2014 6th International Conference on Games and Virtual Worlds for Serious Applications

(VS-GAMES 2014)

Msida, Malta
9-12 September 2014
Main Conference

Semantic Content Generation Framework for Game Worlds
Mark Bennett

High-Fidelity Graphics for Dynamically Generated Environments Using Distributed Computing
Keith Bugeja, Kurt Debattista, Sandro Spina and Alan Chalmers

Hybrid Peer to Peer and Server Client System for Limited Users Multiplayer First Person Style Games
Shawn Cassar, Matthew Montebello and Saviour Zammit

Online-Gym: Multiuser Virtual Gymnasium Using RINIONS and Multiple Kinect Devices
Fernando Cassola, Hugo Paredes, Benjamim Fonseca, Paulo Martins, Silvia Ala, Francisco Cardoso, Fausto de Carvalho and Leonel Morgado

EngAGe: A Link between Educational Games Developers and Educators
Yaëlle Chaudy, Thomas M. Connolly and Thomas Hainey

Aliens versus Humans: Do Avatars Make a Difference in How We Play the Game?
Chris Christou and Despina Michael

A Usability Evaluation of Game-Based Approaches Assessing Risk and Delayed Gratification
Stella Doukianou, Panagiotis Petridis, Ian Dunwell and Joshua Cooper

GPU-Based Selective Sparse Sampling for Interactive High-Fidelity Rendering
Steven Galea, Kurt Debattista and Sandro Spina

A Serious Game Engine for Interview Simulation: Application to the Development of Doctor-Patient Communication Skills
Jing Guo, Nicolas Singer and Rémi Bastide

IndustrySim: Finding the Fun in Industrial Simulations
Ilmari Lahti, Tomas Rosin, Pekka Qvist, Ville Vuorela, Mika Luimula and Jouni Smed

Designing Reality Guides
Tomi Mäntylä, Ilmari Lahti, Harri Ketamo, Mika Luimula and Jouni Smed

The Potential Use of Neurophysiological Signals for Learning Analytics
Manuel Ninaus, Silvia E. Kober, Elisabeth V. C. Friedrich, Christa Neuper and Guilherme Wood

The Practicabilities of Educational Games: Challenges of Taking Games into Formal Educational Settings
Björn Berg Marklund, Per Backlund and Henrik Engström

Cyberball3D+: A 3D Serious Game for fMRI Investigating Social Exclusion and Empathy
Evangelia Mavromihelaki, Jessica Eccles, Neil Harrison, Thomas Grice-Jackson, Jamie Ward, Hugo Critchley and Katerina Mania

The Trauma Treatment Game: Design Constraints for Serious Games in Psychotherapy
Simon Mayr, Wolfgang Hörleinsberger and Paolo Petta
APE: End User Development for Emergency Management Training
Zeno Menestrina, Antonella De Angeli and Paolo Busetta

Applying Activity Theory in Comparatively Evaluating Serious Games
Timothy Ng, Kurt Debattista and Alan Chalmers

Disaster Prevention Social Awareness: The Stop Disasters! Case Study
Gonçalo Pereira, Rui Prada and Ana Paiva

A Sweetspot for Innovation: Developing Games with Purpose through Student-Staff Collaboration
Robin J. S. Sloan, Dayna Galloway and Iain Donald

Posters

LawVille: A Collaborative Serious Game for Citizenship Education
Cristian Lorenzini, Raffaello Brondi, Marcello Carrozzino, Michele Nisticò, Chiara Evangelista and Franco Tecchia

Evaluating Digital Applications for Language Learning: Outcomes and Insights
Inke Schmidt

Design Pattern Canvas: Towards Co-Creation of Unified Serious Game Design Patterns
Gregor Žavcer, Simon Mayr and Paolo Petta

Gamification of Project Management within a Corporate Environment: An Exploratory Study
Ryan Sammut, Dylan Seychell and Neville Attard

Doctoral Workshop

The iLearnRW Game: Support for Students with Dyslexia in Class and at Home
Thomas Cuschieri, Rilla Khaled, Vincent E. Farrugia, Héctor P. Martinez and Georgios N. Yannakakis

Situated Learning with Role-Playing Games to Improve Transfer of Learning in Tertiary Education Classrooms
Li Ping Thong

The Potential of Serious Games Based on Literary Plots to Develop Knowledge, Skills and Habitual Patterns
Daniela Vaseva