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Entertainment Computing - ICEC 2012

11th International Conference, ICEC 2012
Bremen, Germany, September 26-29, 2012
Proceedings



Springer

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ISSN 0302-9743
ISBN 978-3-642-33541-9
DOI 10.1007/978-3-642-33542-6
Springer Heidelberg Dordrecht London New York

e-ISSN 1611-3349
e-ISBN 978-3-642-33542-6

Library of Congress Control Number: 2012947147

CR Subject Classification (1998): K.8.0, K.3.1, K.4.3, H.5.1-2, I.3.7-8, J.5, C.5.3, D.2.1-3, D.2.13

LNCS Sublibrary: SL 3 – Information Systems and Application, incl. Internet/Web and HCI

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Typesetting: Camera-ready by author, data conversion by Scientific Publishing Services, Chennai, India

Printed on acid-free paper

Springer is part of Springer Science+Business Media (www.springer.com)

Preface

We are proud to present the proceedings of the eleventh International Conference on Entertainment Computing (ICEC 2012). After Seoul (2010) and Vancouver (2011) ICEC was back again in Europe and we were honored to host this event in the city state and Free Hanseatic City of Bremen, Germany.

Bremen – the tea and coffee capital of Germany – with its strong mercantile tradition has always been a place of exchange between people and cultures from all over the world. Thousands of people started their endeavor for a better life and future into the New World from the port of Bremerhaven.

Considering the world-famous fairy tale of the iconic Bremen Town Musicians it is fair to say that Bremen also has a long history in entertainment. The University of Bremen founded in 1971 is already known as a major center of research in northern Germany and has recently become one of eleven German Universities of Excellence.

Although it has been said that the people in northern Germany are sometimes not of the most emotional type, we were very excited and delighted to welcome so many guests from all over the world. Together, we made this ICEC an exciting, enjoyable, and scientifically valuable event.

Entertainment computing is a diverse field bringing together computer science, social and cultural sciences, psychology, art, design, and many other disciplines. Therefore, entertainment computing is the prototype of interdisciplinary and open research and one focal point of exchange between these different disciplines, as was again demonstrated by the variety and scientific quality of this year's program.

Overall, we received 53 full and 17 short paper submissions and 45 submissions to the other categories, giving a total of 115 submissions from 30 countries. After a rigorous peer-review and meta-review process, 21 full papers, 13 short papers, 16 posters, 8 demos, 4 workshops, 1 tutorial, and 3 doctoral consortium submissions were accepted. We would like to thank all members of the program committee and all additional external reviewers for their work and commitment. We are very proud of the final selection of papers, which would not have been possible without their efforts and support.

The doctoral consortium was a premier at this year's ICEC and allowed young researchers to take the opportunity to get feedback on their PhD work from renowned experts in the field. Also, for the second time, the ICEC was organized as a single-track conference to foster the dissemination and discussion of the presented scientific results within the community.

This year's ICEC was co-located with the third International Conference on Serious Games Development and Applications (SGDA). Participants were free to visit sessions of both events, providing additional opportunities to increase exchange and exposure within a greater scientific community. The workshop

and tutorial program complemented the main conference by focusing on special topics of interest. We decided to include 14 peer-reviewed workshop submissions in the proceedings of the main track because we think they constitute valuable scientific contributions that are of interest to all ICEC participants.

The conference presented three inspiring keynotes from speakers coming from different backgrounds who shared their specific view on important topics of entertainment computing. Steve Ince – artist, game designer, and writer – brought his long-time industry experience and shared his ideas on game creation, design, and storytelling. Espen Aarseth – principal researcher and professor at the Center for Computer Games Research, Copenhagen – looked at games and narration from a researcher’s point of view. Olga Sorkine – professor at the Institute of Visual Computing at ETH Zurich – presented her insight into the technological aspects of entertainment computing in her talk about real-time modeling and animation.

We thank our sponsors and supporting organizations: InnoGames, Clickworker, the German Research Foundation (DFG), the German Informatics Society (GI), the Center for Computing and Communication Technologies (TZI) at the University of Bremen, and the University of Bremen. We also thank our media partners: Making Games and Interaction-Design.org. Additionally, we are grateful for the support of the IFIP TC 14 committee, especially Matthias Rauterberg and Ryohei Nakatsu. The help and information provided by last year’s organizers also proved invaluable and we want to specifically mention Sidney Fels and Junia Anacleto for supporting us in this regard. Furthermore, this event would not have been possible without the assistance of all the great people from our respective groups at the universities of Bremen and Duisburg-Essen, including of course our technical staff and student assistants and volunteers. We would like to specifically thank Irmgard Laumann and Florian Lütkebohmert for the technical support before and during the conference, Franziska Lorz for maintaining the ICEC website and for designing most of the fliers and other information material, and Dmitry Alexandrovsky for his aid in the editing process of the proceedings and throughout the conference.

July 2012

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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, Dorothée 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 Kilpi, 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 Kunieda, 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>L 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 Yildirim, 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: <i>IMRAPA</i>	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>	

Industry Demonstration

HTML5 – Chances and Pitfalls: Demonstration for the Industry Track of the ICEC2012	480
<i>Steffen Hees and Felix Faber</i>	

Doctoral Consortium

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 Dwin, 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 nd 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>	
MDSM 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 Roosendaal, 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
<i>Barbara Grüter, Holger Mügge, Leif Oppermann, and Mark Billinghamurst</i>	
“Do Not Touch the Paintings!” The Benefits of Interactivity on Learning and Future Visits in a Museum	553
<i>Konstantinos Mikalef, Michail N. Giannakos, Konstantinos Chorianopoulos, and Letizia Jaccheri</i>	
Mobile Application for Noise Pollution Monitoring through Gamification Techniques	562
<i>Irene Garcia Martí, Luis E. Rodríguez, Mauricia Benedito, Sergi Trilles, Arturo Beltrán, Laura Díaz, and Joaquín Huerta</i>	
AtomicOrchid: A Mixed Reality Game to Investigate Coordination in Disaster Response	572
<i>Joel E. Fischer, Wenchao Jiang, and Stuart Moran</i>	
A Ubiquitous Solution for Location-Aware Games	578
<i>André Pinto, António Coelho, and Hugo da Silva</i>	

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
<i>Rod McCall, Lynne Baillie, Franziska Boehm, and Mike Just</i>	
Pervasive Gaming as a Potential Solution to Traffic Congestion: New Challenges Regarding Ethics, Privacy and Trust	586
<i>Vincent Koenig, Franziska Boehm, and Rod McCall</i>	
Conducting Ethical Research with a Game-Based Intervention for Groups at Risk of Social Exclusion	594
<i>Ian Dunwell</i>	
Cyber Security Games: A New Line of Risk	600
<i>John M. Blythe and Lynne Coventry</i>	

Tutorial

Open Source Software for Entertainment

Open Source Software for Entertainment 604
Letizia Jaccheri and Michail N. Giannakos

Author Index 609