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<td>Key Note 2: Dag Stanaes</td>
<td>Session 8: Games for Health</td>
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<td>Key Note 1: Kris Staber</td>
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<td>Session 6: Poster and Demo Madness</td>
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<td>12:00 Wrap Up, Best Paper Award</td>
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<td>14:00 TC 14 Meeting at OMP (S14)</td>
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<td>Workshops/Doctoral Consortium at WS29</td>
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<td>Conference Dinner at Aller's AKH</td>
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Workshops and Doctoral Consortium (WS 29)

**Game Accessibility** (27.9., WS 29- Seminarraum 4, 13:00-17:00)

Organized by Jérôme Dupire and Thomas Westin

Game accessibility has been researched since the beginning of the game industry for inclusion of people with special needs. However, mainstream games have generally been inaccessible for many people with disabilities. Since October 2015 the Communications and Video Accessibility Act (CVAA) in the USA requires game consoles and distribution platforms to be accessible, while game software is excluded until January 2017. Although the CVAA is a legislation in the USA for companies with more than 30 employees, it has already had international impact as USA is one of the largest game markets. This strong change in the digital entertainment landscape has to be taken into account by researchers in order to aid the game industry to meet this new requirement.


**Constructing and Experimenting Pervasive, Gamified Learning** (27.9., WS 29- Seminarraum 5, 13:00-17:00)

Organized by J. M. Baalsrud Hauge, I. A. Stanescu, A. Stefan, T. Lim, and S. Arnab

Successfully blending real and virtual learning experiences remains challenging. Advances in mobile devices and especially in location-based technology have brought new opportunities for game-based, context-regulated experiences. Researchers and game designers have made efforts to model and manage the user context data, devices, and pervasive spaces, in order to enhance user experience. Recent successes in pervasive gaming, e.g. Pokemon GO, open new territories for explorations and applicability in learning contexts.


**Doctoral Consortium** (27.9., WS 29- Seminarraum 3, 13:00-17:00)

Organized by Esteban Clua

The Doctoral Consortium provides an opportunity for doctoral students to explore and develop their research interests in an interdisciplinary workshop, under the guidance of a panel of distinguished researchers.
Main Conference (OMP)

Keynotes (Sky Lounge)

Kris Staber (28.9., 09:15-10:15)

About Arx Anima

Arx Anima is an award-winning boutique animation studio specializing in high-end character animation & development. The studio in conveniently located in central Europe Vienna, and boasts a highly skilled international roster of animators, concept-artists, TD's, modelling, shading, rendering and compositing artists. We strongly believe that the best people produce the best results. Arx Anima’s infrastructure is state of the art and built for high volume production. The studio is proud of its high-caliber clients, including Walt Disney Studios, gaming giant Outfit 7, and a long list of advertising, vfx and games clients. Arx Anima’s work has been showcased in cinemas and both national and international television, festivals and new digital venues like the Walt Disney Interactive Channel, London Royal Opera House and London Olympics 2012.

In his talk, Kris Staber will tell about the history of Arx Anima, its past and current projects, and the special challenges of the business today and predicted in the near future.
Dag Svanæs (29.9., 09:00-10:00)

Bio
Dag Svanæs has been in computing since the dawn of the personal computer in the 1980s. His academic trajectory goes from a master thesis on logic programming to a focus on human-computer interaction, resulting in a PhD on the philosophy of interactivity in 2000. He has been involved in projects ranging from compiler construction, to universal design, educational software, health informatics, maker culture, and game design. He is currently managing the User Experience Lab at NTNU, and leading a project on exercising games for physical rehabilitation and active ageing. His current interest is on body-centric design, inspired by the phenomenology of the French philosopher Merleau-Ponty. To illustrate some of his points, he has built a 3D-printed computer-controlled mechanical human tail that he will demo during his keynote.
Svanæs is full professor of Interaction Design at the Department of Computer and Information Science, Norwegian University of Science and Technology in Trondheim, Norway. He is also adjunct professor at the IT-University of Copenhagen, Denmark.

Abstract
As designers we always have implicit assumptions about the users and the use situations for our products. Design methods such as personas and use scenarios enable us to make these assumptions explicit, thus making them open to scrutiny within a design team. Personas and use scenarios describe the specifics of the intended users and the use situations for a specific product, such as the users’ age, gender, and skill set, and in what physical and social context the product is intended to be used. It is rather obvious that these assumptions shape design. A product intended for teenagers in the artic will be different from a version of the product intended for elderly in the tropic. But as designers we also carry with us assumptions about users and use situations of a more fundamental kind; our assumptions about people and their relation to the world in general. These assumptions are rarely made explicit during the design process, but they still shape design. To make these assumptions explicit, we must turn to psychology, the social sciences and philosophy, field of science that ask questions about human nature. In this keynote I will explore one aspect of these assumptions, those related to the human body, and show how our theories of the body shape design. I will contrast the prevalent third person perspective of the body that has been with us since the philosophers of ancient Greece with the first-person “lived body” perspective of the French philosopher Merleau-Ponty. The first-person perspective on the body sees it as intelligent, skilful, purposeful, expressive, learning and with a memory of its own. Reframing the body in this way confronts us with the Cartesian mind-body split, thus forcing us to question our concepts of mind. This leads us from "mind-centric" to "body-centric" design. How will body-centric game and entertainment design be different from the traditional approach of designing for the mind? This question will be explored through a number of design examples, including mechanical body extensions for theatre settings, and exercising games for physical rehabilitation.
**Paper Sessions (Sky Lounge)**

**Session 1: Games for Learning (28.9., 10:30-12:30)**  
*Session Chair: Dupire*

- Using Gamification Mechanisms and Digital Games in Structured and Unstructured Learning Contexts  
  *Ioana Andreea Stanescu, Antoniu Stefan, and Jannicke Madeleine Baalsrud Hauge*

- The Challenge to Nurture Challenge - Students Perception of a Commercial Quiz App as a Learning Tool  
  *Heinrich Söbke and Laura Weitze*

- Game System of Coordination Skills Training for Elderly People  
  *Nobumitsu Shikine, Yuki Hayashi, Takeshi Akiba, Mami Tanasaki, and Junichi Hoshino*

- Success Factors for Applied Game Projects - An Exploratory Framework for Practitioners  
  *Ralf Schmidt, Mirco Zick, Burkhard Schmidt, and Maic Masuch*

*Session Chair: Westin*

- Integrating and Inspecting Combined Behavioral Profiling and Social Network Models in Destiny  
  *Andre Rattinger, Günter Wallner, Anders Drachen, Johanna Pirker, and Rafet Sifa*

- How Playstyles Evolve: Progression Analysis and Proiling in Just Cause 2  
  *Johanna Pirker, Simone Griesmayr, Anders Drachen, and Rafet Sifa*

- Evaluating Experiences in different Virtual Reality Setups  
  *Volker Settgast, Johanna Pirker, Stefan Lontschar, Stefan Maggale, and Christian Gütl*

- EyeCo: Effects of Shared Gaze on Social Presence in an Online Cooperative Game  
  *Bernhard Maurer, Michael Lankes, Barbara Stiglbauer, and Manfred Tscheligi*

**Session 3 (short papers): Entertainment for Purpose and Persuasion (28.9., 16:00-17:30)**  
*Session Chair: Hofmann*

- Metry Mouse Missions: An Interactive, Geometric Obstacle Course of Daredevil Proportions  
  *Günter Wallner, Lauri Galbreath, and Simone Kriglstein*

- Promoting Stretching Activity with Smartwatch - A Pilot Study  
  *SinJae Lee, SangBin Kim, and JungHyun Han*

- Evaluation and Redesign of a Curriculum Framework for Education About Game Accessibility  
  *Thomas Westin and Jerome Dupire*

- User Interface Prototyping for Handheld Mobile Augmented Reality Applications  
  *Antonia Kampa, Kathrin Stöbener, and Ulrike Spierling*

- Productive Gaming  
  *Ulrich Brandstätter and Christa Sommerer*
Session 4: Entertainment Technology (29.9., 10:30-12:30)
Session Chair: Masuch

Avatar Density Based Client Assignment
Lutz Behnke, Sven Allers, Qi Wang, Christos Grecos, and Kai von Luck

A Hybrid Game Contents Streaming Method: Improving Graphic Quality Delivered on Cloud Gaming
Kar-Long Chan, Kohei Ichikawa, Yasuhiro Watashiba, Uthayopas Putchong, and Hajimu Iida

Anyboard: a Platform for Hybrid Board Games
Simone Mora, Tomas Fagerbekk, Matthias Monnier, Emil Schroeder, and Monica Divitini

The Concept of Pervasive Virtuality and its Application in Digital Entertainment Systems
Luis Valente, Bruno Feijo, Alexandre Ribeiro, and Esteban Clua

Session 5 (short papers): Digital Games and Interactive Entertainment (29.9., 13:30-15:15)
Session Chair: Jaccheri

Designing Shared Virtual Reality Gaming Experiences in Local Multi-Platform Games
Stefan Liszio and Maic Masuch

Identifying Onboarding Heuristics for Free-to-Play Mobile Games: A Mixed Methods Approach
Line E. Thomsen, Falko W. Petersen, Anders Drachen, and Pejman Mirza-Babaei

A Revisit of the Measurements on Engagement in Videogames: A New Scale Development
Amir Zaib Abbasi, Ding Hooi Ting, and Helmut Hlavacs

Geometric Representations for Subjective Time in Digital Narratives
Nikitas M. Sgouros

Solving the Sophistication-Population Paradox of Game Refinement Theory
ShuoXiong, Parth Pankaj Tiwary, and Hiroyuki Iida

3D Visualisation of Cultural Photographic Collections - Development of the PAV 3D (Photographic Archive Visualisation) Application
Artur Lugmayr

Session 6: Poster and Demo Madness (29.9., 15:15-15:30)
Session Chair: Hlavacs

Presenters of posters and demos have 1 slide and 1 minute to introduce their work.
Session 7: Posters (Sky Lounge) and Demos (Seminarraum 14) *(29.9., 16:00-17:30)*

Enrichment of Story Reading with Digital Media  
*Pedro Ribeiro, IdoIurgel, Wolfgang Müller, and Christian Ressel*

Vancouver Maneuver: Designing a Cooperative Augmented Reality Board Game  
*Alexander Golombek, Michael Lankes, and Jürgen Hagler*

A Revisit of the Measurements on Engagement in Videogames: A New Scale Development  
*Amir Abbasi, Ting Hooi and Helmut Hlavacs*

Designing Serious Games for Pro-Social Causes  
*Mikel Polzer und Helmut Hlavacs*

Low-level sensor data handling and control system creation or Robot dance fun?  
*David Obdrzalek*

Robimo Multicopters  
*David Mirk and Andreas Janecek*

Various hands-on projects from Entertainment Computing @ University of Vienna

Session 8: Games for Health *(30.9., 09:00-10:30)*  
**Session Chair: Sgouros**

A Grammar-based Framework for Rehabilitation Exergames  
*Victor Fernandez-Cervantes, Eleni Stroulia, and Benjamin Hunter*

Two Experimental Virtual Paradigms for Stress Research: Developing Avatar-based Approaches for Inter-personal and Evaluative Stressors  
*Oswald D. Kothgassner, Helmut Hlavacs, Leon Beutl, Lisa M. Glenk, Rupert Palme, and Anna Felnhofer*

Little Fitness Dragon: A Gamified Activity Tracker (short paper)  
*Isabelle Kniestedt and Marcello A. Gomez Maureira*

Mindtraining: Playful Interaction Techniques for People with Dementia (short paper)  
*Elisabeth Hackner and Michael Lankes*

Session 9: Experience Factors *(30.9., 11:00-12:00)*  
**Session Chair: Hauge**

Proposing a New Conceptual Model Predicting Consumer Videogame Engagement Triggered Through Playful Consumption Experiences  
*Amir Zaib Abbasi, Ding Hooi Ting, and Helmut Hlavacs*

Accelerating the Physical Experience of Immersive and Penetrating Music Using Vibration-motor Array in a Wearable Belt Set  
*Tomoko Yonezawa, Shota Yanagi, Naoto Yoshida, and Yuki Ishikawa*
Workshop and Doctoral Consortium Location

WS 29    Währinger Straße 29
           1090 Vienna
Workshops and Doctoral Consortium
Seminarraum 3, Seminarraum 4, and Seminarraum 5 (Basement 1)
Main Conference Location

**OMP**
Oskar-Morgenstern-Platz 1
1090 Vienna
Paper and Poster Presentations:
Sky Lounge (Top Floor)
Demos and TC14 Meeting:
Seminarraum 14 (2nd Floor)
Welcome Reception

- **When:** 27.9, 17:00
- **Where:** OMP (Oskar-Morgenstern-Platz 1) Sky Lounge (Top Floor)

Walk from WS 29 to OMP:
**Vienna City Guided Tour**

A guided walk through the historic first district.

Approx. duration: 2 hours

- **When:** 28.9, 18:30
- **Where:**
  - 18:10 – Oskar-Morgenstern-Platz 1 (OMP), entrance (building of the conference)
  - 18:30 – Entrance of the historic main building of the University of Vienna, Universitätsring 1 (walk starts here)

**Walk from OMP to University of Vienna, Universitätsring 1:**
Conference Dinner

- When: 29.9, 19:30
- Where: Stiegl Ambulanz
  Alser Straße 4
  1090 Vienna

Walk from OMP to Stiegl Ambulanz: