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)

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

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
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

Areas

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

Papers (1 of 2)

• Evan Barba, Yan Xu, Blair MacDure and Tony Tong. Lessons from a Class on Handheld Augmented Reality Game Design
• Ben van Blokland and Arjan Eggen. Evaluating Distance Metrics for Animation Blending
• Zemunco Boyles and David Schwartz. Instructional Design of Game Design
• Zonon Behr, James Crowley and Joseph Lulic. Exploring 3D Aesthetic Interfaces for Music Creation in Video Games
• Lezleyt Bremba and Other. Video Games for Passengers - Accounting for Motion in Location-Based Applications
• Giuseppe Caccamise and Joseph Bidian. Interactive GPU-Based Procedural Heightfield Shader
• Maoscan, Michael, and Thomas. Game culture returns to Boornewart
• Michael Eagle and Tiffany Barnes. Evaluation of a Game-Based Lab Assignment
• Anthony Ely, Amy Bouch and Bruce Bouch. Addressing Industry Issues in a Multi-Branch Course on Game Development
• Frederick W. F. Haake, D. Michael, and Harry. Influence Points for Tactical Difficulties in Navigation Models
• Zozor Caldwell and Cory Lui. GPU-based Models for Learning Shortest Paths
• Zan Horwell. Very Fast Active Selection for Parameterized Behaviors

Papers (2 of 2)

• Kenneth Höltti and Michael Mateas. Scenario Generation for Emergency Rescue Training Games
• Joseph T. Tax and Jeffrey Hartger. Easy to Use and Unfoundly Difficult: On the Mythos Border between Surfaces and Semiotics
• Zan Horwell. Evaluating Distance Metrics for Animation Blending
• Mark Holan and Michael Mateas. A Requirements Analysis for Video Game Design Support Tools
• Zemunco Boyles, Baooco Bhoosd, Michael, and Mark. Time Will Tell: The Future of Video Game Design
• Frank Shipton. In the Real and Virtual. The Model of Fantasy Sports
• Gillian McInerney, Mike Travers, and Michael Mateas. Key’s Method: Level Generation for 3D Environments
• Christine Kervy, Michael and Tony. Ground’s Ground: Game Design for Video Games
• David Olsen and Michael Mateas. Beep! Beep! Boom!: Towards a Planning Model of Coyote and Road Runner Cartoons
• Chris Swain. Improving Academic-Industry Collaboration for Game Research and Education
• Linda Werner, Zhe, Baooco, and Michelle. Game Design: From Storytelling Across to Storytelling Across
• Zan Horwell. Very Fast Active Selection for Parameterized Behaviors
• Joseph T. Tax and Jeffrey Hartger. Easy to Use and Unfoundly Difficult: On the Mythos Border between Surfaces and Semiotics
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Posters

- Luis Briceno, H. J. Siegel and Anthony A. Maciejewski. Robust Resource Allocation in a Massive Multiplayer Online Gaming Environment
- Guido Kappel and Suzanne Aplin. Enhancing Software Skills and Team Development in an Educational Digital Game Development Course
- Edward Schillaci, Bob Barr and Andrew Silverman. 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 Ciancarini and Gian Piero Favini. Plagiarism detection in game-playing software
- Betsy 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 Houlden and Tony Veale. Emerging Services Design with Logical Design Resources
- girlSquad: Creating a Sense of Team, A Multitouch
- David Essentials and Susan Brease. Online recruitment and engagement of students in game and simulation-based STEM learning
- Stephen Houlden and Tony Veale. Emerging Services Design with Logical Design Resources
- girlSquad: Creating a Sense of Team, A Multitouch

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

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"

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?

Motion and Scene Complexity for Streaming Video Games

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

- 100+ players
- 14 test cases

Relating Cognitive Models of Computer Games to User Evaluations of Entertainment

Mark Claypool

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

Mark Claypool and Kajal Claypool

Our Papers

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

Motion and Scene Complexity for Streaming Video Games

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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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