

Date	Morning 8:00-11:50			Lunch Break 11:50-13:00	Afternoon 13:00-18:00				Evening 18:30-																
	Registration & Keynotes 8:00-9:30	Tea 9:30-9:50	Paper Session 9:50-11:50		Keynote Session 13:00-14:00	Paper Session 14:00-15:40	Tea 15:40-16:00	Interactive Session 16:00-18:00																	
Day 1 June 29 (Mon)	Registration	Poster/Laptop Presentation	O-1: Edu Learn 1	O-3: Virtual Community 1	Poster/Laptop Presentation	Keynote 1	O-4: Edu Learn 2	O-6: Virtual Reality 1	Poster/Laptop Presentation	I-session 1	I-session 2	I-session 3	I-session 4	I-session 5	School/Visit-1	Welcome Reception	1 st steering committee meeting								
	Conference opening		O-2: Game Design 1															O-5: Game Design 2	O-11: Game Design 3	I-session 6	I-session 7	I-session 8	I-session 9	I-session 10	Steering Committee and International Advisory Committee Dinner
	Address by Guest-of-Honor		O-7: Edu Learn 3													O-8: Assessment Studies									
Day 2 June 30 (Tue)	Registration		Poster/Laptop Presentation	O-7: Edu Learn 3	O-9: IDM	Poster/Laptop Presentation	Keynote 3	O-10: Edu Learn 4		O-11: Game Design 3	Poster/Laptop Presentation	I-session 6	I-session 7	I-session 8	I-session 9	I-session 10	Steering Committee and International Advisory Committee Dinner								
	Conference Update			O-8: Assessment Studies															O-9: IDM	O-10: Edu Learn 4	O-11: Game Design 3	O-12: Simulators			
	Keynote 2			O-7: Edu Learn 3													O-8: Assessment Studies		O-9: IDM	O-10: Edu Learn 4	O-11: Game Design 3	O-12: Simulators			
Day 3 July 1 (Wed)	Registration			Poster/Laptop Presentation	O-13: Edu Learn 5	O-14: Public policy making & Politics	Poster/Laptop Presentation	Social Program		Option 1 City Duck Tour Shopping @ SUNtec City Sunset View by Singapore Flyer		Option 2 City Duck Tour Visit to National Museum Sunset View by Singapore Flyer	Poster/Laptop Presentation	I-session 11	I-session 12	I-session 13	I-session 14	I-session 15	Conference Banquet						
	Conference Update				O-13: Edu Learn 5																O-14: Public policy making & Politics	O-15: Natural resource	O-16: Healthcare 2	O-20: Process Changes	O-21: Virtual Reality 2
	Keynote 4				O-13: Edu Learn 5																O-14: Public policy making & Politics	O-15: Natural resource	O-16: Healthcare 2	O-20: Process Changes	O-21: Virtual Reality 2
Day 4 July 2 (Thur)	Registration				Poster/Laptop Presentation	O-16: Healthcare 1	O-17: Theory Testing	Poster/Laptop Presentation		Keynote 6		O-19: Healthcare 2		O-20: Process Changes	Poster/Laptop Presentation	I-session 11	I-session 12	I-session 13	I-session 14	I-session 15	ISAGA 40th Anniversary Celebration: Tree Planting				
	Conference Update	O-16: Healthcare 1				O-17: Theory Testing			O-18: Virtual Community 2														O-22: Engineering 1	O-23: Humanities 1	O-24: Management Science
	Keynote 5	O-16: Healthcare 1				O-17: Theory Testing			O-18: Virtual Community 2														O-22: Engineering 1	O-23: Humanities 1	O-24: Management Science
Day 5 July 3 (Fri)	Registration	Poster/Laptop Presentation				O-22: Engineering 1	O-23: Humanities 1	Poster/Laptop Presentation	Panel Discussion	O-25: Engineering 2		O-26: Humanities 1		Poster/Laptop Presentation		I-session 11	I-session 12	I-session 13	I-session 14	I-session 15	Free and easy				
	Conference Update		O-22: Engineering 1			O-23: Humanities 1					O-24: Management Science												O-25: Engineering 2	O-26: Humanities 1	O-27: Engineering 2
	Keynote 7		O-22: Engineering 1			O-23: Humanities 1					O-24: Management Science												O-25: Engineering 2	O-26: Humanities 1	O-27: Engineering 2

Day 1							June 29, 2009 (Monday)						
8:00-8:30							Registration						
8:30-8:45							Conference Opening (Venue: Auditorium)						
8:45-9:30							Guest-of-Honor Opening Speech: The Future of Ultra Realistic, Pervasive, Mobile and Online Media Guest-of-Honor: Mr Michael Yap, Executive Director, Interactive & Digital Media Program Office, National Research Foundation, and Deputy CEO, Media Development Authority, Singapore						
9:30-9:50							Tea Break and Poster/Laptop Presentation						
							Oral Presentation						
Session: O-1		Venue: Function Room 1		Session: O-2		Venue: Function Room 2		Session: O-3		Venue: Function Room 3			
Track: EduLearn		Focus: Content		Track: Game Design		Focus: Methodology		Track: Virtual Communities		Focus: Technology			
Session Chairs: Profs David Crookall & Ma. Mercedes Rodrigo				Session Chair: Prof Willy Kriz				Session Chair: Prof Fiona Nah					
110163: 3 Generations of Knowledge in Learning Games. Thomas Duus Henriksen		110024: Games classifications and Learning Games Design. Christelle Mariais <i>et al.</i>		110016: Simulation and Gaming for Visual Intelligent Behaviour. Gijs B. Roest		110068: BotsInBox: How Kids Learn Programming Robots by Mixing Simulation and Reality. Serge Stinckwich & S'everin Lemaignan		110144: Exploring Mod Games: Comparative Case Study Between PC Game and Console Mod. Bo-Mee Yoo & Seoung-Ho Ryu		110056: Leadership Research In Video Games. Ugur T. Kaplancali <i>et al.</i>			
9:50-11:50		110086: Games in Teaching in Singapore Schools. Elizabeth Koh <i>et al.</i>		110052: A Conceptual Agent-Based Model to Explore Biases in a Role Playing Game Outcomes. Emmanuel Dubois <i>et al.</i>		110157: BuzzSpace: Virtual World-Based Game for Youth Engagement. Shamim Akhtar & Ori Sasson		110017: The Dynamics of Affective and Behavioral Transitions in a Pre-algebra Game. Ma. Mercedes Rodrigo		110005: A New Approach to Game Development using Workflow and XNA. Amin Roudaki & Mahmoudd Doroodchi			
		110103: The Colonisation of Southeast Asia - A Games Approach to Teaching and Assessment. Teck Huat Lim		110134: Defining the Development Pipeline for Meaningful Play. Robert L. Appelman		110109: Engineering Modeling and Simulation in Second Life. Zhuang Jie Chong, Rongdong Yu & Yiyu Cai		110197: Objectification: appreciating the object-oriented paradigm through role-play. Andrew Martin		110042: Agile Game Development: Lessons Learned from Software Engineering. Rens Kortmann & Casper Harteveld			
11:50-13:00							Lunch Break and Poster/Laptop Presentation						
13:00-14:00							Keynote #1: What Game Are You Really Playing? - How Culture Changes the Rules", Venue: Auditorium Speaker: Prof Gert Jan HOFSTEDT, Wageningen University, The Netherlands						
							Oral Presentation						
Session: O-4		Venue: Function Room 1		Session: O-5		Venue: Function Room 2		Session: O-6		Venue: Function Room 3			
Track: EduLearn		Focus: Content		Track: Game Design		Focus: Methodology		Track: Virtual Reality		Focus: Technology			
Session Chairs: Profs David Crookall & Ma. Mercedes Rodrigo				Session Chair: Prof Willy Kriz				Session Chair: Prof JM Zheng					
14:00-15:40		110174: Investigating Fun and Learning in Educational Games using the Repertory Grid Technique. Sharon Lynn Chu Yew Yee & Tim Marsh		110034: Role Play as a Medium of Social Learning. Hector Rodriguez		110162: Using Periodic T-Spline Surface for Virtual Reality Applications. Yimin Wang & Jianmin Zheng		110195: Harnessing Commercial Off the Shelf (COTS) Video Games in Special Education: A Retrospective Reflection of Pedagogy and Learning Observed With Three Autistic Children In Game Play. Kee Kiak Nam		110105: The VR Elements of Geometry. Wenyu Chen & YY Cai			
		110176: Virtual Reality Classroom@ River Valley High School. Ban Hoe Chow & Kah Lay So		110124: Game Challenges and Difficulty Levels: Lessons Learned From RPGs. Barbaros Bostan & Sertac Ogut		110072: Technology and Skills for 3D Virtual Reality Serious Gaming: "Look Before You Leap". Ronald Poelman & Michele Fumarola		110148: Gameplay Design as Didactic Design. Staffan Bjork		110193: A Multi-Player, Mixed Reality Bicycle Racing Gaming System. Jasleen Singh & Yap Fook Fah.			
15:40-16:00							Tea Break and Poster/Laptop Presentation						
							Interactive Session						
Session: I-1		Session: I-2		Session: I-3		Session: I-4		Session: I-5		Session: SchoolVisit-1			
110100: Bags & Folders: On A Roll For Learning.		110014: Unwritten rules change the game: re-purposing an old game for an international world.		110101: Colonisation of Southeast Asia -A Hands-on Workshop on using Game-based Approaches in Teaching and Learning		110075: Gaming in e-learning.		110186: Teaching and Learning a Foreign Language Using a Simulation Game.		Visit to FutureSchool@ Hwa Chong Institution			
16:00-18:00		Venue: Function Room 1		Venue: Function Room 2		Venue: Function Room 3		Venue: COM1/B12		Venue: COM1/B09			
Organizer: Joan K Teach		Organizers: Gert Jan Hofstede & Elizabeth J Tipton Murff		Organizer: Teck Huat Lim		Organizer: Mylène Catel		Organizers: Anne Villems & Pieter van der Hijden		Organizer: Bimlesh Wadhwa			
Participants: 35 or more		Participants: Max 24		Participants:		Participants:		Participants: 10-30		Participants: Max 15			
						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		Please email dcsbw@nus.edu.sg to secure a seat			
18:30 -							Evening Event - Welcome Reception ISAGA Steering Committee Meeting, Venue: Function Room 2						

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 Bilsen		
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. E.Lyseth 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: Innogame: 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 Harteveld & Rens Kortmann	Organizer: Adrian Mallon	Organizer: Ling See Ang & Rabi'ah Ghazali		
	Participants: 4 – 12	Participants:	Participants: 9 - 25	Participants: Assemble at Function Room 4 at 3:50pm before moving to the venue by shuttle bus	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 Steering Committee, International Advisory Committee and Organizing Committee Dinner					

Day 3	July 1, 2009 (Wednesday)					
8:00-8:30	Registration					
8:25-8:30	Conference Update Venue, Auditorium					
8:30-9:30	Keynote #4: "Wisdom by Gaming vs Knowledge by Learning", Venue: Auditorium Speaker: Prof Dmitriy KAVTARADZE, Moscow State University, Russia					
9:30-9:50	Tea Break and Poster/Laptop Presentation					
9:50-11:50	Oral Presentation					
	Session: O-13 Venue: Function Room 1		Session: O-14 Venue: Function Room 2		Session: O-15 Venue: Function Room 3	
	Track: EduLearn Focus: Content		Track: Public Policy-making & Politics Focus: Content		Track: Natural Resource Focus: Content	
	Session Chairs: Profs David Crookall & Sara de Freitas		Session Chair: Prof Igor MAYER		Session Chair: Dr Christophe LE PAGE	
	110028: Building a Bridge: A Play to Learn Session. Elizabeth Murff & Richard Teach		110037: The Effectiveness of Serious Gaming for Multi-Stakeholder Decision Making. Jose F.B. Gieskes		110010: Sierra Springs: A Generic Table-Top Game Addressing Conflict and Cooperation Between Stakeholders Involved in Managing Land, Forest and Water in a Subhumid Tropical Mountain Watershed. Luis Enrique Garcia-Barrios <i>et al.</i>	
	110059: Managing Cognitive Load in Classroom Instruction through Commercial Video Games. Matthew Martin White		110054: Room to Play: How the Planning Kit Blokkendoos (PKB) Prevented a Deadlock in Water Management. Qiqi Zhou <i>et al.</i>		110043: Blending Role-Playing Games and Computer Agent-Based Simulation to Design Shared Representations of Complex Socio-Ecosystems with Local Stakeholders. Christophe Le Page	
	110153: Debriefing: A View of "Her" Gaming Versus "His" Game. Arata Ichikawa		110074: The Politics of Gaming - Implications for Policy Analysis and Planning. Igor Mayer		110012: ReefGame: A Computer-Assisted Role-Playing Game to Explore Livelihood Alternatives in Traditional Fishing Communities in the Philippines. Anne Dray <i>et al.</i>	
	110179: A Game and Simulation Multimedia to Teach Atomic Packing in Crystal Unit Cells. Bhinyo Panijpan		110077: Video Games in Developing Economies- A Survey of the Opportunities, Challenges, and Strategies. Richard Boateng <i>et al.</i>		110039: Adapting Role-Playing Games to Stakeholders or Students to Make them Aware of Erosive Runoff. Veronique Souchere & Michel Etienne	
	110200: Authoring Support System as a community resource to support multimedia courseware development. Yew Khim Tan		110079: Educational Game for Sustainable Development of Sharjah city, UAE. Rim Meziani		110020: WAT-A-GAME: sharing water and policies in your own basin. Nils Ferrand <i>et al.</i>	
			The following paper will be presented before Session O-8 110152: The Participatory Design Game as Political Bettina Törpel & Gert Jan Hofstede		110177: A Simulation based Interactive Learning Environments for Water Management in Dry Lands. Sondoss El Sawah <i>et al.</i>	
11:50-13:00	Lunch Break and Poster/Laptop Presentation					
13:00-21:00	Social Program					
	Option 1		Option 2		Option 3	
	City Duck Tour		City Duck Tour		City Duck Tour	
	Shopping @ SunTec City		Visit to Asian Civilization Museum		Visit to National Museum	
	Sunset View @ Singapore Flyer		Sunset View @ Singapore Flyer		Sunset View @ Singapore Flyer	
Conference Banquet						

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 Track: Healthcare Session Chairs: Profs PA Heng & KS Choi 110138: Make It Fun: an Edutainment Game for Ultrasound-Guided Needle Insertion Training. Wing-Yin Chan <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 110120: Evaluation of a Systems Engineering Approach to using a Virtual Reality Game for Rehabilitation of Motor Function. Alasdair G. Thin 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 110069: An Immersive Experience in Public Health with a Full-Scale, Distributed and Persistent Simulation. Muriel Ney <i>et al.</i> 110136: Learning Phaco-Sculpting Through Interactive Simulation in Virtual Environments. Kup-Sze Choi	Venue: Function Room 1 Focus: Content	Session: O-17 Track: Theory Testing Session Chair: Prof Willy Kriz 110080: Making Sense of Studying Games: Using Sensemaking as a Perspective for Game Research. Casper Harteveld 110091: Gaming Simulation as a Research Method: Reflecting on Two Studies in Supply Chains and Networks. Sebastiaan Meijer & Gert Jan Hofstede 110085: On the Relationship Between Group Decision Rules and Group Performance in a Business Management Game Setting. Ti Hsu & Liang-Cheng Huang 110107: Understanding Academic Theories Through Computer Gaming. Agus Hashim & Eric Koh 110084: Assessing Gender Differences in Negative Emotions Towards a Layoff Under a Business Simulation Setting. Ti Hsu 110066: The Effect of Using Mini-Games to Improve Mental Computation Competence. Oskar Y.M. Ku <i>et al.</i>	Venue: Function Room 2 Focus: Methodology	Session: O-18 Track: Virtual Communities Session Chair: Prof Fiona Nah 110112: Chihlee Community Empowerment Project using Second Life. Yu-Hong Lin <i>et al.</i> 110046: Microblogging Virtual Communities and Game Elements - An Exploration of Plurk. Elizabeth Koh & John Lim 110158: Acceptance of New Technology Fads: What Would Motivate Laggards to Become Adopters? Robin S. Poston <i>et al.</i> 110166: Collaboration in Virtual Worlds. Fiona Fui-Hoon Nah 110168: An IBM Power Systems Education Project in Second Life. Keng Siau 110184: Gaming World Becomes University Classroom. Chew-Goh Swee Wah & John Yap Yin Gwee	Venue: Function Room 3 Focus: Technology
9:50-11:50						
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 Track: Healthcare Session Chairs: Profs PA Heng & KS Choi 110140: A Haptic Needle Operation with Reliable Frequency Extension. Jishuai Zhang <i>et al.</i> 110123: Catheter Deformation Modeling for Cardiac Intervention Simulation. Patricia Chiang <i>et al.</i> 110149: A Freehand Editing and Visualization Tool for Vascular Reconstruction. Jixiang Guo <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>	Venue: Function Room 1 Focus: Content	Session: O-20 Track: Change Processes Session Chair: Prof Willy Kriz 110093: Introducing Serious Gaming in a Multinational: Experiences with the Supervisor Serious Game for HSE Training. Harald Warmelink <i>et al.</i> 110082: Identifying Individual Reactions to Organizational Change. Catalina Ciuce 110045: Game 'State officials'. Yuli Porkhovnik 110051: Change Game to Envisage the Recruitment Transformation Journey. Ivo Wenzler <i>et al.</i>	Venue: Function Room 2 Focus: Methodology	Session: O-21 Track: Virtual Reality Session Chair: Prof JM Zheng 110067: Developing and Learning the Synthetic Experience in A Virtual Ping Pong Game. Chia-Chang Tsai <i>et al.</i> 110032: Three Levels Formalization for Interactive Sword-Fight Simulations Modeled as Discrete Turn-Based Games. Nick Szirbik <i>et al.</i> 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> 110117: A Framework for Game Entity Development in Improving Game Balancing. Sim Hui Tee	Venue: Function Room 3 Focus: Technology
14:00-15:40						
15:40-16:00	Tea Break and Poster/Laptop Presentation					
	Interactive Session					
	Session: I-11 110073: Classrooms Everywhere Learning Anytime: Toward a Design of "On-The-Spot" Learning Programs. Venue: Function Room 1 Organizer: Fumitoshi Kato	Session: I-12 110009: C-Shock: A Game to Combat your Culture Shock (requested virtual presentation) Venue: Function Room 2 Organizer: Nipan Maniar	Session: I-13 110119: Learning from Game Design: Facilitation of Game Design Process. Venue: Function Room 3 Organizer: Mieke Nakamura. Participants: 6-18	Session: I-14 110183: A Mobile Device-Integrated Simulation Board Game. Venue: Foyer Organizer: Paschal Abel Tay	Session: I-15 110192: Gut Feel: Presentation and Call for Discussion on the Use of Multi-Player Education Games to Promote Inquiry in Learners Venue: COM1/B12 Organizer: Eric Lam 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	
16:00-18:00						
18:30	Evening Event - ISAGA 40th Anniversary Tree-planting Ceremony					

Day 5	July 3, 2009 (Friday)					
8:00-8:30	Registration					
8:25-8:30	Conference Update (Venue, Auditorium)					
8:30-9:30	Keynote #7: Competitive Analysis of Role Play Simulation Games to the Value & Meaning of UE Learning and Edutainment Study Venue: Auditorium Speaker: Prof CHANG Shih-Tsung, National Taipei University of Education, Taiwan					
9:30-9:50	Tea Break and Poster/Laptop Presentation					
9:50-11:50	Oral Presentation					
	Session: O-22	Venue: Function Room 1	Session: O-23	Venue: Function Room 2	Session: O-24	Venue: Function Room 3
	Track: Engineering	Focus: Content	Track: Humanities	Focus: Content	Track: Management Sciences	Focus: Content
	Session Chairs: Drs T Lim & A Thin		Session Chairs: Profs Beverly Rising & Amparo García Carbonell		Session Chair: Dr Jimmy CHANG	
	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	Lunch Break and Poster/Laptop Presentation					
	Lunch-time Special Talk: 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	Panel Discussion: Theme: Game To Learn, Learn To Game Venue: Auditorium Panelists: Mr. Siddharth Jain, Chief Creative Director, Playware Studios Pte Ltd, Singapore Ms Eileen Bell, Professional Gamer, Australia Mr Tan Weng Seng, Teacher, Raffles Institution, Singapore Prof David Crookall, Editor, Journal Simulation & Gaming, France Prof Sara de Freitas (Director of Research, Serious Game Institute, UK					
14:00-15:40	Oral Presentation					
	Session: O-25	Venue: Function Room 1	Session: O-26	Venue: Function Room 2	Interactive Session	
	Track: Engineering	Focus: Content	Track: Humanities	Focus: Content		
	Session Chair	Dr T Lim	Session Chairs	Profs Beverly Rising & Amparo García Carbonell	Session: I-16 Venue: Function Room 3 Organizer: Dr Alasdair Thin 110133: One for All, All for One: Utilizing Mobile Gaming to Facilitate Behavioral Change	
	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			
	110076: Simulation Gaming to Support the Realisation of Lean Steel Production. Jan Robert Stausberg & Jochen Deuse		110199: Corporate War Game. Zainal Abidin Bin Mohamed		Session: I-17 Venue: Function Room 3 Organizer: Helen Hasan 110027: Learning to be a Sensible Organisation in an Engaging Team Gaming Environment, Helen Hasan	
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				
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>		Session: SchoolVisit-2 Visit to FutureSchool@CGS Organizer: Bimlesh Wadhwa Participants: Max 25 Please email dcsbw@nus.edu.sg to secure a seat Assemble at Function Room 4 at 2:00pm and then take shuttle bus to Crescent Girls High		
15:40-16:00	Closing Remark Venue: Auditorium					
16:00-	Free & Easy					

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