

Day 5	<b>July 3, 2009 (Friday)</b>					
8:00-8:30	<b>Registration</b>					
8:25-8:30	<b>Conference Update (Venue, Auditorium)</b>					
8:30-9:30	<b>Keynote #7: Competitive Analysis of Role Play Simulation Games to the Value &amp; Meaning of UE Learning and Edutainment Study</b> <b>Venue: Auditorium</b> <b>Speaker: Prof CHANG Shih-Tsung, National Taipei University of Education, Taiwan</b>					
9:30-9:50	<b>Tea Break and Poster/Laptop Presentation</b>					
9:50-11:50	<b>Oral Presentation</b>					
	Session: O-22	Venue: Function Room 1	Session: O-23	Venue: Function Room 2	Session: O-24	Venue: Function Room 3
	Track: <b>Engineering</b>	Focus: <b>Content</b>	Track: <b>Humanities</b>	Focus: <b>Content</b>	Track: <b>Management Sciences</b>	Focus: <b>Content</b>
	Session Chairs: Drs <b>T Lim &amp; A Thin</b>		Session Chairs: Profs <b>Beverly Rising &amp; Amparo Garcia Carbonell</b>		Session Chair: Dr <b>Jimmy CHANG</b>	
	110007: Automated Capture of Design Knowledge Using a Virtual Creature Design Environment. Raymond Sung <i>et al.</i>		110001: Endeavors of Knowledge Exchange through Gaming Simulation in Social Work Practice. Kees J.M. Van Haaster		110021: The Development of an Internet Business Game. Yasuo Uchida <i>et al.</i>	
	110121: Virtual Design Education in NTU. YY CAI <i>et al.</i>		110023: On the Logic of Emotions in Play. Olli Leino		110038: Web-based Business Game Engine Using A Cross-Impact Matrix. Jose Alfredo III De Vera <i>et al.</i>	
	110118: Enhance VR with In-process Model for Advance Personalized Learning of CAM and NC Operation. Peiling Liu <i>et al.</i>		110026: Rock-Scissors-Paper: An Exercise on the Paradox of Voting. Precha Thavikulwat		110048: An Interactive Business Simulation and Planning Tool for the Fiber Optic Rollout. Ivo Wenzler	
	110057: Tactile Microsensor Arrays for Virtual Reality. Yifan Liu <i>et al.</i>		110050: ESL Gaming for Secondary Students in a Japanese Setting. Aurora Ryu & Fe de la Pena		110055: Simulation Games for Managing Change. Ivo Wenzler	
110194: A System for Collaborative Web-Based Physical System Modelling and Simulation. Jasleen Singh <i>et al.</i>		110141: Interpersonal Competitiveness - A Study of Simulation Game Participants' Behaviour. Vinod Dumblekar		110090: Gaming Rail Cargo Capacity Management: Exploring and Validating Alternative Modes of Organization. Sebastiaan Meijer <i>et al.</i>		
110196: Robust Hand Detection for Touchless Display using Haar-like Features. Yunqing Guan <i>et al.</i>		110198. 4th Generation of urban Gaming Simulation: Starting from Theory. Paola Rizzi		110071: Using Simulation Games to Enhance Learning in Project Risk Management. Bassam Hussein 110060: Towards a Design Method for Simulation Games in Logistics Management. Michele Fumarola <i>et al.</i>		
11:50-13:00	<b>Lunch Break and Poster/Laptop Presentation</b>					
	<b>Lunch-time Special Talk:</b> Dead or Alive: The future of eSports and Professional Gaming, Eileen Anita Bell. Function Room 1		ISAGA Steering Committee Meeting, Function Room 2			
13:00-14:00	<b>Panel Discussion: Theme: Game To Learn, Learn To Game</b> <b>Venue: Auditorium</b> <b>Panelists:</b> <b>Mr. Siddharth Jain, Chief Creative Director, Playware Studios Pte Ltd, Singapore</b> <b>Ms Eileen Bell, Professional Gamer, Australia</b> <b>Mr Tan Weng Seng, Teacher, Raffles Institution, Singapore</b> <b>Prof David Crookall, Editor, Journal Simulation &amp; Gaming, France</b> <b>Prof Sara de Freitas (Director of Research, Serious Game Institute, UK</b>					
14:00-15:40	<b>Oral Presentation</b>					
	Session: O-25	Venue: Function Room 1	Session: O-26	Venue: Function Room 2	<b>Interactive Session</b>	
	Track: <b>Engineering</b>	Focus: <b>Content</b>	Track: <b>Humanities</b>	Focus: <b>Content</b>	Session: <b>I-16</b> Venue: Function Room 3 Organizer: Dr <b>Alasdair Thin</b> 110133: One for All, All for One: Utilizing Mobile Gaming to Facilitate Behavioral Change	
	Session Chair	<b>Dr T Lim</b>	Session Chairs	Profs <b>Beverly Rising &amp; Amparo Garcia Carbonell</b>	Session: <b>I-17</b> Venue: Function Room 3 Organizer: Helen Hasan 110027: Learning to be a Sensible Organisation in an Engaging Team Gaming Environment, Helen Hasan	
	110018: Information System Methodologies in Games Companies. Zoe Kosmadoudi <i>et al.</i>		110070: Difficulties of Maintaining Theme Focused Frameworks in Educational Wargaming. Anders Frank		Session: <b>SchoolVisit-2</b> <b>Visit to FutureSchool@CGS</b> Organizer: <b>Bimlesh Wadhwa</b> Participants: Max 25	
	110076: Simulation Gaming to Support the Realisation of Lean Steel Production. Jan Robert Stausberg & Jochen Deuse		110199: Corporate War Game. Zainal Abidin Bin Mohamed		Please email <a href="mailto:dcsbw@nus.edu.sg">dcsbw@nus.edu.sg</a> to secure a seat	
110030: Consumer's Adoption to New Products of Simulation Games. Chun-chi Chuang <i>et al.</i>		110092: Interpretation in Virtual Heritage: Towards a Hermeneutic Experience Through Game Style Interaction. Hafizur Rahaman		Assemble at Function Room 4 at 2:00pm and then take shuttle bus to Crescent Girls High		
110115: Why are Video-Games Relevant Test-Beds for Studying Interactivity for Engineers and AI Researchers? Sandy Louchart <i>et al.</i>		110135: Experimental Study on Ethical Trust and Social Moral Norms: A Serious Games- and Network-inspired Simulation Approach. Hock Chuan Lim <i>et al.</i>				
15:40-16:00	<b>Closing Remark</b> <b>Venue: Auditorium</b>					
16:00-	<b>Free &amp; Easy</b>					