	Plenary Room	Dilovo Room	Exhibition Hall
	Top Floor	Ground Floor	
Tuesday 14			
08:00-08:50	Registration (Foyer)		
08:50-09:00	Welcome by General Chairs (Plenary Room)		
09:00-10:20	**Main Track - Game Studies (Humanities)**	**Workshop**	**Workshop**
	Chair: *Olli Leino*	**Intelligent Cinematography and Editing**	**Intelligent Digital Games for Empowerment and Inclusion**
	Narrative Involvement in Games *Gordon Calleja* **On The Foundations of Digital Games** *Staffan Björk* **Dark Patterns in the Design of Games** *Jose Zagal, Staffan Björk, Chris Lewis* **Play, metaphor and representation - a love triangle or une liaison dangereuse?** *Sebastian Möring*		
10:20-10:40	Coffee Break		
10:40-12:20	**Main Track - Game Design**	**Workshop**	**Workshop**
	Chair: *Rilla Khaled*	**Intelligent Cinematography and Editing**	**Intelligent Digital Games for Empowerment and Inclusion**
	Landspotting - Games for Improving Global Land Cover *Tobias Sturn, Michael Wimmer, Peter Purgathofer, Steffen Fritz* **Optimal Cover Placement Against Static Enemy Positions** *Yinxuan Shi, Roger Crawfis* **Visual Motion Effects in a Railed Shooter Game: A Designer Study** *David Milam, Magy Seif El-Nasr, Lyn Bartram, Bardia Aghabeigi* **Prom Week: Designing past the game/story dilemma** *Joshua McCoy, Mike Treanor, Ben Samuel, Aaron Reed, Michael Mateas, Noah Wardrip-Fruin* **Cart-Load-O-Fun: Designing Digital Games for Trams** *Cagdas 'Chad' Toprak, Joshua Platt, Florian 'Floyd' Mueller*		
12:20-13:40	Lunch Break		
13:40-14:40	**Main Track - Game Education**	**Workshop**	**Workshop**
	Chair: *Jose Zagal*	**Global Game Jam**	**Intelligent Digital Games for Empowerment and Inclusion**
	Course on Interaction Games and Learning for Interaction Design Students *Wolmet Barendregt, Mattias von Feilitzen* **Game analysis as a signature pedagogy of game studies** *Annika Waern* **That Ball Game: A Game for Teaching Game Design** *Malcolm Ryan*		
14:40-15:20	**Main Track - Bot Artificial Intelligence**		
	Chair: *Julian Togelius*		
	Adaptive Companions in FPS Games *Jonathan Tremblay, Clark Verbrugge* **Evolving Large-scale Neural Networks for Vision-based TORCS** *Jan Koutnik, Giuseppe Cuccu, Juergen Schmidhuber, Faustino Gomez*		
15:20-15:40	Coffee Break		
15:40-17:00	**Main Track - Game Studies (Social Sciences)**	**Workshop**	**Workshop**
	Chair: *Hanna Wirman*	**Global Game Jam**	**Intelligent Digital Games for Empowerment and Inclusion**
	Welcome to the discourse of the real: Constituting the boundaries of games and players *Mia Consalvo, Christopher Paul* **Feedback-Based Gameplay Metrics** *Raphael Marczak, Gareth Schott, Pierre Hannah, Jean-Luc Rouas* **Cultural Differences in Game Appreciation: A Study of Player Game Reviews** *Jose Zagal, Noriko Tomuro* **Parental Mediation of Digital Gaming and Internet Use** *Lina Eklund, Karin Bergmark*		
17:00-18:00	**Main Track - Serious Games**		
	Chair: *Rafael Bidarra*		
	Whether to Play or Preserve the Past?: Creating The Forgotten Worker Quest *Brian Greenspan, Jennifer Whitson* **Children's collaboration in emergent game environments** *Björn Berg Marklund, Per Backlund, Mikael Johannesson* **Iterative Didactic Design of Serious Games** *Michael Wagner, Thomas Wernbacher*		
18:30-19:30	Social Event - Meet Old Town of Chania		

	Plenary Room	Foyer	Library Room	Exhibition Hall
	Top Floor		Mezzanine	Ground Floor
	Wednesday 15			
09:00-10:00	**Keynote: Ken Stanley - The case for releasing the research-based game (Plenary Room)**			
	Chair: *Georgios N. Yannakakis*			
10:00-10:20	Coffee Break			
10:20-12:00	**Main Track - Game-based Learning**	**Demos**	**Workshop**	**Workshop**
	Chair: *Kostas Karpouzis*	Demonstrations associated with the papers presented in the "Poster Madness" session	EVE Online	Procedural Content Generation
	Effective Practices in Game Tutorial Systems *Amy Shannon, Acey Boyce, Chitra Gadwal, Tiffany Barnes* **Exploring Minecraft as a Conduit for Increasing Interest in Programming** *Christopher Zorn, Chadwick Wingrave, Emiko Charbonneau, Joseph LaViola* **My Dream Theatre: Putting Conflict on Center Stage** *Joana Campos, Carlos Martinho, Gordon Ingram, Asimina Vasalou, Ana Paiva* **Seamless Evaluation Integration into IDS Educational Games** *Andreea Molnar, Patty Kostkova* **Integrating Serious Content into Serious Games** *William Ryan, Dennis Charsky*			
12:00-12:40	**Main Track - Short Papers**			
	Chair: *Alexandros Potamianos*			
	User-Generated Content as cues for performance in LittleBigPlanet *Panagiotis Koutsouras, Paul Cairns* **Three Corners of Reward in Computer Games** *Bradley James, Barbara Fletcher, Nia Wearn* **Exploring Player Behavior with Visual Analytics** *Michael Eagle, Matthew Johnson, Tiffany Barnes* **Narrative Engagement in Games – A Continuation Desire Perspective** *Henrik Schoenau-Fog, Sandy Louchart , Theodore Lim, Maria Teresa Soto-Sanfiel* **The Relationship between Player Involvement and Immersion: an Experimental Investigation** *Laura Herrewijn, Karolien Poels, Gordon Calleja* **Towards the Automatic Generation of Card Games through Grammar-Guided Genetic Programming** *Jose Font, Tobias Mahlmann, Daniel Manrique, Julian Togelius* **Tool-supported Iterative Learning of Component-based Software Architecture for Games** *David Llansó, Marco A. Gómez-Martín, Pedro P. Gómez-Martín, Pedro A. González-Calero, Magy Seif El-Nasr*			
12:40-14:00	Lunch Break			
14:00-15:00	**Panel - EVE Online**		**Workshop**	**Workshop**
	Chairs: *Marcus Carter*	**Demos**	EVE Online	Procedural Content Generation
	Panelists: *Marcus Carter, Darryl Woodford and Catherine Goodfellow, CCP Representative TBC*			
15:00-15:40	**Main Track - Games for Health**			
	Chair: *Magy Seif El-Nasr*			
	Games for Therapy: Defining a Grammar and Implementation for the Recognition of Therapeutic Gestures *David Maung, Roger Crawfis, Lynne Gauthier, Lise Worthen-Chaudhari, Linda Lowes, Alex Borstad, Ryan McPherson* **Designing Serious Games for Elders** *Karl Fua, Swati Gupta, David Pautler, Ilya Farber*			
15:40-16:00	Coffee Break			
16:00-16:40	**Main Track - Game Studies (Humanities)**		**Workshop**	**Workshop**
	Chair: *Staffan Björk*	**Demos**	EVE Online	Procedural Content Generation
	"It's a-me / Mario": Playing as a ludic character *Daniel Vella* **On the absence of imaginative resistance in games** *David Myers*			
16:40-17:20	**Game Studies (Social Sciences / MMOs)**			
	Chair: *Mia Consalvo*			
	Players' Perceptions on the Concept of the "Good Player" in MMOGs *Iro Voulgari, Vassilis Komis* **eSports in EVE Online: Skullduggery, Fair Play and Acceptability in an Unbounded Competition** *Marcus Carter, Martin Gibbs*			
17:20-17:50	**Poster Madness**			
	Chairs: *Georgios N. Yannakakis & Julian Togelius*			
	Social Capital in World of Warcraft Guilds: Construction and Evaluation of a Path Model *Felix Reer, Nicole C. Krämer* **Refining Game Addiction Questionnaires: Evidence for distinction between addiction and engagement** *Rune Nielsen* **Exploring Genomes with a Game Engine** *Jeremiah Shepherd* **A gesture-controlled Serious Game for teaching emotion recognition skills to preschoolers with autis** *Eirini Christinaki, Georgios Triantafyllidis, Nikolaos Vidakis* **AGENT: Awareness Game Environment for Natural Training** *Jeroen Linssen, Thomas de Groot* **Traveller – Interacting with Agents to Deal with Misunderstandings Due to Culture** *Nick Degens, Gert Jan Hofstede, Samuel Mascarenhas, Ana Paiva, André Silva, Felix Kistler, Elisabeth André, Arvid Kappas, Ruth Aylett* **Village Voices: An Adaptive Game for Conflict Resolution** *Rilla Khaled, Georgios N. Yannakakis* **Toward Personalized Guidance in Interactive Narratives** *Hong Yu, Mark Riedl* **Gameplay semantics for authoring adaptivity in mobile games** *Ricardo Abreu Lopes, Ken Hilf, Luke Jayapalan, Rafael Bidarra* **A robust throw detection library for mobile games** *Eric Rijnboutt, Olivier Hokke, Rob Kooij, Rafael Bidarra* **Youth Offenders Developing Social and Technical Skills Through Game Creation** *Dana Ruggiero* **Valory: Simultaneous Control of Avatar and Environment in a Platform Game** *Rene Ksuz, Magdalena Soukup, Gerald Hauzenberger, Thomas Peintner, Fabian Schmidt* **Anti-heuristics for maintaining immersion through believable non-player characters** *Henrik Warpefelt, Björn Strååt* **A framework for biometric playtesting of games** *Dirk Janssen, Licia Calvi, Stefano Gualeni* **Real-time Procedural Terrain Generation Through Swarm Behaviours** *Angel Fernandez Cabezas, Tommy Thompson* **Space Maze: Experience-Driven Game Camera Control** *Yana Knight, Hector P Martinez, Georgios N. Yannakakis* **AI and Human Player Cooperation in RTS Games** *Andreas Stiegler, Daniel Jack Livingstone* **Combining Deliberation and Reactive Behavior for AI Players in the Mini-Tichu Card-game** *Martha Vlachou-Konchylaki, Stavros Vassos* **Procedural Content Generation and Evolution within the EvoTanks Domain** *Adam Pace, Tommy Thompson* **Bar Chart Ball, a Data Game** *Julian Togelius, Marie Gustafsson Friberger* **Crowdsourcing Interactive Fiction Games** *Boyang Li, Stephen Lee-Urban, Mark Riedl*	**Demos**	EVE Online	Procedural Content Generation
17:50-19:30	Poster/Demo Session - Reception (Foyer)			
19:30-22:00	Reception (Foyer)			

	Plenary Room	Dilovo Room	Foyer	Exhibition Hall
		Top Floor		**Ground Floor**
		Thursday 16		

Time	Plenary Room	Dilovo Room	Foyer	Exhibition Hall
09:00-10:00	**Keynote: Hanna Wirman - Unexpected and unplanned play: Digital games among orangutans (Plenary Room)**			
	Chair: *Georgios N. Yannakakis*			
10:00-10:20	**Coffee Break**			
10:20-11:40	**Main Track - Artificial Intelligence for Game Design**	**Workshop**	**Research and Experimental Games**	**Workshop**
	Chair: *Mark J. Nelson*	**Design Patterns for Games**	**MovMote: A Game for Studying Interpretation** *Jason Begy* **AnyGammon: Play Any Backgammon Game Using Any Board Size** *Nikolaos Papahristou, Ioannis Refanidis* **Movers and Shakers: Subversive Game Design and Meaningful Conflict** *Konstantin Mitgutsch* **The Simula Family** *Jean Dumas, Nicolas Habonneau, Urs Richle, Nicolas Szilas* **Network Nightmares: Using Games to Teach Networks and Security** *William Ryan, Jennifer Stewart, Dean Verleger, Jackie Crofts* **BeadLoom Game** *Acey Boyce, Amy Shannon, Chitra Gadwal, Tiffany Barnes* **The Games for Health Prototype** *Christoffer Holmgård, Georgios N. Yannakakis, Rilla Khaled*	**Games for Learning**
	Sentient Sketchbook: Computer-Assisted Game Level Authoring *Antonios Liapis, Georgios N. Yannakakis, Julian Togelius* **Automated Redesign of Local Playspace Properties** *Aaron Bauer, Seth Cooper, Zoran Popovic* **Quantifying over Play: Constraining Undesirable Solutions in Puzzle Design** *Adam Smith, Eric Butler, Zoran Popovic* **Behaviour Oriented Design for Real-Time-Strategy Games** *Swen Gaudl, Simon Davies, Joanna Bryson*			
11:40-12:40	**Main Track - Interaction and Player Experience**			
	Chair: *Kenneth O. Stanley*			
	Helping Friends or Fighting Foes: The Influence of Collaboration and Competition on Player Experience *Katharina Emmerich, Maic Masuch* **A Deep Analysis of the Effects of Age on In-Game Behavior** *Eleanor O'Rourke, Eric Butler, Yun-En Liu, Christy Ballweber, Zoran Popovic* **PsyOps: Personality Assessment Through Gaming Behavior** *Shoshannah Tekofsky, Pieter Spronck, Aske Plaat, Jaap Van den Herik, Jan Broersen*			
12:40-14:00	**Lunch Break**			
14:00-15:00	**Panel - Creativity in Games**	**Workshop**	**Research and Experimental Games**	**Workshop**
	Chairs: *Mirjam P. Eladhari, Evangelia Dimaraki*	**Design Patterns for Games**	**Sightlence – Haptics for Games and Accessibility** *Mathias Nordvall* **The OpenRelativity engine and A Slower Speed of Light: Developing Intuition about Special Relativity** *Philip Tan*	**Games for Learning**
	Panelists: *Kenneth O. Stanley, Keith Stenning, Anna Craft, Michael Mateas*			
15:00-15:40	**Main Track - Interaction and Player Experience**			
	Chair: *Hector P. Martinez*			
	Virtual Cinematography in Games: Investigating the Impact on Player Experience *Paolo Burelli* **More Naturalness, Less Control: The Effect of Natural Mapping on the Co-located Player Experience** *Vero Vanden Abeele, Bob De Schutter, Brian Gajadhar, and Daniel Johnson*			
15:40-16:00	**Coffee Break**			
16:00-18:20	**Doctoral Consortium (AI & Serious Games)**	**Workshop**	**Research and Experimental Games**	**Workshop**
	Chair: *Mirjam P. Eladhari & Rafael Bidarra*			**Games for Learning**
	Decoding the social capability of NPCs *Henrik Warpefelt* **Decision Making Styles in Computer Games** *Christoffer Holmgård* **Toward Collaborative Procedurally Elaborated Storytelling** *John Murray* **Intelligent facial animation** *José Serra* **Inferring Cognitive Behaviors from Low-level User Interactions in Games** *Titus Barik* **On the Development of Learning Games** *Björn Berg Marklund* **Authoring Multiplayer Serious Games** *Christian Reuter*			
20:00-22:00	**Banquet (Busses leave from Agora Square)**			

	Plenary Room	Foyer	Library Room	Exhibition Hall
	Top Floor		**Mezzanine**	**Ground Floor**
	Friday 17			
09:00-10:00	**Keynote: Rosa Thomas - Title: Xbox SmartGlass (Plenary Room)**			
	Chair: *Alessandro Canossa*			
10:00-10:20	**Coffee Break**			
10:20-11:20	**Main Track - Game Analytics**	Research & Experimental Games / Demos	Mini Game Jam	**Doctoral Consortium (Game Studies and Game Design)**
	Chair: *Rosa Thomas*			**Chairs:** *Gordon Calleja and Olli Leino*
	Play-Graph: A Methodology and Visualization Approach for the Analysis of Gameplay Data			**Adventure Games in Kinesthetic Videogame Theory – A Challenge-based Framework for Conceptualizing the Narrative**
	Guenter Wallner			*Veli-Matti Karhulahti*
	Analysis of players' in-game performance vs rating: Case study of Heroes of Newerth			**An Examination of Human Values Embedded in Commercial Video Game Design**
	Neven Caplar, Mirko Suznjevic, Maja Matijasevic			*Kyle Rentschler*
	A Comparison of Methods for Player Clustering via Behavioral Telemetry			**Moral dilemmas in Role Playing Digital Games**
	Anders Drachen, Christian Thurau, Rafet Sifa, Christian Bauckhage			*Cristina Battaglino*
11:20-12:00	**Main Track - Interaction and Player Experience**			**Ruthless Play**
	Chair: *Paolo Burelli*			*Marcus Carter*
	Emotion in Interactive Storytelling			**Discourses of Connectivity: Community Managers, Digital Gaming, and Interactive Media Companies in Los Angeles**
	Huiwen Zhao, Jian J Zhang			*Lisa Newon*
	On the Desire to Not Kill Your Players - Rethinking Sound in Pervasive and Mixed Reality Games			**Protecting Face in Virtual Life: An Ethnographic Analysis of Identity Categories and Informal Systems of Social Control in Massively Multiplayer Online Worlds**
	Inger Ekman			*Oskar Milik*
12:00-13:00	**Panel - Integrating Games Research**			**Beyond Gamification: Enhancing User Engagement through Meaningful Game Elements**
	Chairs: *Georgios N. Yannakakis, Mark Nelson, Julian Togelius*			*Amon Rapp*
	Panelists: TBA			**Understanding Digital Play in Moving Spaces**
				Cagdas Toprak
13:00-14:00	**Lunch Break**			
14:00-15:00	**SASDG discussion (Chair:** *Jim Whitehead***)**			
15:00-15:20	**Closing Remarks**			
16:30-19:00	**Social Event - Ag. Triada Monastery (Busses leave from Agora Square)**			