

# GAME-ON'2001 FINAL PROGRAMME

O= presentation with Overhead

LCD= presentation with LCD Projector

The underlined authors are usually the presenters.

**Papers in grey boxes are candidates for the best paper award.**

Conference Site: Holiday Inn, London Nelson Dock, 266 Rotherhithe Street  
London SE16 5HW, United Kingdom Tel : +44.20.7231.1001, Fax: +44.20.7417.7048.

## Friday, November 30, 2001

08.45 - 17.00 **Registration Holiday Inn**

10.00 - 10.15 **Welcome**

### **Welcome Address**

Quasim Mehdi, Wolverhampton University, Wolverhampton, UK  
Norman Gough, Wolverhampton University, Wolverhampton, UK

10.15 - 11.00 **Session I**

### KEYNOTE SPEAKER

**10.15-11.00**

### **Session Chairperson:**

Quasim Mehdi, Wolverhampton University, Wolverhampton, UK

### **KEYNOTE**

**Simulating Autonomous Agents with augmented Reality**

Erol Gelenbe, Khaled Hussain and Varol Kaptan..... XVII

11.00 - 11.30 **Coffee Break**

11.30 - 12.00 **Session II**

### INVITED SPEAKER

**11.30-12.00**

### **Session Chairperson:**

Norman Gough, Wolverhampton University, Wolverhampton, UK

### **INVITED**

**Adobe's 3D focus: Virtual Communities**

Michael O'Neill

## Friday, November 30, 2001

12.30 - 13.30 **Lunch**

13.30 - 15.30 **Session III**

### GAMES DESIGN AND DEVELOPMENT

**13.30-15.30**

#### Session Chairperson:

Marc Cavazza, University of Teesside, Middlesborough, UK

#### **GAME-16**

##### **A Review of 3\_D Accelerator Technology for Games**

Nathan Chia, [Richard Cant](#) and David Al-Dabass.....5

#### **GAME-5-LCD**

##### **Component Based Motion Editing Environment for 3D Game Character Design**

[Yoshihiro Okada](#).....12

#### **GAME-15**

##### **Stratego Expert System Shell**

Casper Treijtel and [Leon Rothkrantz](#).....17

#### **GAME-17**

##### **Directions for Future Games Development**

[Michael J. Allen](#), [Zhigang Wen](#), [Hussan Suliman](#), [Norman E. Gough](#) and [Qasim H. Mehdi](#).....22

15.30 - 16.00 **Coffee -Tea Break**

16.00 - 18.00 **Session IV**

### MODELLING INTELLIGENT CHARACTERS

**16.00-18.00**

#### Session Chairperson:

David Al-Dabass, Nottingham Trent University, Nottingham, UK

#### **GAME-7**

##### **Software Development for Reasoning and Cognitive NPCs**

[H. Suliman Hussam](#), [Q.H. Mehdi](#) and [N. E. Gough](#) .....35

#### **GAME-11-LCD**

##### **Behavioural Interaction of Characters for Virtual Storytelling**

[Fred Charles](#), [Steven J. Mead](#) and [Marc Cavazza](#).....43

**Friday, November 30, 2001**

**GAME-13**

**Artificial Player for Quake III Arena**

J M P van Waveren and [L J M Rothkrantz](#).....48

**GAME-8**

**Mesh Skinning Technique for Intelligent Animated Characters in Computer Games**

[Z. Wen](#), Q. Mehdi and N. Gough.....56

19.30 - 21.00

**Conference Dinner**

## Saturday, December 1, 2001

08.30 - 10.00 **Registration Holiday Inn**

09.00 - 10.00 **Session V**

### SOFTWARE DEMONSTRATIONS

**09.00-10.00**

#### **Session Chairperson:**

Leon Rothkrantz, Delft University of Technology, Delft, The Netherlands

#### **3D Max Demonstration**

University of Wolverhampton

#### **Demonstration new Computer Game**

Ingo Steinhauser, Binary Illusions, Germany

10.00 - 10.30 **Coffee-Tea Break**

10.30 - 12.00 **Session VI**

### ALGORITHMS FOR GAMES SIMULATION AND AGENT PATH PLANNING

**10.30-12.30**

#### **Session Chairperson:**

Quasim Mehdi, University of Wolverhampton, Wolverhampton, UK

#### **GAME-1-O**

**Co-ordination of Multi-agent Path Planning using the Synchronous Near-Admissibility A\* (SNA\*) Algorithm**

M.Shafie Abd Latiff, Ian Palmer and Marc Cavazza..... 76

#### **GAME-10**

**Using Games Engines to implement Intelligent Virtual Environments**

Carlos Calderon and Marc Cavazza..... 71

#### **GAME-3**

**Real-Time Edge Follow: A New Paradigm to Real-Time Path Search**

Cagatay Undeger, Faruk Polat and Ziya Ipekkkan..... 63

#### **GAME-18**

**New Anti-Aliasing and Depth of Field Techniques for Games Graphics**

Richard Cant, Nathan Chia and David Al-Dabass..... 115

12.30 - 13.30 **Lunch**

## Saturday, December 1, 2001

13.30 - 14.30 **Session VII**

ALGORITHMS FOR GAMES SIMULATION AND AGENT PATH PLANNING II

**13.30-14.30**

**Session Chairperson:**

Norman Gough, University of Wolverhampton, Wolverhampton, UK

**GAME-14**

**A New Computational Approach to the Game of Go**

Julian Churchill, Richard Cant and David Al-Dabass ..... **81**

**GAME-12**

**A Learning Architecture for the Game of Go**

A B Meijer and H.Koppelaar ..... **87**

14.30 - 15.00 **Coffee-Tea Break**

15.00 - 16.30 **Session VIII**

GAMES PLATFORMS

**15.00-16.30**

**Session Chairperson:**

David Al-Dabass, Nottingham Trent University, Nottingham, UK

**GAME-2**

**Palm Game Design**

Pieter Spronck ..... **95**

**GAME-6-LCD**

**Distributed Audio-video Sharing by Copy-and-transfer Operation for Network 3D Games**

Hirotsu Sakamoto, Yoshihiro Okada, Eisuke Itoh and Masafumi Yamashita ..... **100**

**GAME-9-O**

**Content-Based Reckoning for Internet Games**

Jörg R.J. Schirra ..... **107**

16.30 - 16.45 **Closing Session**

CLOSING SESSION AND BEST PAPER AWARD

**16.30-16.45**

**Session Chairperson:**

Norman Gough, Wolverhampton University, Wolverhampton, UK

Closing Announcements:

## FEATURES AND BENEFITS OF SCS MEMBERSHIP

Since our founding in 1952, The Society for Computer Simulation's membership roster has been made up of engineers, scientists, managers, business professionals, students, and educators. A very diverse field whose interests include: artificial intelligence, microcomputers in simulation, methodology and validation, supercomputers, and more.

With this in mind, the editors of SCS have created two publications to cover these areas of interest. Our members receive the monthly journal SIMULATION. This journal is filled with up-to-the-minute technical articles, industry news, editorials, an AI column, calendar of events, conference information, and much more. Advertising is supplied by the industry leaders, and short courses and classified ads are an integral part of this journal.

Our members also receive a 60% discount on TRANSACTIONS of the Society for Computer Simulation International, our quarterly journal. This journal is a highly-refereed, scholarly journal that presents papers dealing with theoretical and practical applications of archival value. It is an excellent review board whose critical expertise insures the quality of the publication.

In addition we also publish the Directory of Simulation Software, Publication Catalogs, Conference Proceedings, and a long list of conference information to keep our members informed.

### Categories of Membership

Full Membership in SCS is open to all who have been professionally involved in computer simulation for at least 4 years, or who hold an appropriate 4 year degree from accredited college or university.

Associate Membership is available to anyone who is interested in the technology of simulation or applications of the computer arts and sciences.

Student Membership is open to any person regularly enrolled on a substantially full-time basis in an institution of higher learning.

Academic Membership is available to educational institutions. This is an opportunity for your university or college to sponsor an organization that serves educators, students, and society by advancing the science of computer simulation. We encourage professors on campus to coordinate Student Chapters that will facilitate interaction between the professional and business community. The benefits of Academic Membership include a 1/2 page "Presenting" in the journal SIMULATION, and a one year subscription to the TRANSACTIONS of the Society for Computer Simulation International. Also included are discounts on all publications and Proceedings.

---

**Please send me info on SCS:**

Name:

---

Address: \_\_\_\_\_

---



---

Telephone

---

Fax:

---

Email:

---