

Thursday, 25th March, 2010

08h45	08h45 09h00	Opening Session
09h00	09h00 10h00	Keynote 1 - Kathleen Tyner Chair: Luis Paulo Santos "An Array of Play: Games for Living and Learning"
10h00	10h00 10h30	Coffee Break
10h30	10h30 12h30	Session 1 – Techniques and Frameworks Chair: Kurt Debattista "Randomly Generated 3D Environments for Serious Games", Jeremy Noghani, Fotis Liarokapis and Eike Anderson "Animating Gaze Shifts for Virtual Characters based on Head Movement Propensity", Christopher Peters "An Agent framework for a Modular Serious Game", Pauline Jepp, Manuel Fradinho and Joao Madeiras Pereira "An Engine Selection Framework for High Fidelity Serious Games", Panagiotis Petridis, Ian Dunwell, Sara de Freitas and David Panzoli
12h30	12h30 14h00	Lunch
14h00	14h00 16h00	Session 2 – Serious Applications Chair: Fotis Liarokapis "Fostering Agriculture Environmental Awareness", Rui Prada, Daniel Dias, Helmut Prendinger and Arturo Nakasone "Validation of Serious Games Attributes Using the Technology Acceptance Model", Amri Yusoff, Richard Crowder and Lester Gilbert "PlayScrum - A Card Game to Learn the Scrum Agile Method", João M. Fernandes and Sónia M. Sousa "On the expeditious modelling of buildings", Diana S. S. Santos, Márcio Dionísio, Nuno Rodrigues and António Pereira
16h00	16h00 16h30	Coffee Break
16h30	16h30 18h00	Session 3 – Short and Poster Papers Chair: Denis Gracanin "Serious games for geographical field skills: an exploration", Stuart Ashfield, Claire Jarvis and Joerg Kaduk "Augmented Reality Game Design for Upper-Limb Stroke Rehabilitation", James Burke, Michael McNeill, Darryl Charles, Philip Morrow, Jacqui Crosbie and Suzanne McDonough "A Digital Game Development Education Project", Nuno Rodrigues, Ricardo Simões and João Vilaça "The Waiter Game. Structure and Development of an Hospitality Training Game", Lorenzo Cantoni and Nadzeya Kalbaska "Levels of Interaction: A User-Guided Experience in Large-Scale Virtual Environments", David Panzoli, Christopher Peters, Ian Dunwell, Stéphane Sanchez, Panagiotis Petridis, Aristos Protopsaltis, Vincent Scesa and Sara de Freitas "Facial Expression Tracking For Remote Conferencing Applications", Paul Smith and Sam Redfern

