

DAY 1 – TUESDAY – 2nd DECEMBER, 2014

8:30-9:30	REGISTRATION	(Room 1.38)
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Welcome	9:30-9:45	Welcome	Keith Nesbitt
KEYNOTE (Room 4.16)	9:45-10:30	Making Things Growl, Purr and Sing!	Stephen Barrass

10:30-11:00	MORNING TEA	(Room 1.38)
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SESSION 1 <i>Chair:</i> <i>Shamus Smith</i> (Room 1.43)	11:00-11:15	SpaceWalk: Movement and Interaction in Virtual Space with Commodity Hardware	Stefan Greuter and David J Roberts
	11:15-11:30	Comparing Animation with Video for Teaching Communication Skills	Hayley Croft, Keith Nesbitt, Rohan Rasiah and Joyce Cooper
	11:30-11:45	Measuring Learning in Video Games: A Case Study	Allan Fowler, Brian Cusack and Alessandro Canossa
	11:45-12:00	An Intuitive Tangible Game Controller	Jacques Footit, Dave Brown, Stefan Marks and Andy Connor
	12:00-12:15	Comparing Order of Control for Tilt and Touch Games	Robert Teather and Scott MacKenzie

12:30-13:20	LUNCH	Posters begin
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DEMO (Room 1.38)	13:20-14:00	Protocol E: An Implementation of a Novel, Agent Based, Control Scheme for Real Time Strategy Games	Matt Cabanag
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SESSION 2 <i>Chair:</i> <i>Stefan Greuter</i> (Room 1.43)	14:00-14:15	Playful Game Jams: Guidelines for Designed Outcomes	William Goddard, Richard Byrne and Floyd Mueller
	14:15-14:30	Towards Quantifying Player's Involvement in 3D Games Based-on Player Types	Nader Hanna, Deborah Richards, Michael Hitchens and Michael Jacobson
	14:30-14:45	A Systematic Review of Cybersickness	Simon Davis, Keith Nesbitt and Eugene Nalivaiko
	14:45-15:00	The Mystery of Elin	Maria Guadalupe Alvarez Diaz, Marcus Toftedahl and Torbjörn Svensson
	15:00-15:15	Generating Funny Dialogue between Robots based on Japanese Traditional Comedy Entertainment	Ryo Mashimo, Tomohiro Umetani, Tatsuya Kitamura and Akiyo Nadamoto

15:30-16:00	AFTERNOON TEA	(Room 1.38)
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SESSION 3 <i>Chair:</i> <i>Yusuf Pisan</i> (Room 1.43)	16:00-16:15	Intelligent and Empathic Agents to Support Student Learning in Virtual Worlds	Ryan Villarica and Deborah Richards
	16:15-16:30	The Publishing Game: An Analysis of 'Game' Related Academic Publishing Patterns	Xin Gu and Karen Blackmore
	16:30-16:45	The Dawn of the Dark Ride at the Amusement Park	Joel Zika
	16:45-17:00	Reusing Simulated Evacuation Behaviour in a Game Engine	Mingze Xi and Shamus P. Smith

18:30-21:30	CONFERENCE DINNER
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DAY 2 – WEDNESDAY – 3rd DECEMBER, 2014

8:30-9:00	REGISTRATION	<i>(Room 1.38)</i>
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SESSION 4 <i>Chair: Karen Blackmore</i> <i>(Room 1.43)</i>	9:00-9:15	One person's culture is another one's entertainment	Cat Kutay
	9:15-9:30	Video Game Control Dimensionality Analysis	Moyen Mohammad Mustaquim and Tobias Nyström
	9:30-9:45	Putting a New Intelligent Virtual Face on a Medical Treatment Advice System to Improve Adherence	Deborah Richards, Scott Baker and Patrina Caldwell
	9:45-10:00	Software Development in the City Evolutions Project	Lei Tan, Ross Bille, Yuqing Lin, Stephan Chalup and Chris Tucker
	10:00-10:30	Urban Codes // Parallel Worlds	Troy Innocent and Indae Hwang

10:30-11:00	MORNING TEA	<i>(Room 1.38)</i>
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SESSION 5 <i>Chair: Keith Nesbitt</i> <i>(Room 1.43)</i>	11:00-11:15	Game Asset Repetition	Stefan Greuter and Adam Nash
	11:15-11:30	Perspective Shifting: Humour and Comedy in Games	Geoffrey Hookham and Michael Meany
	11:30-11:45	Extending Building Information Models into Game Engines	Ross Bille, Shamus Smith, Kim Maund and Graham Brewer
	11:45-12:00	Flow Theory, Evolution & Creativity: or, 'Fun & Games'	Jt Velikovsky
	12:00-12:15	A Scouting Strategy for Real-Time Strategy Games	Chen Si, Yusuf Pisan and Chek Tien Tan

12:30-13:30	LUNCH	Posters end
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SESSION 6 <i>Chair: Michael Meany</i> <i>(Room 1.43)</i>	13:30-13:45	E is for Everyone? Best Practices for the Socially Inclusive Design of Avatar Creation Interfaces	Victoria McArthur and Jennifer Jenson
	13:45-14:00	Inferring Player Experiences Using Facial Expressions Analysis	Chek Tien Tan, Sander Bakkes and Yusuf Pisan
	14:00-14:15	Introducing a Revised Lexical Approach to Study User Experience in Game Play by Analyzing Online Reviews	Miaoqi Zhu and Xiaowen Fang

14:30	CLOSE
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