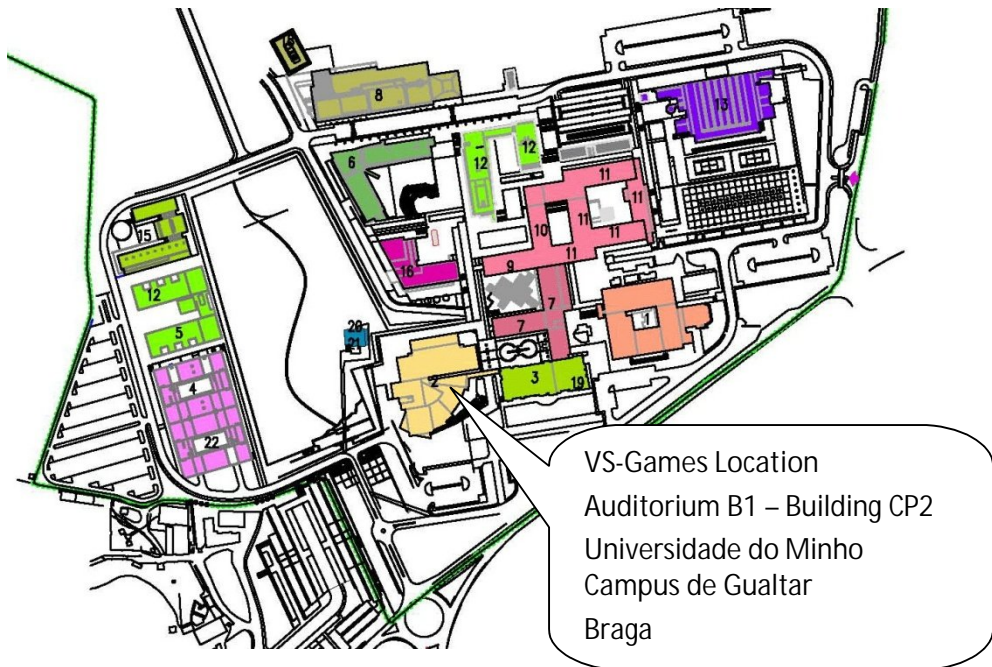


CONFERENCE LOCATION: Map of the University Campus in Gualtar, Braga



HOTEL LOCATION

<p>Albergaria Bracara Augusta Avenida Central 134 4710 Braga geral@bracaraaugusta.com Tel.: +351 253 206 260 http://www.bracaraaugusta.com/</p>	<p>Albergaria Sra-A-Branca Largo da Senhora-a-Branca 4710 Braga albergariasrabranca@oninet.pt Tel.: +351 253 269 938 http://www.albergariasrabranca.pt/</p>
<p>Hotel D. Sofia Largo S. João do Souto, 131 4700 326 Braga hotel.d.sofia@sapo.pt Tel.: +351 253 263 160 http://www.hoteldonasofia.com/hotel</p>	<p>Hotel da Estação Largo da estação, nº 13 4700-223 Braga mghoteldaestacao@htilthotels.com Tel.: +351 253 218 381 http://www.htilthotels.com</p>

CITY MAP



HOW TO GET TO BRAGA

Flying to Porto (50 km) :

- From the airport go to the Campanhã train station by catching the Metro dark blue line (<http://www.metroporto.pt/en/>)
- Take the train to Braga (trains every half hour from 06h00 to 23h45)
- Once in Braga take a taxi to your hotel (except if you are staying in Hotel da Estação: it is right in front of the train station)

Flying to Lisbon (400 km) :

- From the airport go to the train station, "Gare do Oriente", by bus n°5 or by taxi (<http://www.carris.pt/en/home/>)
- Take the Alfa train to Braga (07h09, 14h09, 16h09 or 19h09; 31.00 €, ~3h22m)
- Once in Braga take a taxi to your hotel

From the Hotel to the University Campus :

Hotel da Estação : bus n° 43 - runs from the train station to the Campus

Other hotels : ask at the hotel reception which bus to catch. Walking from the City Center to the University Campus takes about 20..25 minutes

Thursday, 25th March, 2010

08h45	Opening Session	
09h00	Keynote 1 - Kathleen Tyner "An Array of Play: Games for Living and Learning"	(Chair: Alberto Proença)
10h00	Coffee-Break	
10h30	Session 1 – Techniques and Frameworks "Randomly Generated 3D Environments for Serious Games", J. Noghani, F. Liarokapis and E. Anderson "Animating Gaze Shifts for Virtual Characters based on Head Movement Propensity", C. Peters "An Agent framework for a Modular Serious Game", P. Jepp, M. Fradinho and J. M. Pereira "An Engine Selection Framework for High Fidelity Serious Games", P. Petridis, I. Dunwell, S. de Freitas and D. Panzoli	(Chair: Kurt Debattista)
12h30	Lunch	
14h00	Session 2 – Serious Applications "Fostering Agriculture Environmental Awareness", R. Prada, D. Dias, H. Prendinger and A. Nakasone "Validation of Serious Games Attributes Using the Technology Acceptance Model", A. Yusoff, R. Crowder and L. Gilbert "PlayScrum - A Card Game to Learn the Scrum Agile Method", J. M. Fernandes and S. M. Sousa "On the expeditious modelling of buildings", D. S. S. Santos, M. Dionísio, N. Rodrigues and A. Pereira	(Chair: Fotis Liarokapis)
16h00	Coffee Break	
16h30	Session 3 – Short and Poster Papers "Serious games for geographical field skills: an exploration", S. Ashfield, C. Jarvis and J. Kaduk "Augmented Reality Game Design for Upper-Limb Stroke Rehabilitation", J. Burke, M. McNeill, D. Charles, P. Morrow, J. Crosbie and S. McDonough "A Digital Game Development Education Project", N. Rodrigues, R. Simões and J. Vilaça "The Waiter Game. Structure and Development of an Hospitality Training Game", L. Cantoni and N. Kalbaska "Levels of Interaction: A User-Guided Experience in Large-Scale Virtual Environments", D. Panzoli, C. Peters, I. Dunwell, S. Sanchez, P. Petridis, A. Protopsaltis, V. Scesa and S. de Freitas "Facial Expression Tracking For Remote Conferencing Applications", P. Smith, S. Redfern	(Chair: Denis Gracanin)
18h15	Guimarães City Tour and Conference Dinner	

Friday, 26th March, 2010

09h00	<p>Session 4 – Health (Chair: Michael McNeil)</p> <p>“The Playability Evaluation of Virtual Baby Feeding Application”, Alena Petrasova, Julie Farrer, Silvester Czanner, Alan Chalmers and Dieter Wolke</p> <p>“Assessing nurses' acceptance and perceived usefulness of a serious game for emergency medical services”, Alberto Cabas Vidani, Luca Chittaro and Elio Carchietti</p> <p>“Design of 3D virtual neuropsychological rehabilitation activities”, Sergi Grau, Dani Tost, Ricard Campeny, Sergio Moya and Marcel Ruiz</p>
10h30	Coffee-Break
11h00	<p>Session 5 –User Studies (Chair: Kathleen Tyner)</p> <p>“Attentional Cueing in Serious Games”, Erik Van der Spek, Herre Van Oostendorp, Pieter Wouters and Laurens Aarnoudse</p> <p>“Exploiting Audio-Visual Cross-Modal Interaction to Reduce Computational Requirements in Interactive Environments”, Vedad Hulusic, Kurt Debattista, Vibhor Aggarwal and Alan Chalmers</p> <p>“Social Traps in Second Life”, Shaimaa Lazem and Denis Gracanin</p>
12h30	Lunch
14h00	<p>Session 6 – Virtual Worlds (Chair: Sara de Freitas)</p> <p>“Towards an Experimental Methodology of Virtual World Research”, Travis Ross and Robert Cornell</p> <p>“A Refined Workflow for Designing Virtual Worlds for Collaborative Learning”, Andreas Schmeil, Michael Steinbusch and Béatrice Hasler</p> <p>“Context Sensitive Interaction Interoperability for Serious Virtual Worlds”, Hussein Ahmed and Denis Gracanin</p> <p>“Privacy challenges and methods for virtual classrooms in Second Life Grid and OpenSimulator”, Andreas Vilela, Márcio Cardoso, Daniel Martins, Arnaldo Santos, Lúcia Moreira, Hugo Paredes, Paulo Martins and Leonel Morgado</p>
16h00	Coffee Break
16h30	<p>Keynote 2 - Dr. Sara de Freitas (Chair: Luís Paulo Santos)</p> <p>“The power of immersive experiences: can we really learn through play?”</p>
17h30	Closing Session