

WCC PlayIT Program (provisional program only - subject to change)

Monday 20  
September

**F1**  
**Play IT**

ECS  
Advanced information  
processing in  
Entertainment Computing

1100	Invited talk: Multiple Format Search and Rescue Robot as a Competitive Arena Andrew Chiou AUSTRALIA
1130	An online classification approach of visitors' movements in 3D virtual museums Kingkarn Sookhanaphibarn JAPAN Authors: K. Sookhanaphibarn & R. Thawonmas
1200	A Machine That Day- Dreams Graham Mann AUSTRALIA Authors: G. A. Mann

ECS  
Advanced information  
processing in  
Entertainment Computing  
2

1330	Cluster analysis for personalised mobile entertainment content Worapat Paireekreng AUSTRALIA W. Paireekreng, K. Wai Wong & C. C. Fung
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Tuesday 21  
September

**F1**  
**Play IT**

ECS  
Creative Computing 1

1030	Haptic Carillon: a computationally enhanced mechanical performing instrument Fazel Naghdy AUSTRALIA Authors: M. Havryliv, F. Naghdy, G. Schiemer & T. Hurd
1100	3D geometric and haptic modelling of handwoven textile artefacts Fazel Naghdy AUSTRALIA Authors: H. Shidanshidi, F. Naghdy, G. Naghdy & D. Wood Conroy
1130	Pocket Gamelan: realizations of a microtonal composition on a Linux phone using open source music synthesis software Greg Schiemer AUSTRALIA Authors: G. Schiemer, E. Deleflie & E. Cheng
1200	Creating memory: reading a patching language Michael Barki AUSTRALIA Authors: M. Barki

ECS Creative  
Computing 2

1330	The promise of fuzzy logic in generalised music composition Wendy Suiter AUSTRALIA Authors: W. Suiter
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Wednesday 22  
September

**M9**  
**Play IT**

ECS  
Interactive Media and  
Digital Art

1030	Interactivity in games: the player's engagement Stephane Natkin FRANCE Authors: S. Natkin
1100	Opening the Can: Public Interaction with Ready- made Contents Philippe Codognet JAPAN Authors: S. Dubnov & P. Codognet
1130	Emotional Expression of Korean Dance Assisted by a Virtual Environment System Jong Il Park KOREA Authors: T. Uhm, H. Park, M. Lee, U. Kim & J. Park
1200	Emotion as a Communication Medium between the Unconscious and the Conscious Matthias Rauterberg THE NETHERLANDS Authors: M. Rauterberg

ECS  
Theoretical / Conceptual  
Basis of Cultural  
Computing

1330	Cultural computing - how to investigate a form of unconscious user experience in mixed realities Matthias Rauterberg THE NETHERLANDS Authors: M. Rauterberg, J. Hu & G. Langereis
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1400	Auto-Explanation System: Player Satisfaction in Strategy-Based Board Games Andrew Chiou AUSTRALIA Authors: A. Chiou & K. W. Wong
1430	Comparing binarisation techniques for the processing of ancient manuscripts Kevin Wong AUSTRALIA R. Chamchong, C. C. Fung & K. W. Wong
1500	Complex game design modeling Kevin Wong AUSTRALIA V. Narayanasamy, K. W. Wong, S. Rai & A. Chiou

1400	Structuralism, attitude and the computer: questioning the notion of 'cultural computing' Warren Burt AUSTRALIA Authors: W. Burt
1430	Looking for Culture in Video Games: Three Conceptual Approaches James Scarborough UNITED STATES Authors: J. K. Scarborough
1500	Supporting Multiple Perspectives on 3D Museum Artefacts through Interoperable Annotations Jane Hunter AUSTRALIA Authors: J. Hunter & C. Yu

1400	Machine-made puzzles and hand-made puzzles Hiroshi Higashida JAPAN Authors: Hiroshi Higashida
1430	Cultural computing: creative power integrating culture, unconsciousness and software Naoko Tosa JAPAN Authors: N. Tosa
1500	Entertainment and its future Ryohei Nakatsu SINGAPORE Authors: R. Nakatsu

ECS

1600	Co-production and co-creation: creative practice in social inclusion Atsu Tanaka UNITED KINGDOM Authors: A. Tanaka, L. Gaye & R. Richardson
1630	<b>Panel: Concept, Methodology and Future of Cultural Computing Panellists: Ryohei Nakatsu, Naoko Tosa, Matthias Rauterberg</b>

WCC PlayIT Program (provisional program only - subject to change)

Thursday 23  
September

M8  
Play IT

F1  
Play IT

PlayIT Industry  
Session

	PLAY IT Doomsplay	1030	Joint presentation: Game Development Studio Start-Up's: A Practical Guide George Fidler AUSTRALIA & The changing face of games and game development Morgan Jaffit AUSTRALIA
		1120	Discussion
		1130	Social Gaming John Passfield AUSTRALIA
		1200	StarCraft and e-sports: My time as a professional gamer in Korea Peter Neate AUSTRALIA

PLAY IT

		1330	Creativity in the Game Industry Eve Penford- Dennis AUSTRALIA
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[Grey Column]	[Red Column]	1400	Business Process Simulation In Virtual Worlds Ross Brown AUSTRALIA
		1430	The Perpetual Song Mick Gordon AUSTRALIA
		1500	0