

SEPT 29 TUE @NTNU	SEPT 30 WED @Conference hotel	THU 1 OCT @Conference hotel	FRI 2 OCT @Conference hotel	
<p>Start 9:00 Workshops and Tutorials Lunch: 1300-1400</p> <ul style="list-style-type: none"> • (T) Quantum & Entertainment Computing (Morning) –room 454 • (T) Service-oriented architecture (SOA) development for Serious Games (Morning) – room 354 • (W) Creating Video Content for Oculus Rift (Afternoon) - room 354 • (W) Making as a Pathway to Foster Joyful Engagement and Creativity in Learning (All Day) – room G144 • (W) Game Mechanics supporting pervasive learning and experience in Games, Serious Games, and Interactive & Social Media (Afternoon) room 454 • (DC) Doctoral Consortium (All day) – room 122 	<p>9.00-10: 15 Opening Keynote Floyd Muller - <i>Exertion Games</i> Chair: Konstantinos Chorianopoulos</p>	<p>9: 00-10: 00 Keynote Alf Inge Wang - <i>Kahoot: A Game-based classroom response system</i> Chair: Monica Divitini</p>	<p>9: 00-10: 00 Keynote Axel Tidemann - <i>Artificial Intelligence in Artistic Applications</i> Chair: Konstantinos Chorianopoulos</p>	
	10: 15-10: 30 Break	10: 00-10: 30 Break	10: 00-10: 30 Break	
	10: 30-13: 00	10:30 to 13:00	10:30 to 12:30	
	<p>Grand Challenge, Madness & Paper session: Exergames and Design Methods</p>	<p>JoinGame Event “Game Over”***</p>	<p>Paper session: Gamification and Immersion</p> <p>Paper session: Game Technology (I)</p>	<p>IE 1: On the future of Sports Technology**</p>
	Paper session: Narratives			
	12:30 Closing notes Itaru Kuramoto - <i>Entertainment Computing in Japan</i> Chair: Letizia Jaccheri			
	Closing & Best Paper Award			
	1:00 pm to 14:00 Lunch			
	14: 00-15: 50	14: 00-15: 15	14: 00-15: 15	14: 00-15: 15
	<p>Paper session: Games for Learning</p>	<p>JoinGame Event “Game Over”***</p>	<p>Paper session: Game Technology (II)</p>	<p>IE 2: On the future of VR (Part 1)**</p>
	IFIP TC14 Meeting * * Restricted to TC14 members			
	15:50 -16: 00 Break	15:15 -15: 30 Break	15:15 -15: 30 Break	15:15 -15: 30 Break
	16: 00-17: 00	15: 30-17: 00	15: 30-17: 00	15: 30-17: 00
	<p>Keynote Yvonne Rogers - <i>Why Suspense Matters</i> Chair: Rainer Malaka</p>	<p>Paper session: Entertainment</p>	<p>IE 2: On the future of VR (Part 2)**</p>	<p>IFIP TC14 Meeting *</p>
18: 00-20: 00	18: 00-23: 00			
Reception@Adressavisen	Demos, posters , grand challenge award, and dinner with entertainment @ Elektro building NTNU			

* 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 Perkis

Chair for demo and poster: Michail Giannakos

WED 10:50 – 12:30 Paper session: Exergames and Design Methods

Chair: Floyd Muller

1. Larissa Müller, Sebastian Zagaria, Arne Bernin, Abbes Amira, Naeem Ramzan, Christos Grecos and Florian Vogt. EmotionBike: A Study of Provoking Emotions in Cycling Exergames [FP]
2. Annika Geurtsen, Maarten H. Lamers and Marcel J.M. Schaaf. Interactive Digital Gameplay Can Lower Stress Hormone Levels in Home Alone Dogs – A Case for Animal Welfare Informatics [FP]
3. Alf Inge Wang, Mari Hansen Asplem, Mia Aasbakken 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, Catalin Stan, Niels Wøldike and Dimitra Vasilariou. 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. Hisanao Nakadaï, Lee Seung Hee, Muneo Kitajima and Junich Hoshino. KINJIRO: Animatronics for Children’s Reading Aloud Training [FP]

6. Thiago Porcino, Daniela Trevisan and Esteban Clua. A Participatory Approach for Game Design to Support the Learning and Communication of Autistic Children [FP]

THU 10: 30-12: 10 Paper session: Gamification and Immersion

Chair: Valentina Nisi

1. Anne Berit Kigen Bjering, Marikken Høiseth and Ole Andreas Alsos. Gamification and Family Housework Applications [FP]
2. Nina Runge, Dirk Wenig, Danny Zitzmann and Rainer Malaka. Tags You Don’t Forget: Gamified Tagging of Personal Images [FP]
3. Evangelos Toliás, Enrico Costanza, Alex Rogers, Ben Bedwell and Nick Banks. IdleWars: the evaluation of a Pervasive Game to Promote Sustainable Behaviour in the Workplace [FP]
4. Marcel Köster, Michael Schmitz, Soenke Zehle and Burkhard Detzler. Asterodrome: Force-of-Gravity Simulations in an Interactive Media Theater [SP]
5. Raffaello 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 12: 10-13: 00 Paper session: Game Technology (I)

Chair: Matthias Rauterberg

1. Alf Inge Wang and Njål Nordmark. Software Architectures and the Creative Processes in Game Development [FP]
2. Kevin Majchrzak, Jan Quadflieg and Günter Rudolph. Advanced Dynamic Scripting for Fighting Game AI [FP]

THU 14: 00-15: 15 Paper session: Game Technology (II)

Chair: Helmut Hlavacs

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. Vojtech Cerny and Filip Dechterenko. Rogue-Like Games as a Playground for Artificial Intelligence – Evolutionary Approach [FP]
4. Thomas Friedrichs, Carolin Zschippig, Marc Herrlich, Benjamin Walther-Franks, Rainer Malaka and Kerstin Schill. Simple Games – Complex Emotions: Automated Affect Detection using Physiological Signals [SP]

THU 15: 30-17: 00 Paper session: Entertainment

Chair: Jannicke Baalsrud Hauge

1. Agnieszka Besz, Maciej Górnicki, Toni Heinonen, Tapani Kiikeri, Ilkka Ratamo, Mika Luimula, Taisto Suominen, Aki Koponen, Jouni Saarni, Tomi Suovuo and Jouni Smed. Three Apps for Shooting Sports: The Design, Development, and Deployment [FP]
2. Panumate Chetprayoon, Hiroyuki Iida and Shuo Xiong. Evolutionary Changes of Pokemon Game: A Case Study with Focus On Catching Pokemon [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. Yasmine’s Adventures: 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]

FRI 10: 30-12: 10 Paper session: Narratives

Chair: Esteban Clua

1. Edirlei Soares de Lima, Antonio Furtado and Bruno Feijo. Storytelling Variants: The Case of Little Red Riding Hood [FP]
2. Nikitas Marinos Sgouros. Embedding and Implementation of Quantum Computational Concepts in Digital Narratives [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. Claire Dormann. 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

1. Achim Gerstenberg, Heikki Sjöman, Thov Reime, Pekka Abrahamsson and Martin Steinert. A Simultaneous, Multidisciplinary Development and Design Journey of Bridging Tangible and Virtual - Reflections on Prototyping
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

4. Niels Quinten, Steven Malliet and Karin Coninx. Deep Content in Physical Rehabilitation Games: On Game Mechanics and Game Conventions
5. Giovanni A. Cignoni, Leonora Cappellini and Tommaso Mongelli. Games, from Engaging to Understanding: a Perspective from a Computing History Museum
6. Dongwann Kang and Kyunghyun Yoon. Interactive Painterly Rendering on A Mobile Device
7. Hong Guo, Hallvard Trættestad, Alf Inge Wang, Shang Gao and Maria Letizia Jaccheri. Lessons from Practicing an Adapted Model Driven Approach in Game Development
8. Kjetil Raaen and Ivar Kjellmo. Measuring Latency in Virtual Reality Systems
9. Barbara Göbl, Helmut Hlavacs, Jessica Hofer, Isabelle Müller, Hélen Müllner, Claudia Schubert, Manuel Sprung, Halina Helene Spallek and Charlotte Rybka. MindSpace: A Cognitive Behavioral Therapy Game for Treating Anxiety Disorders in Children
10. Johan K. Helsing and Anne C. Elster. Noise Modeler: An Interactive Editor and Library for Procedural Terrains via Continuous Generation and Compilation of GPU Shaders
11. Sofya Baskin, Sharon Anavi-Goffer and Anna Zamansky. Serious Games: Is Your User Playing or Hunting?
12. Heinrich Söbke. Space for seriousness? Player Behavior and Motivation in Quiz Apps
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
16. Christopher Helf, Patrick Zwickl, Helmut Hlavacs and Peter Reichl. Towards A Framework for Gamification-based Intervention Mapping in mHealth

Demos

1. Axel Tidemann and Øyvind Brandtsegg. [self.]: Realization / Art Installation / Artificial Intelligence: A Demonstration
2. Thov Reime, Heikki Sjöman, Achim Gerstenberg, Pekka Abrahamsson and Martin Steinert. Bridging Tangible and Virtual Interaction: Rapid Prototyping of a Game Idea
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