

# VS-Games 2018

## VS-Games 2018, Schedule (version: 29. August 2018)

### *Conference venue*

**Central lecture hall and seminar building Z6 of the Julius-Maximilians-University, Würzburg**

Address: Am Hubland, 97074 Würzburg, Germany (<https://goo.gl/maps/xrjVeHFzM6v>)

For general travel information, please consult the conference website: <https://vs-games.org/2018/#services>

### *Reception venue (Wednesday at 7pm)*

Town Hall (building complex), Grafeneckart (concrete building), Wenzelsaal (room)

Address: Beim Grafeneckart, 97070 Würzburg (<https://goo.gl/maps/pUm6JsGXN7P2>)

From the conference venue take Bus 10 from “Hubland/Mensa” to “Sanderring”, change to Tram 5 at “Sanderring” and exit at “Rathaus”

Follow the visual directions here: [https://www.wuerzburg.de/m\\_450239\\_dl](https://www.wuerzburg.de/m_450239_dl)

1. From the fountain look towards the town hall
2. Just before the sign “Rathaus” (town hall), turn right into the historic remembrance room (“Zerstörung Würzburgs ...”, Destruction in WWII)
3. In the remembrance room take the stairs to the right to reach the first floor and the Wenzelsaal

### *Dinner venue (Thursday at 7pm)*

Backöfele Restaurant

Address: Ursulinergasse 2, 97070 Würzburg (<https://goo.gl/maps/FSmw7g3T7Vt>)

From the conference venue take Bus 10 from “Hubland/Mensa” to “Sanderring”, change to Tram 5 at “Sanderring” and exit at “Rathaus”

### *Lab Tours (Friday after the closing session)*

Two tours will be offered. They will both start and end at the conference venue and be run twice in a row.

1. Human-Computer Interaction & Games Engineering (<https://www.hci.uni-wuerzburg.de>, <http://games.uni-wuerzburg.de>)
2. Media Education and Educational Technology Lab (<http://www.schulpaedagogik.uni-wuerzburg.de/meetjmu>)

### *Presentation formats*

- DIN A0 poster stands will be provided for posters to accompany the 2-page poster publications. Presenters are required to present during both the morning and the afternoon break on Wednesday.
- Short and full papers are presented orally. Full paper presentations take 20min + 5min for questions (in total 25min). Short paper presentations take 12 + 3min for questions (in total 15min). A projector with HDMI and VGA input is provided (resolution 1280x800, 16:10 or 16:9 format). If needed, a Windows laptop running Powerpoint 2016 will be provided. The presenters are required to coordinate with their respective session chair before the session begins.

	Wednesday, 5. September	Thursday, 6. September	Friday, 7. September
8:00	Registration		
8:30	Welcome	Registration	
9:00	<b>Keynote:</b> Constantine Stephanidis	<b>Keynote:</b> Constance Steinkuehler	<b>Keynote:</b> Kurt Squire
10:00	Poster Session/Coffee Break	Coffee Break	
10:25	Session TECH I	Session EDU I	Session EDU II
12:00	Lunch		
13:30	Session HCI design	Session HCI tech I	Session TECH II
15:00	Poster Session/Coffee Break	Coffee Break	
15:30	Session HCI edu	Session HCI tech II	<b>Closing Session</b>
17:00	End of sessions		<b>Lab Tours</b>
19:00	<b>Reception:</b> Wenzelsaal	<b>Conference Dinner:</b> Backöfele	
22:00		<b>Guided Tour:</b> "Nightwatchmen"	

Poster Session, Wednesday 10:00 to 10:25 and 15:00 to 15:30	
Low-Frequency Stress Elicitation for VR Training	Jean-Luc Lugrin, Henrik Dudaczy and Marc Erich Latoschik
A Location-Based VR Museum	Jean-Luc Lugrin, Florian Kern, Ruben Schmidt, Constantin Kleinbeck, Daniel Roth, Christian Daxer, Tobias Feigl, Christopher Mutschler, Marc Erich Latoschik
A medical serious games framework hierarchy for validity	Agali Mert, Tanja Nijboer, Bart Doyen, Henriëtte Meijer and Mary Dankbaar
Gamified Knowledge Encoding: Knowledge Training Using Game Mechanics	Sebastian Oberdörfer and Marc Erich Latoschik
The impact of Pokemon Go and why it's not about Augmented Reality - Results from a Qualitative Survey	Daniel Rapp, Florian Niebling and Marc Erich Latoschik

<b>Poster Session, Wednesday 10:00 to 10:25 and 15:00 to 15:30</b>	
Rallye Game: Learning by Playing with Racing Cars	Bahar Kutun and Werner Schmidt
<b>Session TECH I (95min), Wednesday 10:25 to 12:00</b>	
<b>Chair: Daniel Roth</b>	
Where's Pikachu: Route Optimization in Location-Based Games <b>(full)</b>	Thomas Tregel, Philipp Müller, Stefan Göbel and Ralf Steinmetz
Validity of Virtual Reality Training for Motor Skill Development in a Serious Game <b>(full)</b>	Carlo Harvey, Elmedin Selmanovic, Jake O'Connor and Malek Chahin
A Model for Eye and Head Motion for Virtual Agents	Jan Krejsa, Bojan Kerouš and Fotis Liarokapis
Accommodating Stealth Assessment in Serious Games : Towards Developing A Generic Tool	Konstantinos Georgiadis, Giel van Lankveld, Kiavash Bahreini and Wim Westera
Recreating Virtual Environments From User Traffic Patterns	Nick Murphy, Devan Patel, Drew Savas, Derek Martin, Chao Mei and Rongkai Guo
<b>Session HCI design (90min), Wednesday 13:30 to 15:00</b>	
<b>Chair: Pejman Sajjadi</b>	
Puzzle Walk: A Gamified Mobile App to Increase Physical Activity in Adults with Autism Spectrum Disorder	Daehyoung Lee, Georgia Frey, Alison Cheng and Patrick Shih
Effects of Graphical Styles on Emotional States for VR-Supported Psychotherapy	Niklas Kiefl, Christoph Bichlmeier and Paula Figas
Using Think-aloud Protocol in Looking at the Framing of One's Character with a Case Study on Terraria	Ji Soo Lim
Balance Trucks: Using Crowd-Sourced Data to Procedurally-Generate Gameplay within Mobile Games	Mark Lewis, Sylvester Arnab, Lorenz Klopfenstein, Luca Morini, Samantha Clarke, Alex Masters, Alessandro Bogliolo and Saverio Delpriori
Improving Context Understanding in the Virtual World using Avatar's Affective Expressions to Reflect the Operators' Mental States	Yoshimasa Ohmoto, Seiji Takeda, Masahiro Hirayama and Toyoaki Nishida
Multi-level Game Learning Analytics for Serious Games	Ivan Jose Perez-Colado, Dan Cristian Rotaru, Manuel Freire-Moran, Ivan Martinez-Ortiz and Baltasar Fernandez-Manjon

<b>Session HCI edu (90min), Wednesday 15:30 to 17:00</b>	<b>Chair: Carolin Wienrich</b>
Human-centered Design of a Virtual Reality Training Simulation for Mass Casualty Incidents <b>(full)</b>	Henrik Berndt, Daniel Wessel, Tilo Mentler and Michael Herczeg
Branded Gamification in Technical Education <b>(full)</b>	Annika Sabrina Schulz, Franziska Schulz, Rúben Gouveia and Oliver Korn
Evaluating the Effects of Realistic Communication Disruptions in VR Training for Aerial Firefighting <b>(full)</b>	Rory Clifford, Simon Hoermann, Mark Billingham, Nicolas Marcadet, Hamish Oliver and Rob Lindeman
Enable an Innovative Prolonged Exposure Therapy of Attention Deficits on Autism Spectrum through Adaptive Virtual Environments	Chao Mei and Rongkai Guo
<b>Session EDU I (95min), Thursday 10:25 to 12:00</b>	<b>Chair: Carlo Harvey</b>
Effective Orbital Mechanics Knowledge Training Using Game Mechanics <b>(full)</b>	Sebastian Oberdörfer and Marc Erich Latoschik
Designing Augmented and Virtual Reality Applications with Pre-Service Teachers <b>(full)</b>	Kristina Bucher and Silke Grafe
Pathomon: A Social Augmented Reality Serious Game	Daniel Rapp, Jonas Müller, Kristina Bucher and Sebastian von Mammen
Game-Based Course Design: A New Approach for Effective Online Teaching	Wenting Weng, Amber Muenzenberger and André Thomas
Enhancing Progressive Education Through the Use of Serious Games	Belma Ramic-Brkic
<b>Session HCI tech I (90min), Thursday 13:30 to 15:00</b>	<b>Chair: Fotis Liarokapis</b>
Learnings and Challenges in Designing Gamifications for Mental Healthcare: The Case Study of the ReadySetGoals Application <b>(full)</b>	Panote Siriaraya, Valentijn Visch, Marierose van Dooren and Renske Spijkerman
A virtual nose as a rest-frame - the impact on simulator sickness and game experience <b>(full)</b>	Carolin Wienrich, Christine Weidner, Celina Schatto, David Obremski and Johann Habakuk Israel
On The Effect of a Personality-Driven ECA on Perceived Social Presence & Game Experience in VR <b>(full)</b>	Pejman Sajjadi, Philipp Cimiano, Stefan Kopp and Laura Hoffmann
How Real Can Virtual Become? The Relation between Simulation and Reality Exemplified by the Digital Experiment	Manuela Pietraß

<b>Session HCI tech II (90min), Thursday 15:30 to 17:00</b>	<b>Chair: John Edison Muñoz Cardona</b>
Comparison of Teleportation and Fixed Track Driving in VR <b>(full)</b>	Pall Lindal, Kamilla Johannsdottir, Unnar Kristjansson, Nina Lensing, Anna Stuehmeier, Annika Wohlan and Hannes Vilhjalmsson
Towards Serious Games and Applications in Smart Substitutional Reality <b>(full)</b>	Benjamin Eckstein, Eva Krapp and Birgit Lugin
An Embodied Learning Game using Kinect and Labanotation for Analysis and Visualization of Dance Kinesiology <b>(full)</b>	Ioannis Rallis, Apostolos Langis, Ioannis Georgoulas, Athanasios Voulodimos, Nikolaos Doulamis and Anastasios Doulamis
LUTE: A Locomotion Usability Test Environment for Virtual Reality	Bhuvaneswari Sarupuri, Simon Hoermann, Mary Whitton and Rob Lindeman
<b>Session EDU II (90min), Friday 10:25 to 12:00</b>	<b>Chair: Kristina Bucher</b>
Effectivity of Affine Transformation Knowledge Training Using Game Mechanics <b>(full)</b>	Sebastian Oberdörfer and Marc Erich Latoschik
Piloting two Educational Games in five European Countries: Teachers' Perceptions of Student Motivation and Classroom Engagement <b>(full)</b>	Jennifer Tiede and Silke Grafe
Assessment in Serious Alternate Reality Games <b>(full)</b>	Ronan Lynch, Bride Mallon and Cornelia Connolly
MoMaP – An interactive gamified app for the Museum of Mineralogy	Georgia Andritsou, Vivi Katifori, Vassilis Kourtis and Yannis Ioannidis
<b>Session TECH II (90min), Friday 13:30 to 15:00</b>	<b>Chair: Andreas Knote</b>
Efficient in-game communication in collaborative online multiplayer games	Fotios Spyridonis, Damon Daylamani-Zad and Margarita P. O'Brien
Measured and Perceived Physical Responses in Multidimensional Fitness Training through Exergames in Older adults	John Edison Muñoz Cardona, Afonso Gonçalves, Elvio Rubio Gouveia, Monica Cameirao and Sergi Bermúdez I Badia
A Multisensory 3D Environment as Intervention to Aid Reading in Dyslexia: A Proposed Framework	Martyn Broadhead, Damon Daylamani-Zad, Lachlan Mackinnon and Liz Bacon
Dynamic Systems Theory in Human Movement: Analysis Exploring Coordination Patterns by Angle-Angle Diagrams Using Kinect	John Muñoz, Felipe Villada, Oscar Henao, Maria Fernanda Montoya and Samuel Casanova
Towards Robust 3D Skeleton Tracking Using Data Fusion from Multiple Depth Sensors	Yuanjie Wu, Lei Gao, Simon Hoermann and Robert Lindeman

**Session TECH II** (90min), Friday 13:30 to 15:00

**Chair: Andreas Knote**

Image Warping using WebGL for a Smart Avatar Animating Body Weight Evolution

Georgios Bardis, Yannis Koumpouros, Nikolaos Sideris, Athanasios Voulodimos and Nikolaos Doulamis