

PROGRAM (03-Dec-2007)
THE FOURTH AUSTRALASIAN CONFERENCE ON INTERACTIVE ENTERTAINMENT
Storey Hall, RMIT University, Melbourne, Australia 3-5 December 2007

Day One – Monday 3 December			
8:45 – 9:30	Registration (Foyer)		
9:30 – 11:00	Welcome Address and Keynote Speaker	Welcoming address from conference chairs and sponsors (Basement Theatre) Acknowledgement of the traditional landowners Keynote Address: Robin Hunicke	
11:00 – 11:30	Morning Tea (Foyer)		
11:30 – 1:00	Panel Session	Panel: <i>New Directions in Interactive Entertainment</i> (Basement Theatre) Panel Chair: Martin Gibbs Sasha Grbich, <i>Portable Worlds</i> , Australian Network for Art and Technology Janine Cahill, <i>Can you lead in a world without borders?</i> Future Journeys Bruce Joy, Founder & CEO, VastPark Helen Stuckey, ACMI GamesLab	
1:00 – 2:00	Lunch (Foyer)		
2:00 – 3:30	Paper Session	Session chair: Martin Gibbs (Seminar Room One) Troy Innocent and Stewart Haines: <i>Nonverbal communication in multiplayer game worlds</i> Yusuf Pisan: <i>My Guild, My People: Role of Guilds in Massively Multiplayer Online Games</i> Greg Wadley: <i>Speaking in character: Using voice-over-IP to communicate within MMORPGs</i>	Session chair: Nicola J Bidwell (Seminar Room Two) Scott Beattie, <i>Sam Fisher versus Immanuel Kant: The Ethics of Interactive Media</i> Greg More and Andrew Burrow, <i>Observing the Learning Curve of Videogames in Architectural Design</i> Malcolm Ryan, <i>Eleven programmers, Seven Artists and Five Kilograms of Play-Doh: Games for Teaching Game Design</i>
3:30 – 4:00	Afternoon Tea (Foyer)		
4:00 – 5:30	Panel and Paper Session	Panel: <i>In Another Sense</i> (Seminar Room One) Panel Chair: Thomas Apperley Thomas Apperley, <i>Rhythms of Gaming Bodies</i> Darshana Jayemanne, <i>The Nonsense of the Aura</i> Christian McCrea, <i>Dismembers of the Audience: The Expulsive, Explosive Force of Bodies in Games</i>	Session Chair: Greg Wadley (Seminar Room Two) Peter Bayliss, <i>Beings in the Gameworld: Characters, Avatars, and Players</i> Florian ‘Floyd’ Mueller and Martin R. Gibbs <i>A Physical Three-Way Interactive Game Based on Table Tennis</i> truna aka j.turner and Nicola J Bidwell, <i>Through the looking glass: game worlds as representations and views from elsewhere</i>
5:30 – 7:30	Conference opening night drinks and screening of postgraduate work (Foyer)		

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Day Two – Tuesday 4 December 2007			
9:00 – 10:00	Keynote Speaker	Keynote Address: Kurt Busch (Basement Theatre)	
10:00 – 10:30	Morning Tea (Foyer)		
11:00 – 1:00	Paper Session	<p>Panel: <i>Designing, Experiencing and Analysing Games in the Age of Integration</i> (Seminar Room One) Panel Chair, Christy Dena Thomas Apperley, <i>Citizenship and Consumption: Convergence Culture, Transmedia Narratives & the Digital Divide</i> Hugh Davies, <i>Place as Media in Pervasive Games</i> Christy Dena, <i>Capturing Polymorphic Creations: Towards Ontological Heterogeneity and Transmodiology</i> Christian McCrea, <i>Then, Suddenly, I Was Moved: Nostalgia and The Media History of Games</i></p>	<p>Session chair: Yusuf Pisan (Seminar Room Two) Adam Hassell, Philip Smith and David Stratton, <i>An Evaluation Framework for Videogame Based Tasking of Remote Vehicles</i> Cameron Foale and Peter Vamplew, <i>Portal-based Sound Propagation for First-Person Computer Games</i> Qinying Xu, Daryl D'Souza and Vic Ciesielski, <i>Evolving Images for Entertainment</i> Fabio Zambetta, <i>Simulating Sensory Perception in 3D Game Characters</i></p>
1:00 – 2:00	Lunch (Foyer)		
2:00 – 3:30	Panel Session and Demos	<p>Panel: <i>Play, gaming and being mobile in the Asia-Pacific</i> (Seminar Room One) Panel Chair: Larissa Hjorth Panellists: Jaz Choi, Bora Na, Kylie Robertson, David Surman</p>	<p>Demos in the Foyer (Foyer): Bruce Joy, <i>VastPark</i> Floyd 'Florian' Muller, <i>Table Tennis Over a Distance</i> Viveka Weiley, <i>Utzon's Studio as a Collaborative Virtual Environment</i> Janine Cahill, <i>Can you lead in a world without borders?</i></p>
3:30 – 4:00	Afternoon Tea (Foyer)		
4:00 – 6:00	Panel and Paper Session	<p>Panel: <i>Interdisciplinary Perspectives on Game Studies</i> Panel Chair: Kevin McGee (Seminar Room One) Panel Organizers: Chung Peichi and Ingrid Maria Hoofd Rodney Berry, <i>Mum We're Not Playing, We're Gaming!</i> Peichi Chung, <i>The Creative Industry of Singapore: The Multinational Perspective</i> Ingrid Maria Hoofd, <i>Tools of Engagement: Critical Thinking for the Creative Industries</i> Kevin McGee, <i>Game Design in Academia: Beyond the "Scholarship" and "Skills" Dichotomy</i> Alex Mitchell, <i>Embodiment & Abstraction in Game Interfaces</i></p>	<p>Session chair: Yusuf Pisan (Seminar Room Two) Alyx Macfadyen, Andrew Stranieriv and John Yearwood, <i>Dramatic Flow in Interactive 3D Narrative</i> Malcolm Ryan, Nicholas Hannah and Joshua Lobb, <i>The Tale of Peter Rabbit: A Case-study in Story-sense Reasoning</i> Fabio Zambetta, Adam Nash and Paul Smith, <i>Two Families: Dynamical Policy Models in Interactive Storytelling</i> Sal Humphreys, <i>Discursive Constructions of Online Social Softwares: Policy and Regulation in a Converged Medium</i></p>
7.30 - 11.00	Conference dinner at University House, The University of Melbourne		

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Day Three – Wednesday 5 December 2007		
9:00 – 11:00	Panel Session	Panel: <i>What Happened to New Media Art</i> (Basement Theatre) Chair: Darren Tofts Panel: Phil Brophy, Christy Dena, Marcia Jane and Shiralee Saul
11:00 – 11:30	Morning Tea (Foyer)	
11:30 – 1:30	Paper and Workshop Session	<p>Session chair: Martin Gibbs (Seminar Room One) Khalid Aallouche, Homam Albeiriss, Redouane Zarghoune, Juha Arrasvuori, Antti Eronen and Jukka Holm, <i>Implementation and Evaluation of a Background Music Reactive Game</i> Nicola J Bidwell, Colin Lemmon, Mihai Roturu and Christopher Lueg, <i>Exploring Terra Incognita: Wayfinding Devices for Games</i> Kevin McGee, <i>Patterns and Computer Game Design Innovation</i> Adam Nash, <i>Real Time Art Engines 3: Post-convergent creative practice in MUVES</i></p> <p>Special Interest Group: Pervasive Games and Exertion Interfaces (Seminar Room Two) Chair: Florian ‘Floyd’ Mueller</p>
1:30 – 2:00	Conference Closing (Foyer)	

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