

ICEC 2009

	Wednesday 2nd
TIME	Tutorials' Day
9:00 AM	Ambient Media and Entertainment - Artur Lugmayr
	Full Day - Room 39.3.45
9:00 AM	Parallel Processing Platform for Interactive System Design - Yoichi Nagashima
	Full Day - Room 39.3.47
9:00 AM	(Computer) Game Design - Benjamin Salem, Sam Nemeth
	Full Day - Room 31.3.03
<i>12:00 PM</i>	
2:00 PM	Ambient Media and Entertainment - Artur Lugmayr
	Full Day - Room 39.3.45
2:00 PM	Parallel Processing Platform for Interactive System Design - Yoichi Nagashima
	Full Day - Room 39.3.47
2:00 PM	(Computer) Game Design - Benjamin Salem, Sam Nemeth
	Full Day - Room 31.3.03
2:00 PM	Spatial Sound and Entertainment Computing - Michael Cohen
	Half Day - Room 31.3.05
5:00 PM	Welcome Cocktail - Arts and Crafts Museum visit

Thursday 3rd	
TIME	Conference Day 1
9:00 AM	Welcome - CNAM Representative, Pr.R.Nakatsu, Pr.S.Natkin <i>in Lecture Hall 3</i>
9:45 AM	Keynote 1: Nicolas Gaume - The new Pact: how online worlds forge a new form of alliance between players & designers <i>in Lecture Hall 3</i>
10:30 AM	<i>Coffee Break</i>
10:45 AM	Session 1: The Player's Model <i>in Lecture Hall 3</i>
	Player Performance, Satisfaction, and Video Game Enjoyment - <i>Christoph Klimmt, Christopher Blake, Dorothee Hefner, Peter Vorderer and Christian Roth.</i>
	Analysis of Area Revisitation Patterns in World of Warcraft - <i>Ruck Thawonmas, Keisuke Yoshida, Jing-Kai Lou and Kuan-Ta Chen</i>
	Scaling the Level of Difficulty in Single Player Video Games - <i>Aponte Maria-Virginia, Levieux Guillaume and Natkin Stéphane</i>
12:45 PM	<i>Lunch</i>
2:00 PM	Session 2: Interactive Sound <i>in room 39.3.45</i>
	Sound & Movement Visualization in the AR-Jazz Scenario - <i>tina Portalés and Carlos D. Perales</i>
	Experimenting with Sound Immersion in an Arts and Crafts Museum - <i>Fatima-zahra Kaghat, Cécile Leprado, Areti Damala and Pierre Cubaud</i>
	BayesianBand: Jam Session System based on Mutual Prediction by User and System - <i>Tetsuro Kitahara, Naoyuki Totani, Ryosuke Tokunami and Haruhiro Katayose</i>
	v.morish'09: A Morphing-based Singing Design Interface for Vocal Melodies - <i>Masanori Morise, Masato Onishi, Hideki Kawahara and Haruhiro Katayose</i>
2:00 PM	Session 3: Design and Experience <i>in room 39.3.47</i>
	New Hitch Haiku: an Interactive Renku Poem Composition Supporting Tool applied for Sightseeing Navigation System - <i>Xiaofeng Wu and Naoko Tosa</i>
	Using persuasive technologies for energy consumption management: a South African case study - <i>Pieter Joubert and Sumarie Roodt</i>
	Designing Interactive Blimps as Puppets - <i>Hideki Yoshimoto, kazuhiko jo and Koichi Hori</i>
	Requirements for Supporting Individual Human Creativity in the Design Domain - <i>Uta Lösch, Julie Dugdale and Yves Demazeau</i>
3:45 PM	<i>Coffee Break</i>
4:00 PM	Keynote 2: Susan Gold - The International Game Developer Association (IGDA) Education Special Interest Group (EdSIG) <i>in Lecture Hall 3</i>
8:00 PM	<i>Social Dinner</i>

	Friday 4th
TIME	Conference Day 2
9:00 AM	Keynote 3: Gonzalo Frasca - Game experience may vary: Understanding Play in Lecture Hall 3
9:45 AM	Presentation Cap Digital Cluster
10:15 AM	<i>Coffee Break</i>
10:30 AM	Session 4: Interfaces and Interactions in Lecture Hall 3
	Personal Space Modeling for Human-Computer Interaction - Toshitaka Amaoka, Hamid Laga, Suguru Saito and Masayuki Nakajima
	Technology-Enhanced Role-Play for Intercultural Learning Contexts - Mei Yii Lim, Michael Kriegel, Ruth Aylett et al.
	MusicCommentator: Generating Comments Synchronized with Musical Audio Signals by a Joint Probabilistic Model of Acoustic and Textual Features - Kazuyoshi Yoshii and Masataka Goto.
	MiniDiver: A Novel Mobile Media Playback Interface for Rich Video Content on an iPhone - Gregor Miller, Sidney Fels, Matthias Finke et al.
12:30 PM	<i>Lunch</i>
2:00 PM	Session 5: Interfaces and Interactions in room 39.3.45
	Sonic Gestures Applied to a Percussive Dialogue in TanGram Using Wii Remotes - Carlos D. Perales, Cristina Portalés and Francisco Sanmartín
	TNT: Touch 'n' Tangibles on LC-displays - Ramon Hofer and Andreas Kunz
	Entertainment Game to Support Interaction between Teachers and Students - Marcos Alexandre Rose Silva and Junia Coutinho Anacleto
	Multi-layer based Authoring Tool for Digilog Book - Jonghee Park and Woontack Woo
2:00 PM	Session 6: Interaction Design / Player's Model in room 39.3.47
	Community Created Narrations as Mobile Entertainment - Marjo Mäenpää, Riikka Kiljunen and Saija Mustaniemi
	Hardcore Classification: Identifying Play Styles in Social Games using Network Analysis - Ben Kirman and Shaun Lawson
	Player feedback evaluation: indicating mass public potential for pervasive games - Ivo Flammer, Chen Yan, Wolf Ka, August Flammer, Jean-Paul Cheung and Romain Pellerin
2:00 PM	Session 7: Programming Interactions in room 30.-1.04
	A Real-time Video Illustration using CUDA - JiHyung Lee, Yoon-Seok Choi, Bon-Ki Koo and Chi Jung Hwang
	A Distributed Render Farm System for Animation Production - Yao Jiali, Pan Zhigeng and Zhang Hongxin
	Extending the STRADA framework to design an AI for ORTS - Laurent Navarro and Vincent Corruble
	Services in Game Worlds: a Semantic Approach to Improve Object Interaction - Jassin Kessing, Tim Tutenel and Rafael Bidarra
3:25 PM	<i>Coffee Break</i>
3:40 PM	Session 8: Sociology of Games in room 39.3.45
	Children's Choice of Games: The Influence of Prosocial Tendency and Education-level - Vivian Hsueh-Hua Chen, Weirong Lin, Chiew Woon Ng et al.
	Player Experience evaluation: an approach based on the Personal Construct Theory - Riccardo Berta, Francesco Bellotti, Alessandro De Gloria and Ludovica Primavera.
3:40 PM	Session 9: Interfaces and Interactions in room 39.3.47
	Dance Motion Control of a Humanoid Robot Based on Real-Time Tempo Tracking from Musical Audio Signals - Naoto Nakahara, Koji Miyazaki, Hajime Sakamoto et al.
	Marker-less Tracking for Multi-layer Authoring in AR Books - Kiyoun Kim, Jonghee Park and Woontack Woo
4:40 PM	Keynote 4: Michael Stora - Story of a video game workshop: "Ico", an interactive fairy tale for children less interaction in Lecture Hall 3

	Saturday 5th
TIME	Conference Day 3
9:00 AM	Keynote 5: Luc Courchesne - You are here in Lecture Hall 3
9:45 AM	Session 9: Interactive Storytelling / Interactive Art in Lecture Hall 3
	A Plot-Manipulation Algebra to Support Digital Storytelling - Börje Karlsson, Simone Barbosa, Antonio Furtado and Marco Antonio Casanova
	Distributed Episode Control System for Interactive Narrative Entertainment - Junichi Hoshino, Katsutoki Hamana, Shiratori Kazuto and Atsushi Nakano
	Virtual Noctiluca: Interaction between Light and Water using Real-time Fluid Simulation and 3D Motion Measurement - Kyouhei Aida and Noriko Nagata
<i>11:15 AM</i>	<i>Coffee Break</i>
11:30 AM	Keynote 6: Yukiharu Sambe - The next technology of Japanese Arcade entertainment in Lecture Hall 3
12:15 PM	Closing Session - Pr.R.Nakatsu, Pr.S.Natkin in Lecture Hall 3