

Trip Reports

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Foundations of Digital Games (FDG)
 Games for Health (G4H)
 Game Developers Conference (GDC)
 Independent Game Conference East (IGC)

Conference Primer

- Why go to Conferences?
 - To see (look, listen, learn)
 - To be seen (networking, PR, fly flag)
- What to look for
 - Sponsor
 - Organizing committee
 - Program
- Other things to consider
 - Location, location, location
 - Cost (consider ways to share, volunteer)



The Fourth International Conference on the
Foundations of Digital Games
 Evolved from the Conference on Game Development in Computer Science Education (GDCSE)
 April 26-30, 2009
 On-board the Disney Wonder cruise ship
 Departing from Port Canaveral, Florida, USA

In cooperation with:



Trip Report
 Mark Claypool

Overview

- Previously was *Conference on Game Development and Computer Science Education (GDCSE)*
- Broadened scope to cover the breadth of game research and education
 - computer and console games
 - game technologies
 - game play
 - game design
- Targeted at researchers that promote new game capabilities, designs, modes of play...

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Invited Talks

- Yasmin B. Kafai - Beyond Barbie and Mortal Kombat: New Perspectives on Girls and Games
- Constance Steinkuehler - The Intellectual Life of Online Play
- Peter-Pike Sloan - Lighting in games: past, present and future
- Damián Isla - Next-Gen Content Creation for Next-Gen AI



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Keynotes

- Tan Le: The Brain - Revolutionary Interface for Next-Generation Digital Media
- Chris Satchell - Evolution of the medium: Positioning for the future of gaming
- Dave Swanson - Beyond the Sweet Spot
- Matt MacLaurin: **Kodu** - end-user programming and design for games



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Tutorials




- Peter Shirley - Parallel Programming on the GPU
- Michael Klutcher - XNA Game Studio 3.1 New
- Davey Jackson - Introduction to Torque 3D 2009 Features and Overview
- Arnav Jhala - Unrealscript Programming for Game Development Courses




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Kodu

- Matthew MacLaurin
- Microsoft Research






Video

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Papers

- Full-length submission (8 pages)
- Peer-reviewed (25% acceptance rate)
 - Submit, review, accept? → revise, submit, present
- Full papers
- Long posters
- Short posters
- Doctoral Consortium

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Areas

- Artificial Intelligence
- Computer Science and Games Education
- Databases
- Game Studies | Game Design
- Graphics and Interfaces
- Networks and Security

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Papers (1 of 2)

- Evan Barba, Yan Xu, Blair MacIntyre and Tony Tseng. Lessons from a Class on Handheld Augmented Reality Game Design
- Ben van Basten and Arjan Egges. Evaluating distance metrics for animation blending
- Jessica Bayliss and David Schwartz. Instructional Design as Game Design
- Jared Bott, James Crowley and Joseph LaViola. Exploring 3D Gestural Interfaces for Music Creation in Video Games
- Liselott Brunnberg and Oskar Juhlin. Games for passengers - Accounting for motion in location based applications
- Giliam de Carpentier and Rafael Bidarra. Interactive GPU-based procedural heightfield brushes
- Mia Consalvo. Hardcore casual: Game culture return(s) to Ravenhearst
- Michael Eagle and Tiffany Barnes. Evaluation of a Game-based Lab Assignment
- Anthony Estey, Amy Gooch and Bruce Gooch. Addressing Industry Issues in a Multi-Disciplinary Course on Game Design
- Frederick W. P. Heckel, G. Michael Youngblood and D. Hunter Hale. Influence Points for Tactical Information in Navigation Meshes
- Jason Holdsworth and Carrie Lui. GPS-enabled Mobiles for learning Shortest Paths
- Ian Horswill. Very Fast Action Selection for Parameterized Behaviors

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Papers (2 of 2)

- Kenneth Hullett and Michael Mateas. Scenario Generation For Emergency Rescue Training Games
- Jesper Juul and Marleigh Norton. Easy to Use and Incredibly Difficult: On the Mythical Border between Interface and Gameplay
- Ioannis Karamouzas, Roland Geraerts and Mark Overmars. Indicative Routes for Path Planning and Crowd Simulation
- Joe Linkoff and Amber Settle. Motivating and Evaluating Game Development Capstone Projects
- Monica McGill. Defining the Expectation Gap: A Comparison of Industry Needs and Existing Game Developer Curriculum
- Mark Nelson and Michael Mateas. A Requirements Analysis for Videogame Design Support Tools
- Yolanda Rankin, Deirdra Morrison, McKenzie McNeal, Bruce Gooch and Marcus Shute. Time Will Tell: In-Game Social Interactions That Facilitate Second Language Acquisition
- Frank Shipman. Blending the Real and Virtual in Games: The Model of Fantasy Sports
- Gillian Smith, Mike Treanor, Jim Whitehead and Michael Mateas. Rhythm-Based Level Generation for 2D Platformers
- Christina Strong, Michael Mateas and Dave Grossman. Generative Conversation Tool for Game Writers
- David Olsen and Michael Mateas. Beep! Bleep! Boom!: Towards a Planning Model of Coyote and Road Runner Cartoons
- Chris Swain. Improving Academic-Industry Collaboration for Game Research and Education
- Linda Werner, Jill Denner, Michelle Blesener and Pat Rex. Can middle schoolers use Storytelling Alice to make games? Results of a pilot study
- Jose Zagal, Amanda Lodd and Tannis Johnson. Characterizing and Understanding Game Reviews
- Joseph Zupko and Magy Seif El-Nasr. System for Interactive Automated Lighting (SAIL)

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Posters

- Luis Briceño, H. J. Siegel and Anthony A. Maciejewski. Robot Resource Allocation in a Massive Multiplayer Online Gaming Environment
- Quincy Brown, Frank Lee and Suzanne Alejandre. Emphasizing Soft Skills and Team Development In an Educational Digital Game Design Course
- Rehman Butt and Stefan Johansson. Where Do We Go Now?
- Dustin Chertoff, Ross Byers and Joseph LaViola Jr.. An Exploration of Menu Techniques using a 3D Game Input Device
- Paolo Concinini and Gian Piero Favini. Plagiarism detection in game-playing software
- Betty DiSalvo and Amy Bruckman. Questioning Video Games' Influence on CS Interest
- Shannon Duvall. Creating a Games Class: A Walkthrough
- David Gibson and Susan Grasso. Online recruitment and engagement of students in game and simulation-based STEM learning
- Stephen Howell and Tony Veale. Designing Serious Games with Linguistic Resources
- Eva Hudlicka. Affective Game Engines: Motivation and Requirements
- Jörg Keenle, Clark Verbrugge, Bettina Kemme, Alexandre Denault and Michael Hawker. Mammoth: A Massively Multiplayer Game Research Framework
- Mark van Longveld and Robert Kessler. Educational Impact of Digital Visualization and Auditing Tools On a Digital Character Production Course
- Sanjeev S. Chandran, Hanikrishna Narasimhan and Pramala Santhil. Evolving Player-Specific Content for Level Based Arcade Games
- Arnav Thala and R. Michael Young. Evaluation of Intelligent Camera Control Systems Based on Cognitive Models of Comprehension
- Jim Thomas and R. Michael Young. A Domain-Independent Framework to Automate Scaffolding of Task-Based Learning in Digital Games
- Baylor Wetzel, Steve Jensen and Maria Gini. Predicting Opponent Resource Allocations When Qualitative and Contextual Information is Not Available

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One-Minute Madness

- One minute to pitch talk
 - About 60 papers, so ~1 hour
- Slides prepared ahead of time, put in video
- Play, come up, give pitch, sit down

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Our Papers

- Mark Claypool. "Motion and Scene Complexity for Streaming Video Games"
- Mark Claypool and Kajal Claypool. "Perspectives, Frame Rates and Resolution: It's all in the Game"
- Mark Claypool, Paolo Piselli and James Doyle. "Relating Cognitive Models of Computer Games to User Evaluations of Entertainment"

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Perspectives, Frame Rates and Resolutions: *It's all in the Game*

- Frame rate and resolution impact performance
- How much?
 - Influence design
 - Influence purchase
- And same for all games?

Third Person Isometric Third Person Linear

First Person Linear

Movement and Shooting

Mark Claypool and Kajal Claypool

Relating Cognitive Models of Computer Games to User Evaluations of Entertainment

- How to make more fun games
- Apply traditional HCI tools?
- Cognitive Models used in HCI to objectively describe task
 - But video games specialized!
- Objective description of game predict how fun?

~100+ players
~4 test cases

Paolo Piselli, Mark Claypool and Jim Doyle

Motion and Scene Complexity for Streaming Video Games

Thin Clients Network

First Person Linear Third Person Linear

Thin Clients

Average Load Score

FPS Metrics

- Metrics
- Public Game Videos
- Evaluation

Mark Claypool



Next Year

- June 19-21
- Asilomar Conference Grounds, Monterey, California, USA
- Paper and Poster Submission: 5 Feb 2010
- (Combined Network, Security and Databases → Infrastructure Track)

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