

Table of Contents

I Invited Presentations

Ludic Engagement and Immersion as a Generic Paradigm for Human-Computer Interaction Design	3
<i>Craig A. Lindley</i>	
Realization of Tai-Chi Motion Using a Humanoid Robot	14
<i>Takenori Wama, Masayuki Higuchi, Hajime Sakamoto, Ryohei Nakatsu</i>	
Building Better Systems for Learning and Training: Bringing the Entertainment Industry and Simulation Technology Together	20
<i>William R. Swartout</i>	
Game Intelligence: From Animal Play Behavior to Entertainment Computing	21
<i>Marion Bönsch-Kauke</i>	
Effects of Violent Video Games on Aggressive Behavior, Helping Behavior, Aggressive Thoughts, Angry Feelings, and Physiological Arousal	22
<i>Brad Bushman</i>	
New Behavioural Approaches for Virtual Environments	23
<i>Marc Cavazza, Simon Hartley, Jean-Luc Lugrin, Paolo Libardi, Mikael Le Bras</i>	

II Advanced Interaction Design

“Kuru-kuru Pitcher”: A Game for the S _{ch} ar ^e Internet Chair	35
<i>Kazuya Adachi, Michael Cohen, Uresh Duminduwardena, Kayoko Kanno</i>	
Fun and Sports: Enhancing the Home Fitness Experience	46
<i>Wijnand IJsselsteijn, Yvonne de Kort, Joyce Westerink, Marko de Jager, Ronald Bonants</i>	
Manipulating Multimedia Contents with Tangible Media Control System	57
<i>Sejin Oh, Woontack Woo</i>	
“Tangible Influence”: Towards a New Interaction Paradigm for Computer Games	68
<i>Marco Vala, Ana Paiva, Rui Prada</i>	

Computer Supported Collaborative Sports: Creating Social Spaces Filled with Sports Activities	80
<i>Volker Wulf, Eckehard F. Moritz, Christian Henneke, Kanan Al-Zubaidi, Gunnar Stevens</i>	
Optical-Flow-Driven Gadgets for Gaming User Interface	90
<i>Zoran Zivkovic</i>	
The Human-Information Workspace (HI-Space): Ambient Table Top Entertainment	101
<i>Andrew J. Cowell, Richard May, Nick Cramer</i>	
Game-Driven Intelligent Tutoring Systems	108
<i>Marco A. Gómez-Martín, Pedro P. Gómez-Martín, Pedro A. González-Calero</i>	
Practice! YUBIMOJI AIUEO for Japanese Hand Language Learning	114
<i>Takao Terano, Fusako Kusunoki, Yasushi Harada, Miki Namatame</i>	
The Bush Telegraph: Networked Cooperative Music-Making	120
<i>Rodney Berry, Mao Makino, Naoto Hikawa, Masami Suzuki</i>	

III Art, Design, and Media

Live Role-Playing Games: Implications for Pervasive Gaming	127
<i>Jennica Falk, Glorianna Davenport</i>	
Animating Conversation in Online Games	139
<i>Hannes Högni Vilhjálmsson</i>	
From Artistry to Automation: A Structured Methodology for Procedural Content Creation	151
<i>Timothy Roden, Ian Parberry</i>	
Commedia Virtuale: Theatre Inspiration for Expressive Avatars	157
<i>Ben Salem</i>	
Take the Money and Run? An Ethical Approach to the Relation Between Game Research and Game Industry	163
<i>Miguel Sicart</i>	
Moved by Movements: How Character Movements Cue Us to Form Specific Genre and Affective Impressions	168
<i>Valentijn Visch</i>	
Improvisation in Theatre Rehearsals for Synthetic Actors	172
<i>Tony Meyer, Chris Messom</i>	

Enjoyment and Entertainment in East and West	176
<i>Matthias Rauterberg</i>	

IV Augmented, Virtual, and Mixed Reality

Interactive Props and Choreography Planning with the Mixed Reality Stage	185
<i>Wolfgang Broll, Stefan Grünvogel, Iris Herbst, Irma Lindt, Martin Maercker, Jan Ohlenburg, Michael Wittkämper</i>	
The Interactive and Multi-protagonist Film: A Hypermovie on DVD	193
<i>André Melzer, Sebastian Hasse, Oliver Jeskulke, Inga Schön, Michael Herczeg</i>	
Apply Social Network Analysis and Data Mining to Dynamic Task Synthesis for Persistent MMORPG Virtual World	204
<i>Larry Shi, Weiyun Huang</i>	
How Realistic is Realism? Considerations on the Aesthetics of Computer Games	216
<i>Richard Wages, Stefan M. Grünvogel, Benno Grützmacher</i>	
Read-It: A Multi-modal Tangible Interface for Children Who Learn to Read	226
<i>Ivo Weevers, Wouter Sluis, Claudia van Schijndel, Siska Fitrianie, Lyuba Kolos-Mazuryk, Jean-Bernard Martens</i>	
Exploiting Films and Multiple Subtitles Interaction for Casual Foreign Language Learning in the Living Room	235
<i>Victor Bayon</i>	
CLOVES: A Virtual World Builder for Constructing Virtual Environments for Science Inquiry Learning	241
<i>Yongjoo Cho, Kyoung Shin Park, Thomas Moher, Andrew E. Johnson, Juno Chang, Min Cheol Whang, Joa Sang Lim, Dae-Woong Rhee, Kang Ryoung Park, Hung Kook Park</i>	
SEITV – Interactive Multimedia Leisure/Educational Services for Digital TV in MHP	248
<i>Julián Flórez, Igor García, Iker Aizpurua, Céline Paloc, Alejandro Ugarte, Igor Jainaga, Jesús Colet, Xabier Zubiaur</i>	
Tangible Augmented Reality Modeling	254
<i>Ja Yong Park, Jong Weon Lee</i>	
Human Body Tracking for Human Computer Intelligent Interaction	260
<i>Jong-Seung Park, Sang-Rak Lee</i>	

A Graphical System for Interactive Rendering of Objects
in an Augmented Reality Scenery 266
Uwe Berner, Norbert Braun, Sofia Kolebinova

V Computer Games

TEAM: The Team-Oriented Evolutionary Adaptability Mechanism 273
Sander Bakkes, Pieter Spronck, Eric Postma

Size Variation and Flow Experience of Physical Game Support Objects 283
Loe M.G. Feijs, Peter Peters, Berry Eggen

Enhancing the Performance of Dynamic Scripting in Computer Games 296
Pieter Spronck, Ida Sprinkhuizen-Kuyper, Eric Postma

Open-Source Game Development with the Multi-user Publishing
Environment (MUPE) Application Platform 308
Riku Suomela, Eero Räsänen, Ari Koivisto, Jouka Mattila

Player-Centered Game Environments: Assessing Player Opinions,
Experiences, and Issues 321
Penelope Sweetser, Daniel Johnson

An Application of Game-Refinement Theory to Mah Jong 333
*Hiroyuki Iida, Kazutoshi Takahara, Jun Nagashima,
Yoichiro Kajihara, Tsuyoshi Hashimoto*

The Design and Implementation of Multi-player Card Games
on Multi-user Interactive Tabletop Surfaces 339
*Shwetak N. Patel, John A. Bunch, Kyle D. Forkner, Logan W. Johnson,
Tiffany M. Johnson, Michael N. Rosack, Gregory D. Abowd*

Entertainment Feature of a Computer Game Using a Biological
Signal to Realize a Battle with Oneself 345
*Shigeru Sakurazawa, Nagisa Munekata, Naofumi Yoshida,
Yasuo Tsukahara, Hitoshi Matsubara*

AI: the Missing Link in Digital Game Interface Design? 351
Darryl Charles, Daniel Livingstone

Engaging Game Characters: Informing Design with Player Perspectives 355
Penelope Drennan, Stephen Viller, Peta Wyeth

Emergent Stories in Massively Multiplayer Online Games:
Using Improvisational Techniques to Design for Emotional Impact 359
*Brenda Harger, David Jimison, Eben Myers, Ben Smith,
Shanna Tellerman*

VI Human Factors of Games

Towards a Framework for Design Guidelines for Young Children's Computer Games	365
<i>Wolmet Barendregt, Mathilde M. Bekker</i>	
Social Translucence of the Xbox Live Voice Channel	377
<i>Martin R. Gibbs, Kevin Hew, Greg Wadley</i>	
Artifact-Based Human-Computer Interface for the Handicapped	386
<i>Ki-Hong Kim, Hong-Kee Kim, Wook-Ho Son</i>	
A Home Page Is Where the Heart Is: Using Games Based Design Techniques to Enhance Contact Centre Interfaces	393
<i>Nicola J. Millard, Paul K. Buckley, Faye Skinner, Rosita Venousiou</i>	
Avoiding Average: Recording Interaction Data to Design for Specific User Groups	398
<i>Nick Fine, Willem-Paul Brinkman</i>	
Physiological Response to Games and Non-games: A Contrastive Study	402
<i>Karina Oertel, Gösta Fischer, Holger Diener</i>	

VII Intelligent Games

Probabilistic Opponent-Model Search in Bao	409
<i>Jeroen Donkers, Jaap van den Herik, Jos Uiterwijk</i>	
Agent Wars with Artificial Immune Systems	420
<i>Gayle Leen, Colin Fyfe</i>	
MMOG Player Classification Using Hidden Markov Models	429
<i>Yoshitaka Matsumoto, Ruck Thawonmas</i>	
Expanding Spheres: A Collision Detection Algorithm for Interest Management in Networked Games	435
<i>Graham Morgan, Kier Storey, Fengyun Lu</i>	
Electronic Augmentation of Traditional Board Games	441
<i>Clim J. de Boer, Maarten H. Lamers</i>	
Strategy Selection in Games Using Co-evolution Between Artificial Immune Systems	445
<i>Donald MacDonald, Colin Fyfe</i>	
Level of Detail Modelling in a Computer Game Engine	451
<i>Francisco Ramos, Miguel Chover</i>	

VIII Mobile Entertainment

Networked Mobile Gaming for 3G-Networks	457
<i>Amjad Akkawi, Sibylle Schaller, Oliver Wellnitz, Lars Wolf</i>	
Mobile Games for Training Tactile Perception	468
<i>Grigori Evreinov, Tatiana Evreinova, Roope Raisamo</i>	
Emotionally Loaded Mobile Multimedia Messaging	476
<i>Timo Saari, Marko Turpeinen, Jari Laarni, Niklas Ravaja, Kari Kallinen</i>	
“Why Is Everyone Inside Me?!” Using Shared Displays in Mobile Computer Games	487
<i>Johan Sanneblad, Lars Erik Holmquist</i>	
Associated Emotion and Its Expression in an Entertainment Robot QRIO	499
<i>Fumihide Tanaka, Kuniaki Noda, Tsutomu Sawada, Masahiro Fujita</i>	
Position-Aware IEEE 802.11b Mobile Video Services	505
<i>Rafael Asorey-Cacheda, Francisco J. González-Castaño, Enrique Costa-Montenegro, Ignacio López-Cabido, Andrés Gómez-Tato, José Carlos Pérez-Gómez</i>	
A Human-Pet Interactive Entertainment System over the Internet	509
<i>Lee Shang Ping, Farzam Farbiz, Adrian David Cheok</i>	
Developing and Evaluating Mobile Entertainment Applications: The Case of the Music Industry	513
<i>Vasilios Koutsouris, Pavlos Vlachos, Adam Vrechopoulos</i>	
An Entertaining Way to Access Web Content	518
<i>Giacomo Poretti, Alberto Sollberger</i>	
Design of an Interface for Technology Supported Collaborative Learning – The RAFT Approach	522
<i>Lucia Terrenghi, Marcus Specht, Moritz Stefaner</i>	

IX Sound and Music

iFP: A Music Interface Using an Expressive Performance Template	529
<i>Haruhiro Katayose, Keita Okudaira</i>	
Sound Pryer: Adding Value to Traffic Encounters with Streaming Audio	541
<i>Mattias Östergren</i>	

Harmonics Table: Audiovisual Expression of Group Interaction on a Sensing Table	553
<i>Sangwoong Hwang, Hyunchul Park, Chansuk Yang, Manjai Lee</i>	
Hello-Fish: Interacting with Pet Fishes Through Animated Digital Wallpaper on a Screen	559
<i>Sunyeon Jang, Manjai Lee</i>	
Background Music Generation Using Music Texture Synthesis	565
<i>Min-Joon Yoo, In-Kwon Lee, Jung-Ju Choi</i>	
A Progressive Sounding Object Model in Virtual Environment	571
<i>Qiong Zhang, Taiyi Chen</i>	

X Visual Media Engineering

Automatic Visual Data Management System	579
<i>Jaе-Ho Lee, Sung-Hoon Park, Young-Jin Choi, Whoi-Yul Kim</i>	
Development of Extemporaneous Performance by Synthetic Actors in the Rehearsal Process	586
<i>Tony Meyer, Chris Messom</i>	
An Efficient CLOD Method for Large-Scale Terrain Visualization	592
<i>Byeong-Seok Shin, Ei-Kyu Choi</i>	
Integrating Ideas About Invisible Playgrounds from Play Theory into Online Educational Digital Games	598
<i>Darryl Charles, Moira McAlister</i>	
EffectTV: A Real-Time Software Video Effect Processor for Entertainment	602
<i>Kentaro Fukuchi, Sam Mertens, Ed Tannenbaum</i>	
Web-Based Tool for Analyzing Emotions Through Images and Generating a Music Therapy System	606
<i>Taesik Kim, Hyeyoung Kim</i>	
Turning Photo Annotating Tasks into Instant Messaging Fun: Prototyping, User Trials, and Roadmapping	610
<i>Yuechen Qian, Loe M.G. Feijs</i>	
Author Index	615