

Program and Schedule

The information listed herein is correct as at time of printing and subject to change without prior notice.

Time	15-Jun-05	16-Jun-05	17-Jun-05	
10:00 - 11:00	Keynote 1 <i>(by Hiroshi Ishii)</i>	Demo & Poster Session	Keynote 2 <i>(by Alex Lightman)</i>	
11:00 - 11:20	Break		Break	
11:20 - 13:00	Full Paper Session 1 (FP1)		Full Paper Session 3 (FP3)	
13:00 - 14:00				
14:00 - 15:00	Lunch			
15:00 - 17:30	Short Paper Session 1 (SP1)	Full Paper Session 2 (FP2)	Special Session 1 (SS1)	Short Paper Session 4 (SP4)
17:30 - 17:40	Break	Break		Break
17:40 - 18:00				
18:00 - 20:30	Short Paper Session 2 (SP2)	Short Paper Session 3 (SP3)	Special Session 2 (SS2)	Short Paper Session 5 (SP5)

Presentation Schedule

FULL PAPER

Date: 15 June 2005

Time: 11:20 - 14:00

Session: FP1

Interactive and Enjoyable Interface in Museum
Fusako Kusunoki, Takako Yamaguti, Takuichi Nishimura, Koji Yatani and Masanori Sugimoto

Painting the Town Red: Configuring Location-Based Games by Colouring Maps
Martin Flintham

Natural Interaction with Virtual Objects using VisionBased Six DOF Sphere Tracking
Derek Bradley and Gerhard Roth

Untethered Robotic Play for Repetitive Physical Tasks
Andrew G. Brooks, Matthew Berlin and Jesse Gray

Introducing Narrative Principles into PlanningBased Interactive Storytelling
Leandro Motta Barros and Soraia Raupp Musse

Weekend Battle: An Entertainment System for Improving Workers' Motivation
Itaru Kuramoto, Kazumasa Kashiwagi, Tomomi Uemura, Yu Shibuya and Yoshihiro Tsujino

Exploring Spatial Narratives and Mixed Reality Experiences in Oakland Cemetery
Steven Dow, Jaemin Lee, Christopher Oezbek, Blair MacIntyre, Jay David Bolter and Maribeth Gandy

Synthetic Group Dynamics in Entertainment Scenarios
Rui Prada and Ana Paiva

Date: 16 June 2005

Time: 15:00 - 17:40

Session: FP2

Transforming Your Shadow into Colorful Visual Media – MultiProjection of Complementary Colors –
Yugo Minomo, Yasuaki Kakehi and Makoto Iida

Characterization of User Behavior in a Multi-player Online Game
Michael Kwok and Gary Yeung

Teddy-bear based Robotic User Interface
Noriyoshi Shimizu, Naoya Koizumi, Maki Sugimoto, Hideaki Nii, Dairoku Sekiguchi and Masahiko Inami

Development of an Automatic Pool Trainer
Lars Bo Larsen, Rene B. Jensen, Kasper L. Jensen and Søren Larsen

Possession Techniques for Interaction in Real-time Strategy Augmented Reality Games
Keith Phillips and Wayne Piekarski

Artistic Brushstroke Representation and Animation with Disk B-Spline Curve
Hock Soon Seah, Zhongke Wu, Feng Tian, Xian Xiao and Boya Xie

Combining Body Sensors and Visual Sensors for Motion Training
Doo Young Kwon and Markus Gross

InStory: A System for Mobile Information Access, Storytelling and Gaming Activities in Physical Spaces
Nuno Correia, Luis Alves, Helder Correia, Luis Romero, Carmen Morgado, Luis Soares, José C. Cunha, Teresa Romão, A. Eduardo Dias and Joaquim A. Jorge

Date: 17 June 2005
Time: 11:20 - 14:00
Session: FP3

Designing Sound for a Pervasive Mobile Game

Inger Ekman, Laura Ermi, Jussi Lahti, Jani Nummela, Petri Lankoski and Frans Mäyrä

Achieving Fairness in Multiplayer Network Games through Automated Latency Balancing

Sebastian Zander, Ian Leeder and Grenville Armitage

Rokkatan: Scaling an RTS Game Design to the Massively Multiplayer Realm

Jens Muller, Jan Hendrik Metzen, Alexander Ploss, Maraike Schellmann, and Sergei Gorlatch

A Logic-Based Tool for Interactive Generation and Dramatization of Stories

Angelo E. M. Ciarlini, Cesar T. Pozzer, Antonio L. Furtado and Bruno Feijó

An Extensible Platform for Interactive, Entertaining Social Experiences with an Animatronic Character

Sabrina Haskell, Andrew Hosmer and Eugenia Leu

Human Scale Haptic Interaction with a Reactive Virtual Human in a Realtime Physics Simulator

Shoichi Hasegawa, Ishikawa Toshiaki and Naoki Hashimoto

Emotional Agent Model and Architecture for NPCs Group Control and Interaction to Facilitate Leadership Roles in Computer Entertainment

Abdenour El Rhalibi, Nick Baker and Madjid Merabti

Relations between Selected Musical Parameters and Expressed Emotions – Extending the Potential of Computer Entertainment

Jan Berg and Johnny Wingstedt

SHORT PAPER

Date: 15 June 2005
Time: 15:00 - 17:30
Session: SP1

MonkeyBridge: Autonomous Agents in Augmented Reality Games

István Barakonyi, Markus Weilguny, Thomas Psik and Dieter Schmalstieg

Reflections on the Methodology of Pervasive Gaming

Bo Kampmann Walther

Fully Automated Texture Tracking Based on Natural Features Extraction and Template Matching

Rafael Bastos and José Miguel Salles Dias

The CaveUT System: Immersive Entertainment Based on a Game Engine

Jeffrey Jacobson, Marc Le Renard, Jean-Luc Lugin and Marc Cavazza

Networked Equilibrium Sharing System "Balance Seat"

Nobuya Suzuki, Takahiro Kobayashi and Hiroshi Yasuda

The 3D Interactive Visit to Piazza dei Miracoli, Italy

Marcello Carrozzino, Andrea Brogi, Franco Tecchia and Massimo Bergamasco

DELEM - Deleyed Mirror

Gregorio Jimenez, Francisco Sanmartín and Emanuele Mazza

Nano-Scape: Experiencing Aspects of Nanotechnology through a Magnetic Force-Feedback Interface

Laurent Mignonneau and Christa Sommerer

The Future of Video: User Experience in a Large-Scale, High-Definition Video Display Environment

Belgacem Ben Youssef, Jim Bizzocchi and John Bowes

Back to the 70's

Cristina Portalés, Francisco Giner and Francisco Sanmartín

Date: 15 June 2005
Time: 18:00 - 20:30
Session: SP2

Heat Sensation in Image Creation with Thermal Vision

Daisuke Iwai and Kosuke Sato

Adapting a Large Scale Networked Virtual Environment for Display on a PDA

Tom Jehaes, Peter Quax and Wim Lamotte

Automatic Kinetic Typography Composer

Mitsuru Minakuchi and Katsumi Tanaka

Digiwall – An Interactive Climbing Wall

Mats Liljedahl, Stefan Lindberg and Jan Berg

SCORPIODROME: An Exploration in Mixed Reality Social Gaming for Children

G Metaxas, B Metin, J Schneider, G Shapiro, W Zhou and P Markopoulos

Enhancement of Aligning Accuracy on Zooming Camera for Augmented Reality

Widya Andyardja Weliamto, Hock Soon Seah, Tian Feng and Li Li

Hypersexual Avatars – Who Wants Them?

Annika Waern, Anna Larsson and Carina Nerén

Geometric Model Reconstruction from Streams of DirectX 3D Game Application

Zhigeng Pan, Xiaochao Wei and Jian Yang

Surveys of Exhibition Planners and Visitors about a Distributed Haptic Museum
Toshio Asano, Yutaka Ishibashi, Satoshi Minezawa and Masaki Fujimoto

Date: 16 June 2005
Time: 18:00 - 20:30
Session: SP3

Improving Quality of Service in Videogames
Inmaculada García and Ramón Mollá

Interactive ThreeDimensionalRendering on Mobile Computer Devices
Javier Lluch, Rafael Gaitan, Emilio Camahort and Roberto Vivo

Energy Browser: To Make Exercise Enjoyable and Interesting
Satoshi Nakamura, Mitsuru Minakuchi and Katusmi Tanaka

Keeping Bots out of Online Games
Philippe Golle and Nicolas Ducheneaut

Massive Flux Design for an Interactive Water Installation: WATER GAMES
Narcis Pares, Jaume Durany and Anna Carreras

Lowering the Development Time of Multimodal Interactive Application: The Real-life Experience of the XVR Project
Marcello Carrozzino, Franco Tecchia, Sandro Bacinelli, Carlo Cappelletti and Massimo Bergamasco

Designing a Narrative-Based Audio Only 3D Game Engine
Timothy Roden and Ian Parberry

A Pressure Sensing Floor for Interactive Media Applications
Prashant Srinivasan, David Birchfield, Gang Qian and Assegid Kidané

A Qualitative Exploration of Entertainment Experiences
Greg Hale

Using a Human-Scale Virtual Environment with Haptic Feedback for Entertainment : Bowling Simulation
François-Xavier Inglese, Seungzoo Jeong, Paul Richard and Makoto Sato

Date: 17 June 2005
Session: 15:00 - 17:30
Session: SP4

Augmenting Digital Audio Broadcast with Rich Data
Annelies De Bruine, Huw Jeffries, Erik Geelhoed, Richard Hull and Nick Piggott

Magic Moments in Situated Mediascapes
Josephine Reid, Richard Hull, Kirsten Cater and Constance Fleuriot

A Realtime Collision Detection Algorithm for Mobile Billiards Game
Bailin Yang, Xi Cheng and Zhigeng Pan

Personalizing Game Content Using Audio-Visual Media
Jukka Holm, Kai Havukainen and Juha Arrasvuori

Adaptive Mixed Reality Games
Christian Reimann and Volker Paelke

Gaming on the Edge: Using Seams in Ubicomp Games
Matthew Chalmers, Marek Bell, Barry Brown, Malcolm Hall, Scott Sherwood and Paul Tennent

Rendezvous: Supporting Real-time Collaborative Mobile Gaming in High Latency Environments
Angie Chandler and Joe Finney

Scenario Analysis based on Linear Logic
Frederic Colle, Ronan Champagnat and Armelle Prigent

Lost in a Forest: Finding New Paths for Narrative Gaming
Joris Dormans

Date: 17 June 2005
Time: 18:00 - 20:30
Session: SP5

Tri-Story as "Intuitive Cinema" Interactive Storytelling based on Physical Action for Multi-Screen
Satoru Tokuhisa, Alice Ding and Masa Inakage

Synchronization Methods for Supporting Distributed 3D Virtual Environments in Java™
Kevin Gorman, Daneyand Singley and Yuichi Motai

Implementing Encrypted Streaming Video in a Distributed Server Environment
Jason But and Grenville Armitage

Forces, Clashes and Remnants a Model for Event-Driven Iterative Multidisciplinary Game Design
Sus Lundgren and Staffan Björk

D4MD – Deformation System for a Vehicle Simulation Game
Tiago Rodrigues, Rui Pires and José Miguel Salles Dias

Playmakers in Multiplayer Game Communities: Their Importance and Motivations for Participation

Antti Salovaara, Mikael Johnson, Kalle Toiskallio, Sauli Tiitta and Marko Turpeinen

Virtual Reality School for Children with Learning Difficulties
Lucia Vera, Gerardo Herrera and Elias Vived

BodyMusic: A Novel Framework Design for Body-driven Music Composition
Horace H S Ip, Belton Kwong and Ken C K Law

REMUPP – An Interface for Evaluation of Relations between Musical Parameters and Perceived Properties
Johnny Wingstedt, Jan Berg, Mats Liljedahl and Stefan Lindberg

Building 3D Interactive Environments for the Children's Narrative: A Didactic Project
Andrea Baroni, Chiara Evangelista, Marcello Carrozzino and Massimo Bergamasco

DEMO / POSTER

Date: 16 June 2005

Time: 10:00 - 14:00

Session: Demo and Poster Session

Poster

ARMS: A Trading Card Game using AR Technology
Haruhiro Katayose and Kazuhiko Imanishi

NOTBOOK AR
Moisés Mañas Carbonell, Francisco Giner Martínez and Javier Montesa Andrés

A Viable Approach to Deliver Television Events, Having Multiple and Selectable Plots: MultiChannelStory
Massimo Deriu

Developing Games with Magic Playground: A Gesturebased Game Engine
Carolina Cabral, Juana Dehanov, José Miguel Salles Dias and Rafael Bastos

Cyclone Uppercut, A Boxing Game For an Immersive Environment
Ronald Sidharta and Carolina Cruz-Neira

Towards a Cinematically Enhanced Narrative
Alejandro Ramírez

Towards an Intelligent Storyboarding Tool for 3D Games
Arnav Jhala, William Bares and R. Michael Young

Real-Time Cinematic Camera Control for Interactive Narratives
Dan Amerson, Shaun Kime and R. Michael Young

Integrating Plan-Based Behavior Generation with Game Environments
R. Michael Young and Mark O. Riedl

Challenges for Pervasive Mobile Game Design: Examining Players' Emotional Responses
Laura Ermi and Frans Mayra

through the looking glass –You can play against your own reflection –
Yasuaki Kakehi and Takeshi Naemura

Real or Unreal? - An Evaluation Setting for Emotional Characters using Unreal Technology
Manfred Eckschlager, Michael Lankes and Regina Bernhaupt

What You Look Like When Learning Hand Alphabets
Miki Namatame, Yasushi Harada, Fusako Kusunoki, Takao Terano and Shigenori Inagaki

The Memory Book
M.C. Juan, B Rey, D Perez, D Tomas and M Alcañiz

Telepresence meets Racing Games
Yongjin Kim, Jaehoon Jung, Seokhee Jeon, Sangyoon Lee and Gerard J. Kim

Tierra Inhospita: Exploring a Virtual World with your Face
Gines Garcia Mateos and Sergio Fructuoso Munoz

Demo

Interactive Free-hand Drawing and In-Between Generation with DBSC
Hock Soon Seah, Zhongke Wu, Feng Tian, Xian Xiao and Boya Xie

Kick-Real, a Mobile Mixed Reality Game
Christian Reimann

Augmented Reality with Zooming Camera: Accurate Pose and Focal Length Estimation
Widya Andyardja, Seah Hock Soon, Tian Feng and Hu Meiqun

RoboGamer: A Robotic TV Game Player
Akihiko Shirai, Lionel Dominjon and Masafumi Takahashi

RoboGamer: Development of Robotic TV Game Player using Haptic Interface and GPU Image Recognition
Akihiko Shirai, Lionel Dominjon and Masafumi Takahashi

Teddy-bear based Robotic User Interface for Interactive Entertainment
Noriyoshi Shimizu, Naoya Koizumi, Maki Sugimoto, Hideaki Nii, Dairoku Sekiguchi and Masahiko Inami

SymBall - Camera Driven Table Tennis for Mobile Phones
Mika Hakkarainen and Charles Woodward

Demonstration for Human Scale Haptic Interaction with a Reactive Virtual Human in a Realtime Physics Simulator
Shoichi Hasegawa, Ishikawa Toshiaki and Naoki Hashimoto

Telepresence Racing Game
Yongjin Kim, Jaehoon Jung, Seokhee Jeon, Sangyoon Lee and Gerard J. Kim

Free Network Visible Network
Clara Boj, Diego J. Díaz, Adrian David Cheok, Ke Xu and Wei Liu

SPECIAL SESSION

Date: 16 June 2005

Time: 15:00 - 17:40

Session: Special Session Full Paper SS1

Keynote Paper:

Game Space Design Foundations for Trans-Reality Games
Craig A. Lindley

Fast Delivery of Game Events with an Optimistic Synchronization Mechanism in Massive Multiplayer Online Games
Stefano Ferretti and Marco Rocchetti

Integrate and Conquer – the Next Generation of Intelligent Avatars
Jaroslław Francik and Adam Szarowicz

Game Design through Self-Play Experiments
Alasdair Macleod

The Case for Dynamic Difficulty Adjustment in Games
Robin Hunicke

Date: 16 June 2005

Time: 18:00 - 20:30

Session: Special Session Short Paper SS2

Clouds and Stars: Efficient Real-Time Procedural Sky Rendering Using 3D Hardware
Timothy Roden and Ian Parberry

Personality Model for a Companion AIBO
Iulia Dobai, Leon Rothkrantz and Charles van der Mast

AI Middleware as Means for Improving Gameplay
Börje Karlsson and Bruno Feijo

Towards Manifold Learning for Gamebot Behavior Modeling
Christian Thureau and Christian Bauckhage

How to Make Games for Visually Impaired Children
Dominique Archambault and Damien Olivier

IntelligentBox as Component Based Development System for Body Action 3D Games
Yoshihiro Okada

Game Logic Portability
Ahmed BinSubaih, Steve Maddock and Daniela Romano

Motivation-Driven Educational Game Design: Applying Best Practices to Music Education
Guillaume Denis and Pierre Jouvelot