



UNIVERSITY  
OF SKÖVDE

# VS-GAMES 2015 - CONFERENCE PROGRAM

Seventh International Conference on Virtual Worlds and Games  
for Serious Applications: VS-Games 2015, in Skövde, Sweden

## Wednesday September 16

08:30-09:15	<b>Registration</b>							
09:15-09:30	<b>Conference Opening</b> Room: Magnolian Chair: Per Backlund							
09:30-10:30	<b>Invited speaker: Dr. Ernst Kruijff</b> Room: Magnolian							
10:30-11:00	<b>Coffee Break</b>							
11:00-12:00	<b>Track: Tools and technologies (I)</b> Room: Spegeln Chair: Fotis Liarokapis				<b>Track: Models and methods</b> Room: Magnolian Chair: Jana Rambusch			
	Time	Author(s)	Title	Type	Time	Author(s)	Title	Type
	11:00-11:30	Teemu J. Heinimäki and Tapio Elomaa	Augmenting Technology Trees: Automation and Tool Support	Full	11:00-11:30	Lilia Garcia-Mundo, Marcela Genero and Mario Piattini	Towards a Construction and Validation of a Serious Game Product Quality Model	Full
	11:30-11:50	Jan Čejka	Continuous Collision Detection Using Tetrahedral Structures	Short	11:30-12:00	Frederik Van Broeckhoven, Joachim Vlieghe and Olga De Troyer	Mapping between Pedagogical Design Strategies and Serious Game Narratives	Full
12:00-13:00	<b>Lunch</b>							
13:00-14:00	<b>Invited speaker: Raph Koster</b> Room: Insikten							
14:00-15:00	<b>Track: Digital Storytelling and novel interaction modes</b> Room: Insikten Chair: Sebastian von Mammen							
	Time	Author(s)	Title					Type
	14:00-14:30	Ulf Wilhelmsson, Henrik Engström, Jenny Brusk and Per-Anders Östblad	Accessible Game Culture using Inclusive Game Design					Full
14:30-15:00	Hui Liang, Jian Chang, Ismail Kazmi and Jianjun Zhang	Puppet Narrator: utilizing motion sensing technology in storytelling for young children					Full	
15:30-15:30	<b>Coffee Break</b>							
15:30-16:30	<b>Track: Health and health care applications (I)</b> Room: Insikten Chair: Olga De Troyer				<b>Track: Gamification and serious games applications (I)</b> Room: Spegeln Chair: Henrik Engström			
	Time	Author(s)	Title	Type	Time	Author(s)	Title	Type
	15:30-16:00	Iain Donald, Karen Meyer, Stephen Gillespie, Ruth Bowness and John Brengman	Project Sanitarium: Gaming TB - A serious game for a serious problem	Full	15:30-16:00	Marco Alessi, Stefania Castelli, Valentina Chetta, Enza Giangreco, Stefano Pino, Davide Storelli, Angelo Corallo, Laura Fortunato and Andrea Gentile	A study on the perceived representation of a real urban area through a 3D virtual environment	Full
	16:00-16:20	Yoshimasa Ohmoto, Seiji Takeda and Toyooki Nishida	Distinction of Intrinsic and Extrinsic Stress in an Exercise Game by Combining Multiple Physiological Indices	Short	16:00-16:20	Zhenchen Wang and Andrea Capiluppi	A Social-centred Gamification Approach to Improve Household Water Use Efficiency	Short
16:30-17:30	<b>Poster Session</b> Room: Insikten Chair: Per Backlund							
<p><b>Title</b></p> <ul style="list-style-type: none"> <li>- Explicit fun, implicit learning in Multiplayer Online Battle Arenas: methodological proposal for studying development of cognitive skills using commercial video games</li> <li>- Serious Game: Program with Ixquic How to Learn Object-Oriented Programming with a game.</li> <li>- Tašlihan virtual reconstruction - Interactive digital story or a serious game</li> <li>- The Development of TASTER, a Cognitive Training Game Using Human-Centred Design, Tailored for Children with Global and Specific Cognitive Impairments</li> </ul>								
17:30-	<b>Come together at Orangeriet</b>							

## Thursday September 17

09:00-09:30	<b>Registration</b>			
09:30-10:30	Track: Tools and technologies (II) Room: Insikten Chair: Alexiei Dingli			
	<b>Time</b>	<b>Author(s)</b>	<b>Title</b>	<b>Type</b>
	09:30-10:00	Fotis Liarokapis and Adrian Cristea	Fractal Nature - Generating Realistic Terrains for Games	Full
	10:00-10:30	Igor Chalás, Zuzana Ferková, Katarína Furmanová, Jiří Sochor and Barbora Kozlíková	Generation of variable human faces from 3D scan dataset	Full
10:30-11:00	<b>Coffee Break</b>			
11:00-12:00	Track: Learning and training (I) Room: Insikten Chair: Olga De Troyer			
	<b>Time</b>	<b>Author(s)</b>	<b>Title</b>	<b>Type</b>
	11:00-11:30	Anna-Sofia Alklind Taylor	The active instructor: Benefits and barriers to instructor-led serious gaming	Full
	11:30-12:00	David Panzoli	Communication and knowledge sharing in immersive learning games	Full
12:00-13:00	<b>Lunch</b>			
13:00-14:30	Track: Gamification and serious games applications (II) Room: Insikten Chair: Björn Berg Marklund			Track: Affective computing and technologies (I) Room: Spegeln Chair: Ernst Kruijff
	<b>Time</b>	<b>Author(s)</b>	<b>Title</b>	<b>Type</b>
	13:00-13:30	Alberto Mora Carreño, Daniel Riera Terrén, Joan Arnedo Moreno and Carina Gonzalez	A literature review of gamification design frameworks	Full
	13:30-14:00	Juan Vargas, Lilia Garcia, Marcela Genero and Mario Plattini	A systematic mapping study on software gamification quality	Full
	14:00-14:20	Maria Guadalupe Alvarez Diaz, Ulf Wilhelmsson, Mikael Lebram and Marcus Toftedahl	Using Quiz Game Design for the Collection of Visitor Data at an Exhibition "Your answer will make an impression"	Short
13:00-13:30	Alexiei Dingli, Andreas Giordimaina and Hector Martinez	Experience Surveillance Suite for Unity 3D	Full	
13:30-13:50	Fernando Bevilacqua, Per Backlund and Henrik Engstrom	Proposal For Non-contact Analysis of Multimodal Inputs to Measure Stress Level in Serious Games	Short	
14:30-15:00	<b>Coffee Break</b>			
15:00-16:00	Track: Health and health care applications (II) Room: Insikten Chair: Jian Chang			
	<b>Time</b>	<b>Author(s)</b>	<b>Title</b>	<b>Type</b>
	15:00-15:30	Julia Brich, Katja Rogers, Julian Frommel, Martin Weidhaas, Adrian Brückner, Sarah Mirabile, Tamara Dorn, Valentin Riemer, Claudia Schrader and Michael Weber	LiverDefense: Using A Tower Defense Game As A Customisable Research Tool	Full
	15:30-16:00	Ali Asadipour, Kurt Debattista and Alan Chalmers	A Game-based Training Approach to Enhance the Human Hand Motor Learning and Control	Full
16:00-17:00	<b>Invited speaker: Paul Bennun</b> Room: Insikten Chair: Per Backlund			
17:30-	<b>Conference Dinner (bus leaves at 17:30)</b>			

## Friday September 18

08:00-08:30	<b>Registration</b>			
08:30-09:30	Track: Gamification and serious games applications (III) Room: Insikten Chair: Jana Rambusch			
	Time	Author(s)	Title	Type
	08:30-09:00	Vinutha Magal Shreenath, Maksims Kornevs, Jayanth Raghothama and Sebastiaan Meijer	A Feasibility Study for Gamification in Transport Maintenance	Full
	09:00-09:20	Frank Gaibler, Simon Faber, Sarah Edenhofer and Sebastian von Mammen	Drink & Drive: A Serious but Fun Game on Alcohol-Induced Impairments in Road Traffic	Short
09:30-10:30	Track: Health and health care applications (III) Room: Insikten Chair: Per Backlund			Track: Learning and training (II) Room: Spegeln Chair: Anna-Sofia Alklind Taylor
	Time	Author(s)	Title	Type
	09:30-09:50	Per Backlund, Henrik Engström, Magnus Hagiwara, Mikael Johannesson and Hanna Maurin Söderholm	Enhancing immersion with contextualized scenarios Role-playing in prehospital care training	Short
	09:50-10:10	Paul Hatzigiannakoglou	Junk-Food Destroyer: Helping adolescents with Down syndrome to understand healthy eating through serious game	Short
	Time	Author(s)	Title	Type
	09:30-10:00	Alfa R. Yohannis and Yulius D. Prabowo	Sort Attack: Visualization and Gamification of Sorting Algorithm Learning	Full
	10:00-10:20	Julia Rauscher, Katharina Eckardt, Sarah Edenhofer and Sebastian von Mammen	Cloud Computing - An Educational Game on Weather Phenomena	Short
10:20-11:00	<b>Coffee Break</b>			
11:00-12:00	Track: Affective computing and technologies (II) Room: Insikten Chair: Alun Evans			
	Time	Author(s)	Title	Type
	11:00-11:30	Fabrizio Balducci, Costantino Grana and Rita Cucchiara	Classification of Affective Data to Evaluate the Level Design in a Role-playing Videogame	Full
	11:30-12:00	Athanasios Vourvopoulos, Fotis Liarokapis and Mon-Chu Chen	The Effect of Prior Gaming Experience in Motor Imagery Training for Brain-Computer Interfaces: A Pilot Study	Full
12:00-12:15	<b>Conference closing and presentation of next year's conference Room: Insikten</b>			
12:15-13:00	<b>Lunch</b>			