

FDG 2022 SCHEDULE

LEGEND	
Yellow Sessions	Live Sessions
Green Sessions	Remote Sessions

Presentations are 20 mins. (max) including Q&A  
LBW Presentations are 15 mins. (max) including Q&A

Date	5-Sept, Mon		
Place	Room 1	Room 2	WS Room 1
09:00:00	Registration	Registration	
10:00:00	<b>Opening Remarks + Keynote: Kristine Jørgensen (Debugging "Transgression" in Games and Play)</b>		PCG Workshop
11:00:00	Coffee		
12:00:00	<b>1. Game Development Methods and Technologies (2/2 papers)</b> Cale Plut, Philippe Pasquier, Jeff Ens and Renaud Tchembebe. PreGLAM-MMM: Application and evaluation of affective adaptive generative music in video games Sasha Volokh and William G.J. Halfond. Static Analysis for Automated Identification of Valid Game Actions During Crawling	<b>3. Beyond 1 (3/7)</b> Amogh Joshi, Christos Mousas, D. Fox Harrell and Dominic Kao. Exploring the Influence of Demographic Factors on Progression and Playtime in Educational Games Marcello A. Gómez-Maureira, Max van Duijn, Carolien Rieffe and Aske Plaat. Academic Games - Mapping the Use of Video Games in Academic Contexts Edward Melcer and Oleksandra Keehl. Zen Hanzi: A Game for Raising Hanzi Component Awareness	PCG Workshop
13:00:00		<b>3. Beyond 2 (3/7)</b> Renata Ntella. Manifesting Desire via Playful Mechanics in Tarot Readings Sarah Schoemann, Elaissa Hardy and Betsy Disalvo. Hemonauts: Exploring In-Game Remediation for Health Literacy and STEM Learning	PCG Workshop
14:00:00	Lunch Break		
15:00:00	<b>LBW Session 1 (4/15)</b> Jonathan Lessard and Antoine Beuchesne. Automatic Interactive Documentation for Emergent Story Discovery Chintan Trivedi, Konstantinos Makantasis, Antonios Liapis and Georgios N. Yannakakis. Game State Learning via Game Scene Augmentation Antonio José Planells de la Maza and Víctor Navarro-Remesal. Hybrid Ludomethodologies: Mythanalysis, tradition, and contemporaneity in Death Stranding Mikhail Fiadotau. Small, personal videogames about mental health: An informal survey of Bitsy games	<b>3. Beyond 3 (1/7)</b> Solip Park, Perttu Hämäläinen, Annakaisa Kullima, Laia Turmo Vidal, Segura and Dennis Reidsma. Tactics and Challenges in Move to Design - A snapshot of playful movement-based interaction designers' experience during Covid-19 era Kristen Grinyer, Sara Czerwonka, Adrian Alvarez, Victoria McArthur, Audrey Grouard and Robert Teather. Massively Multiplayer Online Role-Playing Games on Promoting Social Well-Being in the COVID-19 Pandemic Johanna Pirker, Enrica Loria, Alexander Kainz, Johannes Kopf and Andreas Dengel. Virtual Reality and Education -- The Steam Panorama	PCG Workshop
16:00:00	<b>2. Computer-Human Interaction and Player Experience (2/2) &amp; 6. Game Criticism and Analysis (1/4)</b> Alexander Cöbun, Casper Hartevelde and Christoffer Holmgård. Ticket to the Mind: A Mobile Eye-Tracking Exploration of Game Media and Cognitive Functions Gianluca Guglielmo, Paris Mavroumoustakos Blom, Michal Kiniewicz and Pieter Spronck. Blink To Win Carly Kocurek. Sparklier Worlds: Understanding Games for Girls as Style Intervention	<b>4. Game Analytics and Visualization (2/2)</b> Stefan Marshall, Paris Mavroumoustakos-Biom and Pieter Spronck. Enabling Real-Time Prediction of In-game Deaths through Telemetry in Counter-Strike: Global Offensive Yu Jiang, Tian Min, Sizheng Fan, Rongqi Tao and Wei Cai. Towards Understanding Player Behavior in Blockchain Games: A Case Study of Aavegotchi Simone Petrosino, Enrica Loria, Alexander Kainz and Johanna Pirker. The Panorama of Steam Multiplayer Games (2018-2020): A Player Reviews Analysis	GDMC tutorial
17:00:00	<b>Panel: The Role of Cultural Heritage in a De-centralized Gaming Industry of the Future</b>		GDMC tutorial
18:00:00	Reception drinks + best papers awards ceremony		

Date	6-Sept, Tue			
Place	Room 1	Room 2	WS Room 1	WS Room 2
09:00:00	<b>Panel: Ideologies of Scale in Procedural Content Generation</b>			
10:00:00	<b>8. Games &amp; Humanities 1 (3/4)</b> Ian Larson. Privileging the Past: Problematic and Gendered Rhetoric in Retrogaming Content Renard Gluzman and Vered Pnueli. Envisioning a cosmopolitan age for gaming. A case study of speculative future for the Israeli games industry. Zoey Reyes and Joshua Fisher. The Impacts of Virtual Reality Avatar Creation and Embodiment on Transgender and Genderqueer Individuals in Games	<b>7. Game Design and Player Experience (3/7)</b> John Aycock, Shankar Ganesh, Katie Bittner, Paul Allen Newell and Carl Therrien. The Sincerest Form of Flattery: Large-Scale Analysis of Code Re-Use in Atari 2600 Games Kutub Gandhi, Josh Aaron Miller and Seth Cooper. "Philosophy is Seeped into Every Brick" - Weaving Philosophical Elements into Mass-Market Games	Tabletop Games Workshop	
11:00:00	Coffee			
12:00:00		<b>7. Game Design and Player Experience (3/7) + 8. Games &amp; Humanities 2 (1/4)</b> Charline Foch and Ben Kirman. "The game doesn't judge you": game designers' perspectives on implementing failure in video games. Mathieu Muratet, Amel Yessad and Thibault Carron. How to assist designers model learning games with Petri nets? Robin Sloan, Martin Lynagh, Hailey Austin and Hayley Brown. Transnational development cultures: Navigating production, market, and cultural difference within European-Chinese game development teams	Tabletop Games Workshop	
13:00:00	Lunch Break			
14:00:00	<b>LBW Session 2 (4/15)</b> Mattia Thibault, Daniel Fernández Galeote, Joseph Macey and Henrietta Jylhä. Forests in Digital Games - An Ecocritical Framework Mijael Ricardo Bueno Perez and Rafael Bidarra. The TaleMaker database of mixed-initiative co-created stories Nele Van de Mosselaer. Genetic Game Criticism Zampeta Legaki and Mattia Thibault. Gamified Educational Software for Data Literacy - A Research Through Design Approach to GANDALF	<b>7. Game Design and Player Experience (1/7)</b> Atiya Nova, Stevie Sansalone, Raquel Robinson and Pejman Mirza-Babaei. Charting the Uncharted with GUR: How AI Playtesting Can Supplement Expert Evaluation Lynda Clark and Divij Sood. Working Backwards: Creating a Narrative Generation System Using Idealized Creative Writing Outputs Chaima Jemmal, Magy Seif El-Nasr and Seth Cooper. The Effects of Adaptive Procedural Levels on Engagement and Performance in a Programming Educational Game	Doctoral Consortium	Demo Sessions
15:00:00	<b>LBW Session 3 (4/15)</b> John P. Healy and Charlie Cullen. Where is the Space for Creativity in Game Design Projects? Mehmet Kosa and Pieter Spronck. An Exploratory Study on the Purchase Intentions of Modern Board Games Tasos Papagiannis, Georgios Alexandridis and Andreas Stafylopatis. State similarity based Rapid Action Value Estimation for general game playing MCTS agents Elena Dzardanova and Vlasios Kasapakis. First Impressions Matter! IVR Haptic Feedback Effect on User Perception Towards Non-Player Characters		Doctoral Consortium	Demo Sessions
16:00:00	<b>Keynote: Siddhartha Sen [Microsoft] (Characterizing Human Playing Style in Games)</b>			
EVENING	Conference dinner (included in the registration fee, yay)			

Date	7-Sept, Wed		
Place	Room 1	Room 2	WS Room 1
09:00:00	<b>Panel: Research-creation as an Applied Method in Game Studies</b>		Digital Games in and for Academic Context
10:00:00	<b>5. Game AI 1 (3/9)</b> Jean-Baptiste Hervé and Christoph Salge. Automated Isovist Computation for Minecraft	<b>6. Game Criticism and Analysis (3/4)</b> Florence Smith Nicholls and Michael Cook. The Dark Souls of Archaeology: Recording Elden Ring	Digital Games in and for Academic Context
	Dagmar Loftsdóttir and Matthew Guzdial. SketchBetween: Video-to-Video Synthesis for Sprite Animation via Sketches	Xavier Ho, Remedios Perez Escobar and Natalie Tran. Queer Indie Games on itch.io, 2013-2022	
	Mijael Ricardo Bueno Perez and Rafael Bidarra. Mixed-initiative story co-creation with TaleMaker	Andrei Zanescu. Designing Magic: The Gathering's Amonkhet: Egyptianness and the Limitations of Cultural Resonance	
11:00:00	Coffee		
12:00:00	<b>5. Game AI 2 (3/9)</b> Mark Ferguson, Sam Devlin, Daniel Kudenko and James Walker. Imitating Playstyle with Dynamic Time Warping Imitation		Digital Games in and for Academic Context
	Alberto Alvarez, Jose Font and Julian Togelius. Story Designer: Towards a Mixed-Initiative Tool to Create Narrative Structures		
	Dimitris Vatsakis, Paris Mavromoustakos-Blom and Pieter Spronck. An Internet-assisted Dixit-playing AI		
13:00:00	Lunch Break		
14:00:00	<b>5. Game AI 3 (3/9)</b> Matthew Barthel, Ahmed Khalifa, Antonios Ljapis and Georgios N. Yannakakis. Generative Personas That Behave and Experience Like Humans		Digital Games in and for Academic Context
	Michael Green, Ahmed Khalifa, M Charity and Julian Togelius. Persona-driven Dominant/Submissive Map (PDSM) Generation for Tutorials		
	Nathan Partlan, Luis Soto, Jim Howe, Sarthak Shrivastava, Magy Seif El-Nasr and Stacy Marsella. EvolvingBehavior: Towards Co-Creative Evolution of Behavior Trees for Game NPCs		
15:00:00	<b>5. Game AI 4</b> Markus Eger. Instant Architecture in Minecraft using Box-Split Grammars		Digital Games in and for Academic Context
	Robert Bishop and David Churchill. The Effects of Human-like Modifications to Heuristic Action Evaluation in Video Game Pathfinding		
	Abdelrahman Madkour, Stacy Marsella and Casper Harteveld. Towards Non-Technical Designer Control over PCG Systems: Investigating an Example-Based Mechanism for Controlling Graph Grammars		
16:00:00	<b>Keynote: Konstantinos Dimopoulos (Playing with the Building Blocks of Utopia)</b>		
EVENING	Guided tour of the old city		

Date	8-Sept, Thu		
Place	Room 1	Room 2	WS Room 1
09:00:00	<b>LBW Session 4 (3/15)</b>		Metaverse
	Mattia Thibault. ROOT. Woodland Ideologies in a Fantasy Game		
	Mika Hämmäläinen, Khalid Alnajjar and Thierry Poibeau. Video Games as a Corpus: Sentiment Analysis using Fallout New Vegas Dialog		
10:00:00	Daniel Fernández Galeote, Marius Diamant, Kristofers Volkovs, Chubo Zeko, Mattia Thibault, Nikoleta-Zampeta Legaki and Juho Hamari. Understanding the Game-based Learning Experience: A Framework of Frictions Between Design and Play		Metaverse
	<b>Reflection Papers</b>		
	Christoph Salge, Claus Aranha, Adrian Brightmoore, Sean Butler, Rodrigo de Moura Canaan, Michael Cook, Michael Green, Hagen Fischer, Christian Guckelsberger, Jupiter Hadley, Jean-Baptiste Hervé, Mark R. Johnson, Quinn Kybartas, David Mason, Mike Preuss, Tristan Smith, Ruck Thawonmas and Julian Togelius. Impressions of the GDMC AI Settlement Generation Challenge in Minecraft		
	Henrik Warpefelt. A Gap in Games Research - Reflecting on Two Camps and a Bridge		
11:00:00	Coffee		
12:00:00	<b>Keynote: Katta Spiel (The Disabled) Surrogate Body in Play )</b>		
13:00:00	Lunch Break		
14:00:00	<b>Closing + Presentation and launch of #FDG23</b>		