FINAL PROGRAM

29 November 2006-1 December 2006

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Alea iacta est! – Game-On

"The die is cast" – a phrase coined by Julius Caesar in 49 B.C. when he crossed the river Rubicon, which was the boundary between ancient Italy and the province of Cisalpine Gaul, could be used as a metaphor for the technological decade we are heading to. We are learning while we are playing – nothing new so far – of course. But the digital technology allows us to play even more complex games in order to understand the complexity of our world much easier and faster than ever. Interactive and networked based communication in a playful, an emergent and narrative environment also lowers the boundary for Knowledge Media Design and Cognitive Design, which extends the socio-technical dynamic process of "semper et ubique" learning.

Structure is the key to complexity! We are programming the code while we are simulating our world. We are trying to optimize our AI routines as good as we can from the point of scientific and social research – whether randomly, empirically or through the rules of chaos retrieved and analyzed – but we should not forget, that these are tools meant to please us and simplify communicating between human beings. True or false – that might be the question at the end of the day.

Content is king! This issue is still most relevant and must be seen as a important matter of concern apart from the entertainment industries interests, or commercial and technological aspects. Where do we go and what do we expect in the future? Beside exploring our world as a gaming environment: what is the scientific knowledge and what are the key qualifications and disciplines we have to teach and our students will have to develop further to improve the benefits for future generations?

Still need a few more design related buzz words? Intermediation – Real Time Interaction – Autonomous Graphic User Interfaces – Consistent Immersion – Game Studies – this keynote will also discuss some of these strategies accompanied by visual examples of student works at the Institute for New Media.

I would like to welcome our guests to this 3 days event in Braunschweig as well as invite them to attend numerous interesting discussion panels, workshops and presentations and encourage everybody to open their minds to the variety of game related topics – no matter wether they are technical, contextual, audio-visual or socio-cultural driven. We have to consider these aspects on an academic level and therefore should use this Game-On platform for an intensive exchange and opportunity for networking between our universities. Alea iacta est!

Prof. Eku Wand
Institute for New Media (IMF)
Braunschweig University of Art (HBK)

GAME-ON'2006 FINAL PROGRAMME

Overhead and LCD Projector are standard
The underlined authors are usually the presenters.
Conference Site: TU Braunschweig, Mühlenpfordtstraße 23, 1st Floor, 38106 Braunschweig
Germany. There is a plaza on the first floor where the AIBO demo and coffee breaks will be. The
Room for the presentations is IZ 161, first Floor. Tutorial Room is on the Gallery Floor.

Wednesday, November 29, 2006

09.00 - 17.00   **Registration**

10.30 - 12.30   **Session I**

TUTORIAL I – ROOM G40

10.30-12.30   **Session Chairperson:**
                           to be announced later

                         TUTORIAL PAPER
                         The Myths (and Truths) of Java Games Programming

                         TUTORIAL PART I
                         JOGL: Java and OpenGL
                         Andrew Davison

12.30 - 14.00   **Lunch Break**

14.00 - 16.00   **Session II**

TUTORIAL II – ROOM G40

14.00-16.00   **Session Chairperson:**
                           to be announced later

                         TUTORIAL PART II
                         JOGL: Java and OpenGL
                         Andrew Davison

Wednesday, November 29, 2006

16.00 - 16.30   **Coffee Break**

16.30 - 17.30   **Session III**

TUTORIAL III – ROOM G40

16.30-17.30   **Session Chairperson:**
                             to be announced later

                             TUTORIAL PART III
                             JOGL: Java and OpenGL
                             Andrew Davison

17.30 - 18.30   **AIBO Soccer Game and Get-together-Party**

Thursday, November 30, 2006

08.30 - 17.00   **Registration**

09.00 - 10.00   **Session IV**

KEYNOTE SPEAKER

09.00-10.00   **Session Chairperson:**
     Marcus Magnor, TU Braunschweig, Braunschweig, Germany

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10.00 - 11.00   **Session V**

GAME GRAPHICS I

10.00-11.00-   **Session Chairperson:**
     Andrew Davison, Prince of Songhkla University, Songhkla,Thailand

11.00 - 11.30   **Coffee/Tea Break**

10.00 - 11.00   **Session VI**

GAME GRAPHICS II

11.30-12.30   **Session Chairperson:**
     Leon Rothkrantz, TU Delft, Delft, The Netherlands

Thursday, November 30, 2006

12.00 - 14.15   **Lunch Break**

14.15 - 15.00   **Session VI**

GAME DEMO

14.15-15.00   **Session Chairperson:**
           Ingo Steinhaeuser, Binary Illusions, Braunschweig, Germany

           Rise of Atlantis demo
           Christoph Salge, Christian Lipski and Tobias Mahlmann

15.00 - 15.30   **Coffee/Tea Break**

15.30 - 17.00   **Session VII**

ARTIFICIAL INTELLIGENCE IN GAMES I

15.30-17.00   **Session Chairperson:**
           Lars Wolf, TU Braunschweig, Braunschweig, Germany

Thursday, November 30, 2006

17.00 - 17.30   **Coffee/Tea Break**

17.30 - 18.30   **Session VIII**

ARTIFICIAL INTELLIGENCE IN GAMES II

17.30-18.30   **Session Chairperson:**
                        Leon Rothkrantz, TU Delft, Delft, The Netherlands

20.00 -   23.00 **Conference Dinner at: Wirtshaus am Kohlmarkt**

Friday, December 1, 2006

08.30 - 09.00   **Registration**

08.30 - 09.30   **Session IX**

INVITED SPEAKER

08.30-09.30   Session Chairperson:
                          Lars Wolf, TU Braunschweig, Braunschweig, Germany

                          Is this the real thing? Realism and fun in computer games
                          Maic Masuch

09.30 - 10.30   **Session X**

ROBOTICS GAMING

09.30-10.30   **Session Chairperson:**
                          Michael Buro, University of Alberta, Edmonton, Canada

                          ROBO-01
                          Robot Soccer Strategy Described By Text File
                          Vaclav Snasel, Jan Martinovic, Pavel Kromer and Bohumil Horak **......67**

                          ROBO-02
                          An Aibo Watchdog
                          Zhenke Yang, Bou Tsing Hau and Leon Rothkrantz**...........................74**

10.30 - 11.00   **Coffee/Tea Break**

11.00 - 12.30   **Session XI**

MOBILE GAMING

11.00-12.30   **Session Chairperson:**
                          Marcus Magnor, TU Braunschweig, Braunschweig, Germany

                          MMO-01
                          On guaranteeing Equity to Mobile Players in a Metaverse
                          Stefano Cacciaguerra **..81**

Friday, December 1, 2006

12.30 - 12.45   **Session XII**

CLOSING SESSION AND BEST PAPER AWARD

12.30-12.45   Session Chairperson:
                         Philippe Geril, Ghent University, Ghent, Belgium

12.45 - 14.45   **Lunch Break**

15.30 - 17.30   **Company Visit to DLR Braunschweig**

SEE YOU NEXT YEAR IN

March 1-3, 2007
SHIGA-KYOTO, JAPAN FOR GAMEON ASIA 2007

HOUSTON, USA OR MONTREAL CANADA FOR GAMEON NA 2007 (to be
confirmed)

AND

November 2007
**BOLOGNA, ITALY FOR GAMEON 2007**

How to reach the Conference Site:

By Public Transport

From Hannover Airport (HAJ) you have to pick train line S5 to Hannover Hauptbahnhof. At Hannover Hauptbahnhof there are several trains to Braunschweig.

From Frankfurt Airport (FRA) you have to change train at Frankfurt main station.

Further train schedules can be found using the web site of Deutsche Bahn. Queries can also be made in English.

From Braunschweig Hauptbahnhof you can proceed by taking tram line 2 heading Siegfriedviertel/Ottenroder Straße, leaving at tram stop Mühlenpfordtstraße right next to the Computer Science Building. Alternatively, you can enter bus line 419 at Braunschweig Hauptbahnhof leaving at bus stop Pockelsstraße and walk into Pockelsstraße approx. 250 meter south heading University Central Area and then right (west) into Schleinitzstraße approx. additional 250 meters reaching the Computer Science Building at crossing Schleinitzstraße/Mühlenpfordtstraße
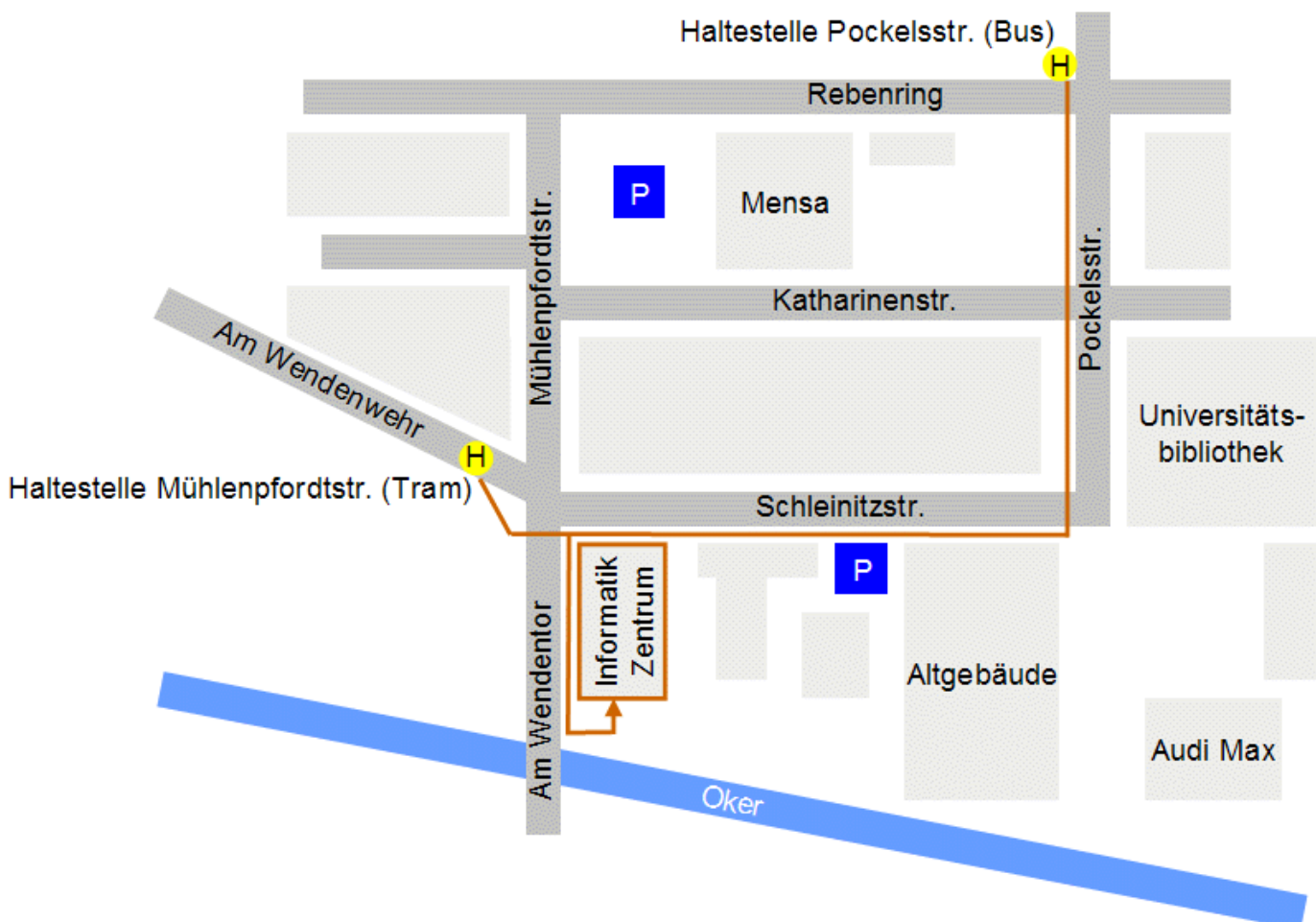
How to reach the Conference Site:

By Car

Approaching from south on highway A7 you have to switch to highway A39 heading Salzgitter. Near Braunschweig you switch to A391 and follow the signs heading Exit Hamburger Straße.

Approaching from other directions you should reach Braunschweig on highway 2 and switch at highway crossing Braunschweig Nord to highway A391 heading Kassel (south). Then you have to follow the signs heading Exit Hamburger Straße.

Leaving the highway at Exit Hambuger Straße you have to turn right onto Hambuger Straße heading downtown (Stadtmitte). After approx. 600 meters at a huge crossing you have to turn left and at the next crossing right, still heading downtown. Proceeding just 200 meters you'll see the Computer Science Building at the left side. Parking facilities are quite limited in this area and there are some oneway streets so that it could take some time to find a parking lot nearby.

At the Computer Science Building

The main entrance of the Computer Science Building is at the south west corner of the old tower block. The Institute of Operating Systems and Computer Networks is located on floor 1 (in Germany, this is not the ground level). Look for **IBR** signs. Please note that there's a separate "gallerie floor" between the ground floor and the 1st floor.

EXTRA GAMEON 2006 PROCEEDINGS are available **on a cash-and-carry basis only at €30**

Extra tickets for the social event and lunches are available from the registration desk. Price: (or equivalent in another currency) for extra tickets

Extra conference dinner	**€60**
Extra lunch ticket	**€15**

NOTES