

FUTURE PLAY 2010
DAY ONE: MAY 6

	Time	Room A		DESIGN TRACK		Room B		TECHNICAL TRACK
		ID	Speaker	Topic		ID	Speaker	Topic
Section 1	9:30-10:30	1.1.1 DT	Chris Bateman and Lennart Nacke	The Neurobiology of Play		1.1.1 T	Matthew Brehmer, T.C. Nicholas Graham and Tadeusz Stach	Activate Your GAIM: A Toolkit for Input in Active Games
		1.1.2 DT	Jaakko Stenros	Playing the System. Using Frame Analysis to Understand Online Play		1.1.2 T	Loutfouz Zaman, Daniel Natapov and Robert Teather	Touchscreens vs. Traditional Controllers in Handheld Gaming
Break	10:30-11	BREAK						
Section 2	11:00-12:00	1.2.1 DT	David Owen	Aristotle Would Have Admired BioShock While Shakespeare Would Have Played Dragon Age		1.2.1 T	Daniel Natapov and I. Scott MacKenzie	Gameplay Evaluation of the Trackball Controller
		1.2.2 DT	Michael Katchabaw and Jiaming You	A Flexible Multi-Model Approach To Psychosocial Integration In Non Player Characters In Modern Video Games		1.2.2 T	Daniel Natapov and I. Scott MacKenzie	The Trackball Controller: Improving the Analog Stick
Lunch	12:00-1:30	LUNCH						
Section 3	1:30-3:00	1.3.1 DT	Nis Bojin	Ludemes and the Linguistic Turn		1.3.1 T	Lennart Nacke	Wiimote vs. Controller: Electroencephalographic Measurement of Affective Gameplay Interaction
		1.3.2 DA	Donald H. House, Brian A. Malloy and Cory Buckley	The Craft of Computer Programming: Lifting the Veil		1.3.2 T	Abdenmour El Rhalibi	Development and Deployment of Cross-Platform 3D Web-based Games
		1.3.3 DA	Robert Hall	Cheating Attacks and Resistance Techniques in GeoGame Design				
Break	3:00-3:30	BREAK						
Section 4	3:30-5:30	1.4.1 DA	Jonas Schild and Maic Masuch	Game Design for Ad-Hoc Multi-Touch Gameplay on Large Tabletop Displays				
		1.4.2 DA	Nicholas Shim, Ronald Baecker and Jeremy Birnholtz	TableTalk Poker: An Online Social Gaming Environment for Seniors				
		1.4.3 DA	Beth Aileen Lameman, Jason E. Lewis and Skawennati Fragnito	Skins 1.0: A Curriculum for Designing Games with First Nations Youth				
		1.4.4 DA	Nicholas Taylor, Jennifer Jenson and Suzanne de Castell	Epidemic: e-Learning Goes Viral				

FUTURE PLAY 2010
DAY TWO: MAY 7

	Time	Room A	PRESENTATIONS	
		ID	Speaker	Topic
Section 1	9:30-10:30	2.1.1 DT	Annakaisa Kultima	The Organic Nature of Game Ideation: Game Ideas Arise from Solitude and Mature by Bouncing
		2.1.2 DT	Miguel Sicart and Douglas Wilson	Now It's Personal: On Abusive Game Design
Break	10:30-11	BREAK		
Section 2	11:00-12:00	2.2.1 DT	Ian Livingston, Regan Mandryk and Kevin	Critic-Proofing: How Using Critic Reviews and Game Genres can Refine Heuristic Evaluations
		2.2.2 DT	Janne Paavilainen	Critical Review on Video Game Evaluation Heuristics: Social Games Perspective
Lunch	12:00-1:30	LUNCH		
Section 3	1:30-3:00	2.3.1 DT	Annakaisa Kultima and Jaakko Stenros	Designing Games for Everyone: The Expanded Game Experience Model
		2.3.2 DA	Grigore Pintilie	GLUBs: Games for Learning and Understanding Biology
		2.3.3 DA	Kevin Harrigan, Karen Collins, Michael Dixon	Addictive Gameplay: What Casual Game Designers Can Learn from Slot Machine Research
Break	3:00-3:30	BREAK		
Section 4	3:30-5:30	2.4.1 T	J. David Smith and Nicholas Graham	Raptor: Sketching Games with a Tabletop Computer
		2.4.2 T	Saara Toivonen and Olli Sotamaa	Digital distribution of games: The player's perspective
		2.4.3 EDU	Beth Aileen Lameman, Magy Seif El-Nasr, Anders Drachen, Wendy Foster, Dinara Moura and Bardia Aghabeigi	User Studies - A Strategy Towards a Successful Industry-Academic Relationship
		2.4.4 EDU	Wei Shi and Jean-Pierre Corriveau	Teaching Strategies to Millennial Students

Room B - POSTERS

SETUP POSTERS
Poster Presentations (Presenters are to be with their posters during all session breaks)
POSTERS
Poster Presentations (Presenters are to be with their posters during all session breaks)
POSTERS
Poster Presentations (Presenters are to be with their posters during all session breaks)
TAKE DOWN POSTERS

FUTURE PLAY 2010
POSTERS

POSTERS	
Presenter	Topic
David Scherfgen, Rainer Herpers and Timur Saitov	Single Webcam 3D Tracking for Video Games
Mike Ey, Joe Pietruch and David Schwartz	"Oh-No! Banjo"—A Case Study in Alternative Game Controllers
Farjana Eishita and Kevin Stanley	THEEMPA: Simple AR Games Using Layar
Mela Kocher, PJ Rusnak and Ken Eklund	Breaking Boundaries: Learning by ARG within an academic conference presentation
Carl Symborski	Improving Content Download Performance in Online Virtual Worlds
Victoria McArthur	Virtual World Professionals and Avatar Appearance Codes
Lorna Boschman	Exergames for Adult Users: A Preliminary Pilot Study
Velian Pandeliev and Ronald Baecker	A Framework for the Online Evaluation of Serious Games
Kevin Stanley, Ian Livingston, Alan Bandurka, Robert Kapiszka and Regan Mandryk	PiNiZoRo: A GPS-based Exercise Game for Families
Huaxin Wei	Embedded Narrative in Game Design
Alex Monclou, Sayra Cristancho, Bill Kapralos and Adam Dubrowski	Serious Games for Analog Telecommunications Education
Karen Collins, Bill Kapralos, Andrew Hogue and Kamen Kanev	An Exploration of Distributed Mobile Audio and Games
Kevin Tonon and Ronald Baecker	GameSoup: A Two-stage Game Development Environment
Liang Zhang, Chunyan Miao and Zhiqi Shen	An emotion aware agent platform for interactive storytelling and gaming
Andrew Speers, Lowell Crotin, Douglas Stamp, Timothy Crawford and Tushar Goel	The Virtual Jet Ski: a visual-physical motion simulation
Jonathan Lam, Christopher Collins, Bill Kapralos, Andrew Hogue and Miguel Garcia	Wiimote-Controlled Stereoscopic Visualization With Sonic Augmentation