

Day 4	July 2, 2009 (Thursday)					
8:00-8:30	Registration					
8:25-8:30	Conference Update (Venue, Auditorium)					
8:30-9:30	Keynote #5: "Digital & Interactive Media and Their Future", Venue: Auditorium Speaker: Prof Ryohei NAKATSU, Director of Interactive & Digital Media Institute (IDMI), NUS, Singapore					
9:30-9:50	Tea Break and Poster/Laptop Presentation					
	Oral Presentation					
	Session: O-16	Venue: Function Room 1	Session: O-17	Venue: Function Room 2	Session: O-18	Venue: Function Room 3
	Track: Healthcare	Focus: Content	Track: Theory Testing	Focus: Methodology	Track: Virtual Communities	Focus: Technology
	Session Chairs: Profs PA Heng & KS Choi		Session Chair: Prof Willy Kriz		Session Chair: Prof Fiona Nah	
	110138: Make It Fun: an Edutainment Game for Ultrasound-Guided Needle Insertion Training. Wing-Yin Chan <i>et al.</i>		110080: Making Sense of Studying Games: Using Sensemaking as a Perspective for Game Research. Casper Harteveld		110112: Chihlee Community Empowerment Project using Second Life. Yu-Hong Lin <i>et al.</i>	
	110131: Designing Health Promoting Dance-based ExerGames to Maximize Physical Exertion and Perceived Enjoyment based on an Evaluation of Three Commercial Games. Alasdair G. Thin		110091: Gaming Simulation as a Research Method: Reflecting on Two Studies in Supply Chains and Networks. Sebastiaan Meijer & Gert Jan Hofstede		110046: Microblogging Virtual Communities and Game Elements - An Exploration of Plurk. Elizabeth Koh & John Lim	
9:50-11:50	110120: Evaluation of a Systems Engineering Approach to using a Virtual Reality Game for Rehabilitation of Motor Function. Alasdair G. Thin		110085: On the Relationship Between Group Decision Rules and Group Performance in a Business Management Game Setting. Ti Hsu & Liang-Cheng Huang		110158: Acceptance of New Technology Fads: What Would Motivate Laggards to Become Adopters? Robin S. Poston <i>et al.</i>	
	110078: Breaking Bad News: Analyzing the Impact of Simulations in Teaching Medical Staff How to Deliver Bad News to Patients and Family. George Otoiu & Catalina Ciuce		110107: Understanding Academic Theories Through Computer Gaming. Agus Hashim & Eric Koh		110166: Collaboration in Virtual Worlds. Fiona Fui-Hoon Nah	
	110069: An Immersive Experience in Public Health with a Full-Scale, Distributed and Persistent Simulation. Muriel Ney <i>et al.</i>		110084: Assessing Gender Differences in Negative Emotions Towards a Layoff Under a Business Simulation Setting. Ti Hsu		110168: An IBM Power Systems Education Project in Second Life. Keng Siau	
	110136: Learning Phaco-Sculpting Through Interactive Simulation in Virtual Environments. Kup-Sze Choi		110066: The Effect of Using Mini-Games to Improve Mental Computation Competence. Oskar Y.M. Ku <i>et al.</i>		110184: Gaming World Becomes University Classroom. Chew-Goh Swee Wah & John Yap Yin Gwee	
11:50-13:00	Lunch Break and Poster/Laptop Presentation					
	ISAGA Steering Committee Meeting, Function Room 2					
13:00-14:00	Keynote #6: "Learn to Game, Game to Learn: Designers and Role-Players", Venue: Auditorium Speaker: Prof Daniel DRUCKMAN, George Mason University, Australia					
	Oral Presentation					
	Session: O-19	Venue: Function Room 1	Session: O-20	Venue: Function Room 2	Session: O-21	Venue: Function Room 3
	Track: Healthcare	Focus: Content	Track: Change Processes	Focus: Methodology	Track: Virtual Reality	Focus: Technology
	Session Chairs: Profs PA Heng & KS Choi		Session Chair: Prof Willy Kriz		Session Chair: Prof JM Zheng	
	110140: A Haptic Needle Operation with Reliable Frequency Extension. Jishuai Zhang <i>et al.</i>		110093: Introducing Serious Gaming in a Multinational: Experiences with the Supervisor Serious Game for HSE Training. Harald Warmelink <i>et al.</i>		110067: Developing and Learning the Synthetic Experience in A Virtual Ping Pong Game. Chia-Chang Tsai <i>et al.</i>	
14:00-15:40	110123: Catheter Deformation Modeling for Cardiac Intervention Simulation. Patricia Chiang <i>et al.</i>		110082: Identifying Individual Reactions to Organizational Change. Catalina Ciuce		110032: Three Levels Formalization for Interactive Sword-Fight Simulations Modeled as Discrete Turn-Based Games. Nick Szirbik <i>et al.</i>	
	110149: A Freehand Editing and Visualization Tool for Vascular Reconstruction. Jixiang Guo <i>et al.</i>		110045: Game 'State officials'. Yuli Porkhovnik		110031: The Production of the Virtual Diving Experience Learning System to Protect and Develop the Culture of Hokugen no Ama - the Female Divers in the Farthest North Japan- and its Demonstrations at Schools. Yasushi Hosokawa <i>et al.</i>	
	110143: Fast Development of Soft Tissue Deformation and Bleeding Simulation with PhysX-Enabled GPU. Wai-Man Pang <i>et al.</i>		110051: Change Game to Envisage the Recruitment Transformation Journey. Ivo Wenzler <i>et al.</i>		110117: A Framework for Game Entity Development in Improving Game Balancing. Sim Hui Tee	
15:40-16:00	Tea Break and Poster/Laptop Presentation					
	Interactive Session					
	Session: I-11	Session: I-12	Session: I-13	Session: I-14	Session: I-15	
	110073: Classrooms Everywhere Learning Anytime: Toward a Design of "On-The-Spot" Learning Programs.	110009: C-Shock: A Game to Combat your Culture Shock (requested virtual presentation)	110119: Learning from Game Design: Facilitation of Game Design Process.	110183: A Mobile Device-Integrated Simulation Board Game.	110192: Gut Feel: Presentation and Call for Discussion on the Use of Multi-Player Education Games to Promote Inquiry in Learners	
16:00-18:00	Venue: Function Room 1	Venue: Function Room 2	Venue: Function Room 3	Venue: Foyer	Venue: COM1/B12	
	Organizer: Fumitoshi Kato	Organizer: Nipan Maniar	Organizer: Mieko Nakamura	Organizer: Paschal Abel Tay	Organizer: Eric Lam	
			Participants: 6-18		Participants: Max 24	
					Assemble at Function Room 4 at 3:50pm before moving to the venue by shuttle bus	
					Contact dcsbw@nus.edu.sg to make a reservation	
18:30	Evening Event - ISAGA 40th Anniversary Tree-planting Ceremony					