

Day 1	June 29, 2009 (Monday)					
8:00-8:30	Registration					
8:30-8:45	Conference Opening (Venue: Auditorium)					
8:45-9:30	<p align="center">Guest-of-Honor Opening Speech: The Future of Ultra Realistic, Pervasive, Mobile and Online Media</p> <p align="center">Guest-of-Honor: Mr Michael Yap, Executive Director, Interactive & Digital Media Program Office, National Research Foundation, and Deputy CEO, Media Development Authority, Singapore</p>					
9:30-9:50	Tea Break and Poster/Laptop Presentation					
	Oral Presentation					
9:50-11:50	Session: O-1	Venue: Function Room 1	Session: O-2	Venue: Function Room 2	Session: O-3	Venue: Function Room 3
	Track: EduLearn	Focus: Content	Track: Design	Game Focus: Methodology	Track: Virtual Communities	Focus: Technology
	Session Chairs: Profs David Crookall & Ma. Mercedes Rodrigo		Session Chair: Prof Willy Kriz		Session Chair: Prof Fiona Nah	
	110163: 3 Generations of Knowledge in Learning Games. Thomas Duus Henriksen		110024: Games classifications and Learning Games Design. Christelle Mariais <i>et al.</i>		110016: Simulation and Gaming for Visual Intelligent Behaviour. Gijs B. Roest	
	110068: BotsInBox: How Kids Learn Programming Robots by Mixing Simulation and Reality. Serge Stinckwich & S'éverin Lemaignan		110144: Exploring Mod Games: Comparative Case Study Between PC Game and Console Mod. Bo-Mee Yoo & Seoung-Ho Ryu		110056: Leadership Research In Video Games. Ugur T. Kaplancali <i>et al.</i>	
	110086: Games in Teaching in Singapore Schools. Elizabeth Koh <i>et al.</i>		110052: A Conceptual Agent-Based Model to Explore Biases in a Role Playing Game Outcomes. Emmanuel Dubois <i>et al.</i>		110157: BuzzSpace: Virtual World-Based Game for Youth Engagement. Shamim Akhtar & Ori Sasson	
	110017: The Dynamics of Affective and Behavioral Transitions in a Pre-algebra Game. Ma. Mercedes Rodrigo		110005: A New Approach to Game Development using Workflow and XNA. Amin Roudaki & Mahmood Doroodchi		110089: Inventing Games of Affix for Vocabulary Learning. Margaret Chen	
	110103: The Colonisation of Southeast Asia - A Games Approach to Teaching and Assessment. Teck Huat Lim		110134: Defining the Development Pipeline for Meaningful Play. Robert L. Appelman		110109: Engineering Modeling and Simulation in Second Life. Zhuang Jie Chong, Rongdong Yu & Yiyu Cai	
110197: Objectification: appreciating the object-oriented paradigm through role-play. Andrew Martin		110042: Agile Game Development: Lessons Learned from Software Engineering. Rens Kortmann & Casper Hartevelde				
11:50-13:00	Lunch Break and Poster/Laptop Presentation					
13:00-14:00	<p align="center">Keynote #1: What Game Are You Really Playing? - How Culture Changes the Rules", Venue: Auditorium</p> <p align="center">Speaker: Prof Gert Jan HOFSTEDT, Wageningen University, The Netherlands</p>					
	Oral Presentation					
14:00-15:40	Session: O-4	Venue: Function Room 1	Session: O-5	Venue: Function Room 2	Session: O-6	Venue: Function Room 3
	Track: EduLearn	Focus: Content	Track: Design	Game Focus: Methodology	Track: Virtual Reality	Focus: Technology
	Session Chairs: Profs David Crookall & Ma. Mercedes Rodrigo		Session Chair: Prof Willy Kriz		Session Chair: Prof JM Zheng	
	110174: Investigating Fun and Learning in Educational Games using the Repertory Grid Technique. Sharon Lynn Chu Yew Yee & Tim Marsh		110034: Role Play as a Medium of Social Learning. Hector Rodriguez		110162: Using Periodic T-Spline Surface for Virtual Reality Applications. Yimin Wang & Jianmin Zheng	
	110195: Harnessing Commercial Off the Shelf (COTS) Video Games in Special Education: A Retrospective Reflection of Pedagogy and Learning Observed With Three Autistic Children In Game Play. Kee Kiak Nam		110061: Towards a Formal Instructional Design for Employing Game Technology for Training and Education. Ryan McAlinden & John Hart		110105: The VR Elements of Geometry. Wenyu Chen & YY Cai	
	110176: Virtual Reality Classroom@ River Valley High School. Ban Hoe Chow & Kah Lay So		110124: Game Challenges and Difficulty Levels: Lessons Learned From RPGs. Barbaros Bostan & Sertac Ogut		110072: Technology and Skills for 3D Virtual Reality Serious Gaming: "Look Before You Leap". Ronald Poelman & Michele Fumarola	
110148: Gameplay Design as Didactic Design. Staffan Bjork				110193: A Multi-Player, Mixed Reality Bicycle Racing Gaming System. Jasleen Singh & Yap Fook Fah.		
15:40-16:00	Tea Break and Poster/Laptop Presentation					
	Interactive Session					
16:00-18:00	Session: I-1	Session: I-2	Session: I-3	Session: I-4	Session: I-5	Session: SchoolVisit-1
	110100: Bags & Folders: On A Roll For Learning.	110014: Unwritten rules change the game: re-purposing an old game for an international world.	110101: Colonisation of Southeast Asia -A Hands-on Workshop on using Game-based Approaches in Teaching and Learning	110075: Gaming in e-learning.	110186: Teaching and Learning a Foreign Language Using a Simulation Game.	Visit to FutureSchool@ Hwa Chong Institution
	Venue: Function Room 1	Venue: Function Room 2	Venue: Function Room 3	Venue: COM1/B12	Venue: COM1/B09	Assemble at Function Room 3@ 3:50pm before moving to HCI by shuttle bus
	Organizer: Joan K Teach	Organizers: Gert Jan Hofstede & Elizabeth J Tipton Murff	Organizer: Teck Huat Lim	Organizer: Mylène Catel	Organizers: Anne Villems & Pieter van der Hijden	Organizer: Bimlesh Wadhwa
	Participants: 35 or more	Participants: Max 24	Participants:	Participants:	Participants: 10-30	Participants: Max 15
			Assemble at Function Room 4 at 3:50pm before moving to the venue by shuttle bus	Assemble at Function Room 4 at 3:50pm before moving to the venue by shuttle bus	Please email dcsbw@nus.edu.sg to secure a seat	
18:30 -	<p align="center">Evening Event - Welcome Reception</p> <p align="center">ISAGA Steering Committee Meeting, Venue: Function Room 2</p>					