

Cybergames 2007 Conference Program 10th September 2007

08.30-09.30	Registration Venue: John Dalton Building (East), Manchester Metropolitan University, Oxford Road, Manchester M1 5GD, United Kingdom	
09.15-10.00	Active Rendering Framework for Games	Chair: Andrew Davison
10.00-11.00	Introducing XNA Games Studio Express by Andy Sithers, Microsoft, UK	Chair: Dave Britch
11.00-11.15	TEA BREAK	
11.15-12.15	The Computer Games Industry: An Overview by Nick Burton, Rare Limited, UK	Chair: Keith Yates
12.15-12.45	KEYNOTE Serious Games and Game AI Architectures	Chair: Narendra Chaudhari
12.45-01.30	LUNCH	
01.30-02.30	Graphics for Computer Games: A Primer Nick Burton, Rare Limited, UK	Chair: Geoff Brindle
02.30-03.30	Game Modelling and Rendering (Session A)	Chair: Nick Costen
	3D Interactive Room Organizer	Eranda De Alwis
	Multi-Body Suspension for Game Simulation	Zohirul Sharif
	A Mexican-Spanish Talking Head	Oscar
02.30-03.30	Novel Game Controllers (Session B)	Chair: Mark Eyles
	WiiMedia: Papier Poupee Painter"; a new usage of game controller for infancy art media	Akihiko Shirai
	Using a Mobile Phone as a 'Wii like' Controller	Tamas Vajk
	Using Tilt as the Input for 3D Mobile Games	Paul Gilbertson
03.30-03.45	TEA BREAK	
03.45-05.00	CYBERGAMES ARENA	Chair: Darren Dancey
	Root Evil Games	Matthew White
	Deity Generals and Knights of Superchess	Ming-Hsin Tsai
	Nanomed	Mike Topsum
	Grid Lock	Rafah
	Ghoulash	Colin Dodd
	PONR	Juan Gracia Giraldez
	Bumper-The Pursuit Game	Mohd Salihan Ab Rahman
	Dave Game	Dave Nickerson

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09.00-10.00	Terrain+Animation (Session A)	Chair: Geoff Brindle
	Efficient Terrain Triangulation and Merging of World Objects for Game Applications	Sundar Raman
	Adapting ROAM for Use within a Games Application	Matthew White
	Speed Animation: input-driven 3D Animations techniques	Jacob Runnerstrom
10.00-10.50	KEYNOTE: Serious Games: The Human Factor by Bob Stone	Chair: Atif Waraich
10.50-11.00	TEA BREAK	
11.00-12.00	Mobile Phone Games (Session A)	Chair: Colin Price
	Mobilazer: A Mixed-Reality First-Person Shoot-Em-Up Using Camera Phones	Fadi Chehimi
	Comparing Local and Remote Rendering on Mobile Devices	Tom Jehaes
	Improving Response Time in a Client/Server 3D Mobile Game	Andrew Davison
11.00-12.00	Game Play & Player Experience (Session B)	Chair: Dan Pinchbeck
	Entering an age of playfulness where persistent, pervasive ambient games create moods and modify behaviour	Mark Eyles
	A Conceptual Framework for the Design and Analysis of First-Person Shooter Audio	Mark Grimshaw
	The nature of gameplay : a videogame classification	Damien Djaouti
12.00-01.00	Novel Game Interaction (Session A)	Chair: Mark Grimshaw
	Can playing video games help promote fitness?	Roger Eglin
	Human Activity Recognition: Enhancement for Gesture Based Game Interfaces	John Darby
	I remember Erebus: memory, story and immersion in first person shooters	Dan Pinchbeck
12.00-01.00	MMOG (Session B)	Chair: Baihua Li
	Perception Based Network Messages Filtering For Massively Multiplayer Online Games	Souad El Merhebi
	ThirdPlaces Online: A Study on Socially Intelligent Game Elements to Support Awareness and Interaction in MMOG	Tiffany Tang
	On the Social Interaction Facilities in MMORPGs	Tiffany Tang
01.00-02.00	LUNCH	
02.00-03.00	Games Education Workshop (Session A)	Chair: Andrew Davison
	Computer Games in Education, Training and Visualization:Case Studies using Unreal Tournament	Colin Price
	Applied Game Development Module & Placement	John Sear
	The Use of ICT, Games, and Mobile Technology in Adult Education in Turkey	Muhammet Demirbilek
03.00-03.15	TEA	

03.15-04.15	Game AI & Architecture (Session A)	Chair: Narendra Chaudhari
	G-factor Portability in Game Development Using Game Engines	Ahmed BinSubaih
	Life Is a Stage: An Architecture for Do-It-Yourself Interactive Pervasive Play and Learning	Martin Brynskov
	Hierarchical Pathfinding and AI-based Learning Approach in Strategy Game Design	Minh Duc Le
03.15-04.15	Game AI & Architecture – Posters	
	Human players and bots: A comparison	Anirvaan Dutta Gupta
	A Review to Facilitate the Creation of a Game Engine Architecture for MMP Games	Kok Wai Wong
	Designing Levels for Enhanced Player Experience: Cognitive tools for gameworld designers	Alessandro Canossa
	Design of A Mobile Game And Implementation Using J2ME	Adam Heppenstall