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

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

Friday, November 30, 2001

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 Ipekkan**.......................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

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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.

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