

Day 2		June 30, 2009 (Tuesday)					
8:00-8:30		Registration					
8:25-8:30		Conference Update (Venue, Auditorium)					
8:30-9:30		Keynote #2: The Power of Immersive Experiences: Using serious games and virtual worlds to enrich social interactions and create new spaces Venue: Auditorium Speaker: Professor Sara de FREITAS, Director of Research, the Serious Games Institute, the University of Coventry, U.K					
9:30-9:50		Tea Break and Poster/Laptop Presentation					
		Oral Presentation					
9:50-11:50	Session: O-7	Venue: Function Room 1	Session: O-8	Venue: Function Room 2	Session: O-9	Venue: Function Room 3	
	Track: EduLearn	Focus: Content	Track: Assessment Studies	Focus: Methodology	Track: IDM	Focus: Technology	
	Session Chairs: Profs David Crookall & Ma. Mercedes Rodrigo		Session Chair: Prof Willy Kriz		Session Chair: Prof Henry Duh		
	110127: Online Simulations: Fostering Critical Thinking and Communicative Skills in the EFL/ESL Curriculum. Gene B. Halleck & Juan Francisco Coll-Garcia		110129: Evaluation of Games for Entrepreneurship Education. Willy C. Kriz <i>et al.</i>		110041: Introducing a Selection Method of Game Engines for Computer Supported Serious Games. Ronald Poelman <i>et al.</i>		
	110165: Short and Long-Term Retention and Student Motivation Using Active Learning and Simulation Techniques. Carmen Perez-Sabater <i>et al.</i>		110161: Participation Assessment in Dysfunctional Groups in Simulation and Gaming. Amparo Garcia-Carbonell <i>et al.</i>		110083: Man and Animals - A Computer Game for Citizenship Education. Gunilla Svingby		
	110022: Physically Interactive Serious Game Design: Teachers' Considerations. Yavuz Inal & Kursat Cagiltay		110036: Student Evaluation of a Simulation-based Course. Jonnie Hill		110088: HEX Online: Developing An Online Version of the HEX Game by Richard Duke, Using the Cyberdam Platform. Pieter Van der Hijden		
	110015: Developing the Game "Opinion Soup" Based on the Introduction of Commercial Games in Higher Education. Toshiko Kikkawa & Junkich Sugiura		110099: A Framework for In-process Assessments in Games and Simulations. Steve Qian & Gee Kin Yeo.		110175: Emotional Intelligence Engine for Serious Games. Hooman Aghaebrahimi Samani <i>et al.</i>		
			The following paper originally with Session O-14 under Track: Public Policy-making & Politics will be presented before Session O-8 110152: The Participatory Design Game as Political Bettina Törpel & Gert Jan Hofstede		110122: High Tech, Low Touch; Low Tech, High Touch: Training by Interactive Pixel Art. Shih-Tsung Chang & Huei-You Yang.		
11:50-13:00		Lunch Break and Poster/Laptop Presentation					
13:00-14:00		Keynote #3: Game-based Learning: Opportunities and Challenges for 21st Century Education. Venue: Auditorium Speaker: Professor CHEE Yam San, The Learning Sciences Lab, The National Institute of Education, Singapore					
		Oral Presentation					
14:00-15:40	Session: O-10	Venue: Function Room 1	Session: O-11	Venue: Function Room 2	Session: O-12	Venue: Function Room 3	
	Track: EduLearn	Focus: Content	Track: Game Design	Focus: Methodology	Track: Simulators	Focus: Technology	
	Session Chairs: Profs David Crookall & Ma. Mercedes Rodrigo		Session Chair: Prof Willy Kriz		Session Chair: Prof Gary Tan		
	110132: Runesinger: A Demonstration of Coupling Korean Phonics and Spelling to a Videogame. Ethan Kennerly		110044: Integrating and Implementing Policies Through Two-Level. Nils Ferrand <i>et al.</i>		110095: 3D Interactive Virtual Dissector. C Indhumathi <i>et al.</i>		
	110110: Issues in Language and Design: A Case Study. Adrian Mallon		110062: Gente: A Generic Board-Game Addressing Cooperation and Conflict in Territorial Management from the Context of Core Behavior Analysis. Andrew Waterman <i>et al.</i>		110142: GoldenSpear HLS: Wargame for Peace Keeping and Homeland Security. Ori Sasson & Hajindar Singh		
	110126: Facilitating Problem Solving and Intercultural Communication: Involving Engineering Students in the U.S. and in Spain in an Online Simulation Requiring Multidisciplinary Teamwork Using English as an Instrumental Language. Gene Halleck <i>et al.</i>		110116: Breaking with Fun, Educational and Realistic Learning Games. Thomas Duus Henriksen		110155: Stock-market simulation based extension of Business Game. Irena Patasiene <i>et al.</i> 110154. How can serious games benefit from 3D visibility analysis? Arthur van Bilzen		
110172: Adapting the Conference Simulation for Use in an ESP Class. Mokhtar Al-Zuraiki <i>et al.</i>		110108: Going in Blind-Reflections on Designing and Managing an Online Role-Play for Inclusive Educators. Elysebeth Leigh & Chris Kilham		110167: Proper Handling of Real Players in Serious Gaming Studies. Seth N. Hetu & Gary Tan			
15:40-16:00		Tea Break and Poster/Laptop Presentation					
		Interactive Session					
16:00-18:00	Session: I-6	Session: I-7	Session: I-8	Session: I-9	Session: I-10		
	110025: Ingame: Gaming for Innovation, an Adaptive Serious Marketing Game for SMEs.	110019: Entertainment Game Testing and Educational Game Design: A Family Conversation.	110081: Triadic Game Design Workshop	110137: Comenius Revisited: Vocabulary Acquisition with the Mundus Language-learning Program.	110191: Use of Ecocity Game in Geography.		
	Venue: Function Room 1	Venue: Function Room 2	Venue: Function Room 3	Venue: COM1/B09	Venue: COM1/B12		
	Organizer: Karien Dommerholt	Organizer: Elizabeth Murff & James Murff	Organizers: Casper Hartevelde & Rens Kortmann	Organizer: Adrian Mallon	Organizer: Ling See Ang & Rabi'ah Ghazali		
	Participants: 4 – 12	Participants:	Participants: 9 - 25	Participants:	Participants: Max 24		
			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 Contact desbw@nus.edu.sg to make a reservation			
18:30 -		Evening Event – ISAGA Steering Committee, International Advisory Committee and Organizing Committee Dinner					