNOUNCED SOON

**Track proposals and tutorial proposals can be sent in
by October 30TH, 2024 to philippe.geril@eurosis.org**

**If you are interested in hosting a EUROSIS conference from 2025 onward, just
contact EUROSIS.**

GAME-ON'2025

NOTES

NOTES

NOTES

GAME-ON'2024 at Conference Registration Form

Please legibly print or type and fill out completely. (Check appropriate boxes where necessary)

FIRST NAME	LAST NAME	M.I.
COMPANY OR AFFILIATION		
Mailing address (tick one): <input type="checkbox"/> HOME <input type="checkbox"/> BUSINESS		
STREET		
CITY		
ZIPCODE	COUNTRY	
TELEPHONE	FAX	
E-MAIL		
DATE	SIGNATURE	
1. <input type="checkbox"/> EUROSIS member € 570 Member Number/ € 300 Turkish Participant		€ _____
2. <input type="checkbox"/> Members of Sponsor or Affiliate Society € 570		€ _____
3. <input type="checkbox"/> Non-Member Participant € 610		€ _____
4. <input type="checkbox"/> Students, <u>who are not authors</u> but who wish to attend the conference, or ONE DAY PARTICIPANTS pay: € 420		€ _____
(Above registration fees include, one copy of the PROCEEDINGS, all midday meals, cocktail, refreshments, coffees and social program,) One Day Participants and Non-Author Students cannot participate in the conference dinner. – NOT APPLICABLE		
5. <input type="checkbox"/> Conference Dinner Ticket for Companion € 50 <input type="checkbox"/> Lunch Ticket for Companion €25 /day		€ _____
6. <input type="checkbox"/> Extra Conference Proceedings € 40 Cash and Carry		€ _____
VAT Number if applicable: _____		
TOTAL AMOUNT DUE		€ _____
		€ _____
TOTAL AMOUNT REMITTED		€ _____

Pay by **CREDIT CARD** and fill in the information below:

Charge my (tick one): Visa Euro/Mastercard American Express

CARD NO: _____ : _____ : _____ : _____ EXP.DATE: ____ / ____

Authorizing Signature:

Print Signature in CAPITALS



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

Philippe Geril
EUROSIS-ETI
European Simulation Office
Torhoutsesteenweg 162 B.04.02
B- 8400 Ostend, Belgium
Tel: +32.473.231.297
Email: Philippe.Geril@eurosis.org

Please send me info on EUROSIS:

Name:
Address:
.....
.....
Telephone
Fax:
Email: