<table>
<thead>
<tr>
<th>Time</th>
<th>SEPT 29 TUE @NTNU</th>
<th>SEPT 30 WED @Conference hotel</th>
<th>THU 1 OCT @Conference hotel</th>
<th>FRI 2 OCT @Conference hotel</th>
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<tr>
<td>9:00-10:15</td>
<td>Opening Keynote: Floyd Muller - Exertion Games</td>
<td>9:00-10:00 Keynote: Alf Inge Wang - Kahoot: A Game-based classroom response system</td>
<td>9:00-10:00 Keynote: Axel Tidemann - Artificial Intelligence in Artistic Applications</td>
<td>10:00-10:30 Break</td>
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<td>10:15-10:30</td>
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<td>Paper session: Narratives</td>
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<tr>
<td>10:30-13:00</td>
<td>Paper session: Gamification and Immersion</td>
<td>10:30 to 13:00</td>
<td>10:30 to 12:30</td>
<td>12:30 Closing notes</td>
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<td>13:00-14:00</td>
<td>Lunch</td>
<td>1:00 pm to 14:00 Lunch</td>
<td>14:00-15:15</td>
<td>Itaru Kuramoto - Entertainment Computing in Japan</td>
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<td>14:00-15:50</td>
<td>Paper session: Games for Learning</td>
<td>Paper session: Game Technology (II)</td>
<td>IE 2: On the future of VR (Part 1)**</td>
<td>IFIP TC14 Meeting *</td>
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<tr>
<td>15:50-16:00</td>
<td>Break</td>
<td>15:15-15:30 Break</td>
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<td>* Restricted to TC14 members*</td>
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<tr>
<td>16:00-17:00</td>
<td>Keynote: Yvonne Rogers - Why Suspense Matters</td>
<td>Paper session: Entertainment</td>
<td>IE 2: On the future of VR (Part 2)**</td>
<td>IFIP TC14 Meeting *</td>
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<td>18:00-20:00</td>
<td>Reception: Addressavisen</td>
<td>Demos, posters, grand challenge award, and dinner with entertainment</td>
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* Restricted to TC14 members
** Associated and co-located events
Wed 10:30 – 10:50 & 12:30 – 13:00 Madness sessions: grand challenge, posters, and demos
Chair for Grand Challenge: Andrew Perki
Chair for demo and poster: Michail Giannakos

WED 10:50 – 12:30 Paper session: Exergames and Design Methods
Chair: Floyd Muller
3. Alf Inge Wang, Mari Hansen Asplem, Mia Asabakken and Letizia Maria Jaccheri. Game-based Interactive Campaign using Motion-Sensing Technology [FP]
4. Rikard Lindell. The Design Process Continues – Attending Experiential Values up to Version 1.0 [FP]
5. Koen Scheltenaar, Janneke van der Poel and Tilde Bekker. Design-Based Learning in Classrooms Using Playful Digital Toolkits [FP]

WED 14:00 - 15:50 Paper session: Games for Learning
Chair: Sobah A. Petersen
1. Michail Giannakos, Varvara Garneli and Konstantinos Chorianopoulos. Exploring the Importance of “Making” in an Educational Game Design [SP]
2. Cristian Lorenzini, Claudia Faita, Michele Barsotti, Marcello Carrozzino, Franco Tecchia and Massimo Bergamasco. ADITHO – a Serious Game for Training and Evaluating Medical Ethics Skills [FP]
3. Matthias Rehm, Catalan Stan, Niels Wøldike and Dimitra Vasilirou. Towards Smart City Learning: Contextualizing Geometry Learning with a Van Hiele Inspired Location-Aware Game [SP]
4. Ralf Schmidt, Katharina Emmerich and Burkhard Schmidt. Applied Games – In search of a new definition [FP]
5. Hisanori Nakadai, Lee Seung Hee, Muneo Kitajima and Junich Hoshino. KINJIRO: Animatronics for Children’s Reading Aloud Training [FP]
6. Thigo Porcino, Daniela Trevisan and Esteban Clua. A Participatory Approach for Game Design to Support the Learning and Communication of Autistic Children [FP]
7. Simone Eimer, Jannicke Baalsrud Hauge. The Social Network of the Three Corps: A Comparative Study of Game Play in the Corporation [FP]
8. Michael Schmitz, Soenke Zehle and Ole Andreas Alsos. Gamification and Family Housework Applications [FP]
10. Evangelos Toliias, Enrico Costanza, Alex Rogers, Ben Bedwell and Nick Banks. IdleWars: the evaluation of a Pervasive Game to Promote Sustainable Behaviour in the Workplace [FP]
11. Marcel Köster, Michael Schmitz, Soenke Zehle and Burkhard Dzeltzer. Asterodrome: Force-of-Gravity Simulations in an Interactive Media Theater [SP]
12. Rafaello Brondi, Leila Alem, Giovanni Avveduto, Claudia Faita, Marcello Carrozzino, Franco Tecchia and Massimo Bergamasco. Evaluating the Impact of Highly Immersive Technologies and Natural Interaction on Player Engagement and Flow Experience in Games [FP]
13. Vojtech Cerny and Filip Dechterenko. Rogue-Like Games as a Playground for Artificial Intelligence – Evolutionary Approach [FP]

THU 10: 30-12: 10 Paper session: Gamification and Immersion
Chair: Valentina Nisi
1. Anne Berit Kigen Bjerring, Marikken Hoiseth and Ole Andreas Alsos. Gamification and Family Housework Applications [FP]
3. Evangelos Toliias, Enrico Costanza, Alex Rogers, Ben Bedwell and Nick Banks. IdleWars: the evaluation of a Pervasive Game to Promote Sustainable Behaviour in the Workplace [FP]
5. Rafaello Brondi, Leila Alem, Giovanni Avveduto, Claudia Faita, Marcello Carrozzino, Franco Tecchia and Massimo Bergamasco. Evaluating the Impact of Highly Immersive Technologies and Natural Interaction on Player Engagement and Flow Experience in Games [FP]

THU 10: 12-13: 00 Paper session: Game Technology (I)
Chair: Matthias Rautenberg
1. Alf Inge Wang and Njål Nordmark. Software Architectures and the Creative Processes in Game Development [FP]
2. Kevin Majchrzak, Jan Quaflieg and Günter Rudolph. Advanced Dynamic Scripting for Fighting Game AI [FP]
3. Christoph Eggert, Marc Herrlich, Jan Smeddinck and Rainer Malaka. Classification of Player Roles in the Team-based Multi-player Game Dota 2 [FP]
4. Valentina Nisi, Mara Dionisio, Julian Hanna, Nuno Nunes and Luis Ferreira. Yasmme’s Adventurers: An interactive urban experience exploring the socio cultural potential of Digital entertainment [FP]
5. Licia Calvi. The Role of Embarrassment to Shape Public Interactions [SP]

THU 14: 00-15: 15 Paper session: Game Technology (II)
Chair: Helmut Halwacs
1. Leonardo Torok, Mateus Pelegrino, Daniela Trevisan, Esteban Clua and Anselmo Montenegro. A Mobile Game Controller Adapted to the Gameplay and User’s Behavior using Machine Learning [FP]
2. Érick Oliveira Rodrigues and Esteban Clua. A Real Time Lighting Technique for Procedurally Generated 2D Isometric Game Terrains [FP]
3. Augusto Baffa, Marcus Poggi and Bruno Feijó. Adaptive Automated Storytelling based on Audience Response [FP]
4. Rui Craveirinha and Licinio Roque. Studying an Author-Oriented Approach to Procedural Content Generation [SP]
5. Clare Dormijn. A Battle of Wit, Applying Computational Humour to Game Design [FP]

FRI 10: 30-12: 10 Paper session: Narratives
Chair: Esteban Clua
1. Edirlei Soares de Lima, Antonio Furtado and Bruno Feijó. Storytelling Variants: The Case of Little Red Riding Hood [FP]
3. Augusto Baffa, Marcus Poggi and Bruno Feijó. Adaptive Automated Storytelling based on Audience Response [FP]
4. Rui Craveirinha and Licinio Roque. Studying an Author-Oriented Approach to Procedural Content Generation [SP]
5. Clare Dormijn. A Battle of Wit, Applying Computational Humour to Game Design [FP]
Keynotes

WED 09:15- 10:15 Opening Keynote
Floyd Muller. RMIT University Melbourne, Australia.
Exertion Games
Chair: Konstantinos Chorianopoulos

WED 16:00- 17:00 Keynote
Yvonne Rogers. Computer Science Department, UCL, UK
Why Suspense Matters
Chair: Rainer Malaka

THU 09:00- 10:00 Keynote
Alf Inge Wang. NTNU; Norway
Kahoot: A Game-based classroom response system
Chair: Monica Divitini

FRI 09:00- 10:00 Keynote
Axel Tidemann. Telenor Research, Norway
Artificial Intelligence in Artistic Applications
Chair: Konstantinos Chorianopoulos

FRI 12:10- 12:30 Closing notes
Itaru Kuramoto. Kyoto Institute of Technology, Japan
Entertainment Computing in Japan
Chair: Letizia Jaccheri

Poster and Demos THU 18:00 - 20:00

Posters
2. Thomas Constant, Axel Buendia, Catherine Rolland and Stéphane Natkin. A switching-role mechanic for reflective decision-making game
3. Rui Neves Madeira, Pedro Centieiro and Nuno Correia. Adaptation to TV Delays based on User Behaviour towards Cheating-free Second Screen Entertainment
5. Giovanni A. Cignoni, Leonora Cappellini and Tommaso Mongelli. Games, from Engaging to Understanding: a Perspective from a Computing History Museum
7. Hong Guo, Hallvard Tretteberg, Alf Inge Wang, Shang Gao and Maria Letizia Jaccheri. Lessons from Practicing an Adapted Model Driven Approach in Game Development
11. Sofya Baskin, Sharon Anavi-Goffer and Anna Zamansky. Serious Games: Is Your User Playing or Hunting?
13. Michael Schmitz, Dominik Scholl, Julian Saraceni, Pascal Klein, Carsten Blaser, Jorge Olmeda, Soenke Zehle and André Miede. Spheres of Play: Designing Games and Interfaces for Media Architectures
14. Ismael Sagredo-Olivenza, Marco Antonio Gómez-Martín and Pedro Antonio González-Calero. Supporting the collaboration between programmers and designers building Game AI
15. Farjana Eishita and Kevin Stanley. The Impact of Sensor Noise on Player Experience in Magic Window Augmented Reality Aiming Games

Demos
1. Axel Tidemann and Øyvind Brandtsegg. [self.]: Realization / Art Installation / Artificial Intelligence: A Demonstration
3. Michail Giannakos, Finn Inderhaug Holm, Letizia Jaccheri, Irene Dominguez Marquez, Sofia Papavlasopoulou and Ilse Gerda Visser. Can Interactive art installations attract 15 years old students to Coding?
4. Anniken Karlsen and Robin T. Bye. Digital art application development: A project to increase motivation in systems development courses for bachelor students in computer engineering
5. Kristoffer Hagen, Stian Weie, Konstantinos Chorianopoulos, Alf Inge Wang and Letizia Jaccheri. Pedal Tanks: An Online Multiplayer Exergame Based on Teamwork and Competition
6. Marcello A. Gómez Maureira and Lisa E. Rombout. The Vocal Range of Movies - Sonifyi