

# Table of Contents

## Storytelling

Social Interaction for Interactive Storytelling . . . . .	1
<i>Edirlei Soares de Lima, Bruno Feijó, Cesar Tadeu Pozzer, Angelo E.M. Ciarlini, Simone Diniz Junqueira Barbosa, Antonio L. Furtado, and Fabio A. Guilherme da Silva</i>	
Gaming after Dark: Visual Patterns and Their Significance for Atmosphere and Emotional Experience in Video Games . . . . .	16
<i>Ivana Müller, Petra Sundström, Martin Murer, and Manfred Tscheligi</i>	
Information-Gathering Events in Story Plots . . . . .	30
<i>Fabio A. Guilherme da Silva, Antonio L. Furtado, Angelo E.M. Ciarlini, Cesar Tadeu Pozzer, Bruno Feijó, and Edirlei Soares de Lima</i>	
Design and Evaluation of Parametrizable Multi-genre Game Mechanics . . . . .	45
<i>Daniel Apken, Hendrik Landwehr, Marc Herrlich, Markus Krause, Dennis Paul, and Rainer Malaka</i>	

## Serious Games (Learning and Training)

A Virtual Training Tool for Giving Talks . . . . .	53
<i>Oswald D. Kothgassner, Anna Felnhofer, Leon Beutl, Helmut Hlavacs, Mario Lehenbauer, and Birgit Stetina</i>	
<i>Stories from the History of Czechoslovakia, A Serious Game for Teaching History of the Czech Lands in the 20th Century – Notes on Design Concepts and Design Process . . . . .</i>	67
<i>Vít Šisler, Cyril Brom, Jaroslav Cuhra, Kamil Činátl, and Jakub Gemrot</i>	

## Self and Identity

Cognitive Processes Involved in Video Game Identification . . . . .	75
<i>Christopher Blake, Dorothee Hefner, Christian Roth, Christoph Klimmt, and Peter Vorderer</i>	
An Annotation Scheme for Social Interaction in Digital Playgrounds . . . . .	85
<i>Alejandro Moreno, Robby van Delden, Dennis Reidsma, Ronald Poppe, and Dirk Heylen</i>	

Philosophy Meets Entertainment: Designing an Interactive Virtual Philosopher ..... 100  
*Xuan Wang, Eng Tat Khoo, Sanath Siriwardana, Horathalge Iroshan, and Ryohei Nakatsu*

Spotting the Difference: Identifying Player Opponent Preferences in FPS Games ..... 114  
*David Conroy, Peta Wyeth, and Daniel Johnson*

**Interactive Performance**

AR Paint: A Fusion System of a Paint Tool and AR..... 122  
*Suwon Lee, Jinki Jung, Jihye Hong, J.B. Ryu, and Hyun S. Yang*

Pictures at an Exhibition: Design of a Hybrid Puppetry Performance Piece ..... 130  
*Ali Mazalek, Michael Nitsche, Claudia Rébola, Paul Clifton, Andy Wu, Nick Poirier, and Firaz Peer*

**Mixed Reality and 3D Worlds**

Follow the Grass: A Smart Material Interactive Pervasive Display ..... 144  
*Andrea Minuto, Gijs Huisman, and Anton Nijholt*

The ICOCOON Virtual Meeting Room: A Virtual Environment as a Support Tool for Multipoint Teleconference Systems..... 158  
*Aljoshia Demeulemeester, Katriina Kulpi, Shirley A. Elprama, Sammy Lievens, Charles-Frederik Hollemeersch, An Jacobs, Peter Lambert, and Rik Van de Walle*

Playing with the Weather ..... 172  
*Sofia Reis and Nuno Correia*

fAARS: A Platform for Location-Aware Trans-reality Games ..... 185  
*Lucio Gutierrez, Eleni Stroulia, and Ioanis Nikolaidis*

**Serious Games (Health and Social)**

How to Analyse Therapeutic Games: The Player / Game / Therapy Model ..... 193  
*Stéphanie Mader, Stéphane Natkin, and Guillaume Levieux*

Game-Based Trust ..... 207  
*Sebastian Matyas, Daishi Kato, Takao Shime, Kazuo Kumieda, and Keiji Yamada*

Design of Tangible Games for Children Undergoing Occupational and Physical Therapy .....	221
<i>Robby van Delden, Pauline Aarts, and Betsy van Dijk</i>	

Game Design for Older Adults: Effects of Age-Related Changes on Structural Elements of Digital Games .....	235
<i>Kathrin Maria Gerling, Frank Paul Schulte, Jan Smeddinck, and Maic Masuch</i>	

## Player Experience

The Effect of Closely-Coupled Interaction on Player Experience in Casual Games .....	243
<i>Anastasiia Beznosyk, Peter Quax, Wim Lamotte, and Karin Coninx</i>	

Leisure Food: Derive Social and Cultural Entertainment through Physical Interaction with Food .....	256
<i>Jun Wei and Ryohei Nakatsu</i>	

A Method for Measuring the Creative Potential of Computer Games ...	270
<i>Wilawan Inchamnan, Peta Wyeth, Daniel Johnson, and David Conroy</i>	

Similarity in Visual Designs: Effects on Workload and Performance in a Railed-Shooter Game .....	284
<i>David Milam, Magy Seif El-Nasr, Lyn Bartram, Bardia Aghabeigi, and Perry Tan</i>	

## Tools and Methods I

A Hybrid GPU Rasterized and Ray Traced Rendering Pipeline for Real Time Rendering of Per Pixel Effects .....	292
<i>Thales Luis Sabino, Paulo Andrade, Esteban Walter Gonzales Clua, Anselmo Montenegro, and Paulo Pagliosa</i>	

## Tools and Methods II

A Parallel Fipa Architecture Based on GPU for Games and Real Time Simulations .....	306
<i>Luiz Guilherme Oliveira dos Santos, Esteban Walter Gonzales Clua, and Flávia Cristina Bernardini</i>	

Cognitive Agents for Microscopic Traffic Simulations in Virtual Environments .....	318
<i>Sven Seele, Rainer Herpers, and Christian Bauckhage</i>	

Out of Context Augmented Navfields: Designing Crowd Choreographies .....	326
<i>Guillaume Levieux, Stéphane Natkin, and Alexandre Topol</i>	
Priority Level Planning in Kriegspiel .....	333
<i>Paolo Ciancarini and Andrea Gasparro</i>	
Writing Real-Time Net Games in Casanova .....	341
<i>Giuseppe Maggiore, Pieter Spronck, Renzo Orsini, Michele Bugliesi, Enrico Steffnlongo, and Mohamed Abbadi</i>	

## User Interface

An Analysis of Player Strategies and Performance in Audio Puzzles . . . .	349
<i>Jaime Carvalho, Luís Duarte, and Luís Carriço</i>	
Cell Phone Puppets: Turning Mobile Phones into Performing Objects . . .	363
<i>Michael Nitsche and Sanjeev Nayak</i>	
Brain-Computer Interface Games: Towards a Framework .....	373
<i>Hayrettin Gürkök, Anton Nijholt, and Mannes Poel</i>	
Semiautomatic and User-Centered Orientation of Digital Artifacts on Multi-touch Tabletops .....	381
<i>Lorenz Barnkow and Kai von Luck</i>	

## Posters

Towards a Brewery Educational Game: Would Existence of a Game Goal Improve Learning? .....	389
<i>Cyril Brom, Edita Bromová, and Martin Pergel</i>	
Player Control in a Real-Time Mobile Augmented Reality Game .....	393
<i>Mareike Picklum, Georg Modzelewski, Susanne Knoop, Toke Lichtenberg, Philipp Dittmann, Tammo Böhme, Volker Fehn, Christian John, Johannes Kenkel, Philipp Krieter, Patrick Niethen, Nicole Pampuch, Marcel Schnelle, Yvonne Schwarte, Sanja Stark, Alexander Steenbergen, Malte Stehr, Henning Wielenberg, Merve Yüldirim, Can Yüzüncü, Frederic Pollmann, Dirk Wenig, and Rainer Malaka</i>	
Evolution of GameBots Project .....	397
<i>Michal Bída, Martin Černý, Jakub Gemrot, and Cyril Brom</i>	
A Framework for Usability Evaluation of Mobile Mixed Reality Games .....	401
<i>Charley Gielkens and Richard Wetzel</i>	

Therapeutic Presence - Virtual Illusions for Neurorehabilitation . . . . .	405
<i>Thomas Schüler</i>	
Integrated System for Automatic Platform Game Level Creation with Difficulty and Content Adaptation . . . . .	409
<i>Fausto Mourato, Manuel Próspero dos Santos, and Fernando Birra</i>	
Web-Based Graphic Environment to Support Programming in the Beginning Learning Process . . . . .	413
<i>Carlos J. Costa, Manuela Aparicio, and Carlos Cordeiro</i>	
Interactive Music Recommendation System for Adapting Personal Affection: IMRAPA . . . . .	417
<i>Keigo Tada, Ryosuke Yamanishi, and Shohei Kato</i>	
Value-Based Design for Gamifying Daily Activities . . . . .	421
<i>Mizuki Sakamoto, Tatsuo Nakajima, and Todorka Alexandrova</i>	
Real Story Interaction: The Role of Global Agency in Interactive Storytelling . . . . .	425
<i>Christian Roth and Ivar Vermeulen</i>	
Adaptive Difficulty with Dynamic Range of Motion Adjustments in Exergames for Parkinson's Disease Patients . . . . .	429
<i>Sandra Siegel and Jan Smeddinck</i>	
The Influence of Music on Player Performance in Exergames for Parkinson's Patients . . . . .	433
<i>Damian Lilla, Marc Herrlich, Rainer Malaka, and Dennis Krannich</i>	
The Soundtrack Of Your Life . . . . .	437
<i>Oliver Kierepka, Constantin Brosda, and Christian Geiger</i>	
Mobile Gaming with Indirect Sensor Control . . . . .	441
<i>Daniel Böhrs, Dirk Wenig, and Rainer Malaka</i>	
Heuristics for Social Games with a Purpose . . . . .	445
<i>Aneta Takhtamysheva and Tim Decker</i>	
Serious Questions in Playful Questionnaires . . . . .	449
<i>Aneta Takhtamysheva and Jan Smeddinck</i>	

## Demonstrations

Interactive Installation Design to Enhance Audience Immersion and Informational Behaviour . . . . .	453
<i>Michaela Buchtová</i>	

Emotional Interaction with Surfaces - Works of Design and Computing . . . . .	457
<i>Larissa Müller, Svenja Keune, Arne Bernin, and Florian Vogt</i>	
The Empathy Machine: Generated Music to Augment Empathic Interactions . . . . .	461
<i>David Kadish, Nikolai Kummer, Aleksandra Dulic, and Homayoun Najjaran</i>	
Blending Real and Virtual Worlds Using Self-reflection and Fiducials . . . . .	465
<i>Martin Fischbach, Dennis Wiebusch, Marc Erich Latoschik, Gerd Bruder, and Frank Steinicke</i>	
The Animation Loop Station: Near Real-Time Animation Production . . . . .	469
<i>Benjamin Walther-Franks, Florian Biermann, Nikolaas Steenbergen, and Rainer Malaka</i>	
Exploring User Input Metaphors for Jump and Run Games on Mobile Devices . . . . .	473
<i>Kolja Lubitz and Markus Krause</i>	
The Social Maze: A Collaborative Game to Motivate MS Patients for Upper Limb Training . . . . .	476
<i>Tom De Weyer, Karel Robert, Johanna Renny Octavia Hariandja, Geert Alders, and Karin Coninx</i>	
<b>Industry Demonstration</b>	
HTML5 – Chances and Pitfalls: Demonstration for the Industry Track of the ICEC2012 . . . . .	480
<i>Steffen Hees and Felix Faber</i>	
<b>Doctoral Consortium</b>	
A Framework Concept for Emotion Enriched Interfaces . . . . .	482
<i>Arne Bernin</i>	
Expanding the Magic Circle in Pervasive Casual Play . . . . .	486
<i>Sofia Reis</i>	
Time Simulator in Virtual Reality for Children with Attention Deficit Hyperactivity Disorder . . . . .	490
<i>Pongpanote Gongsook</i>	

## Co-located Event

SGDA2012 .....	494
<i>Jannicke Madeleine Baalsrud Hauge, Heiko Duin, Minhua Ma, and Manuel Oliveira</i>	

## Workshops

### Harnessing Collective Intelligence with Games

GCI 2012 Harnessing Collective Intelligence with Games: 1st International Workshop on Systems with Homo Ludens in the Loop . . . .	496
<i>Markus Krause, Roberta Cuel, and Maja Vukovic</i>	

### Game Development and Model-Driven Software Development

2 <sup>nd</sup> Workshop on Game Development and Model-Driven Software Development .....	500
<i>Robert Walter, Maic Masuch, and Mathias Funk</i>	
PULP Scription: A DSL for Mobile HTML5 Game Applications .....	504
<i>Mathias Funk and Matthias Rauterberg</i>	
MDSO for Games with Eclipse Modeling Technologies .....	511
<i>Steve A. Robenalt</i>	
A Feature-Based Environment for Digital Games .....	518
<i>Victor T. Sarinho, Antônio L. Apolinário Jr., and Eduardo S. Almeida</i>	
Automating the Implementation of Games Based on Model-Driven Authoring Environments .....	524
<i>Christos Karamanos and Nikitas M. Sgouros</i>	
Game Developers Need Lua AiR: Static Analysis of Lua Using Interface Models .....	530
<i>Paul Klint, Loren Rosendaal, and Riemer van Rozen</i>	
Future Trends in Game Authoring Tools .....	536
<i>Florian Mehm, Christian Reuter, Stefan Göbel, and Ralf Steinmetz</i>	
The Effectiveness and Efficiency of Model Driven Game Design .....	542
<i>Joris Dormans</i>	

**Mobile Gaming, Mobile Life - Interweaving the Virtual and the Real**

Proposal for the 4th Workshop on Mobile Gaming, Mobile Life –  
 Interweaving the Virtual and the Real ..... 549  
*Barbara Grüter, Holger Mügge, Leif Oppermann, and  
 Mark Billingham*

“Do Not Touch the Paintings!” The Benefits of Interactivity on  
 Learning and Future Visits in a Museum ..... 553  
*Konstantinos Mikalef, Michail N. Giannakos,  
 Konstantinos Chorianopoulos, and Letizia Jaccheri*

Mobile Application for Noise Pollution Monitoring through  
 Gamification Techniques ..... 562  
*Irene Garcia Martí, Luis E. Rodríguez, Mauricia Benedito, Sergi  
 Trilles, Arturo Beltrán, Laura Díaz, and Joaquín Huerta*

AtomicOrchid: A Mixed Reality Game to Investigate Coordination in  
 Disaster Response ..... 572  
*Joel E. Fischer, Wenchao Jiang, and Stuart Moran*

A Ubiquitous Solution for Location-Aware Games ..... 578  
*André Pinto, António Coelho, and Hugo da Silva*

**Exploring the Challenges of Ethics, Privacy and Trust in Serious Gaming**

Workshop on: Exploring the Challenges of Ethics, Privacy and Trust in  
 Serious Gaming ..... 584  
*Rod McCall, Lynne Baillie, Franziska Boehm, and Mike Just*

Pervasive Gaming as a Potential Solution to Traffic Congestion: New  
 Challenges Regarding Ethics, Privacy and Trust ..... 586  
*Vincent Koenig, Franziska Boehm, and Rod McCall*

Conducting Ethical Research with a Game-Based Intervention for  
 Groups at Risk of Social Exclusion ..... 594  
*Ian Dunwell*

Cyber Security Games: A New Line of Risk ..... 600  
*John M. Blythe and Lynne Coventry*



**Tutorial****Open Source Software for Entertainment**

Open Source Software for Entertainment . . . . .	604
<i>Letizia Jaccheri and Michail N. Giannakos</i>	
<b>Author Index</b> . . . . .	609