Second Workshop on Design Patterns in Games

(DPG 2013)

Co-located with
the 8th International Conference on
the Foundations of Digital Games

16 May, 2013

Chania, Crete, Greece

Welcome from the Organizers

Welcome to the second Workshop on Design Patterns in Games (DPG 2013), held May 16, 2013 and co-located with the 8th International Conference on the Foundations of Digital Games.

Building upon the first workshop, we will continue to present novel research on design patterns as applied to aspects of game design and development, as well provide the opportunity to explore challenges and future research directions. We received eight paper submissions, of which we accepted six after a rigorous peer review process. All accepted papers are available in the SASDG Digital Library.

Organizing Committee

Jose Zagal, DePaul University (Chair)
Staffan Björk, Göteborg University &The Interactive Institute
Kenneth Hullett, University of Malta

Reviewers

Aida Azadegan, Nottingham University Business School
Kate Compton, UC Santa Cruz
Steve Dahlskog, Malmö University
David Milam, Simon Fraser University
Malcolm Ryan, University of New South Wales
Richard Wetzel, University of Nottingham
Jim Whitehead, UC Santa Cruz

List of Papers

b1 - Design Patterns in Games: the case for Sound Design
Valter Alves and Licinio Roque

b2 - Patterns as Objectives for Level Generation
Steve Dahlskog and Julian Togelius

b3 - Making Design Patterns Work
Joris Dormans

b4 - Cause-Effect Relationships between Design Patterns and Designer Intent in FPS Levels
Kenneth Hullett

b5 - Understanding Combat Design in Computer Role-Playing Games
Christopher Dristig Stenström and Staffan Björk

b6 - A Case for Design Patterns supporting the Development of Mobile Mixed Reality Games
Richard Wetzel