

Poster/Laptop Presentation

Venue: Foyer

Duration: Poster/Laptop presentation will be on during the tea and lunch breaks throughout the whole period of the conference

110160: Some Thoughts on "Strategic Plan of Early Stage" in Sand Simulation Training. Xiaohui Lu	110159: Play-styles and Adoption of Learning Strategies in Quest Atlantis. Asmalina Saleh & Steven Zuiker	110053: Sports Video Game Play and Real-Life Physical Activity. Josephine Tay
110151: Mixed Reality: River Valley High School Campuses. See Liang Hui <i>et al</i>	110164: How did Allosaurus Hunt? Thu Ly	110173: UAV Design Dark Saber. Xiaohua Liang <i>et al</i>
110122: "High Tech, Low Touch; Low Tech, High Touch": Training by Interactive Pixel Art. Chang Shih-Tsung & Yang Huei-You	110180: Visual Time and Dualism of Augmented Reality. Sanghee Ha <i>et al</i> .	110119: Learning from Game Design: Facilitation of Game Design Process. Mieko Nakamura.
110185: Building Academic Staff Capacity for Using Esimulations in Professional Education for Experience Transfer. Stephen Segrave	110008: Border Crossings - a game of cultural pursuits. Gary Asselbergs	110047: Children's Play and Games of Different Ages. Shinobu Kitani <i>et al</i>
110128: The Looting of Mesopotamia –A Ready-to-use Simulation. Omar A. Khalil	110011: Emotions in Play: Design Constraints for Emotional Computer Games. Olli Leino	110201: Human Immune System, Yi Hao Li et al