

Date	Time	Theme	Paper ID	Title	Authors	Session Chair	
2020.11.11	15: 30-16: 00 (GMT 7:30-8:00)	Opening ceremony					Zhigeng Pan
	16: 00-17: 00 (GMT 8:00-9:00)	Keynote (Professor Nadia MAGNENAT THALMANN University of Geneva , Switzerland)					Zhigeng Pan
	17: 00-19: 00(GMT 9:00-11:00)	Games	42	Serious Violence: The Effects of Violent Elements in Serious Games		Nat Sararit and Rainer Malaka	Nuno Correia
			4	A Procedurally Generated World for a Zombie Survival Game		Nikola Stankic, Bernhard Potuzak and Helmut Hlavacs	
			46	VR-DLR: A Serious Game of Somatosensory Driving Applied to Limb Rehabilitation Training		Tianren Luo, Ning Cai, Zheng Li, Zhigeng Pan and Qingshu Yuan	
			70	Enhancing Game-Based Learning Through Infographics in the Context of Smart Home Security		Mehrdad Bahrini, Nima Zargham, Johannes Pfau, Stella Lemke, Karsten Sohr and Rainer Malaka	
			51	Automatic Generation of Game Levels Based on Controllable Wave Function Collapse Algorithm		Darui Cheng, Honglei Han and Guangzheng Fei	
			26	Provchastic: Understanding and predicting game events using provenance		Troy Kohwalter, Leonardo Murta and Esteban Clua	
	Break Time						
	19:10-20:10(GMT 11:10-12:10)	Games Animation	8	The Braille Typist: A Serious Game Proposal for Braille Typewriter Training		Kayo Santana, Victor Sarinho and Claudia Pereira	Licinio Roque
			11	Murder Mystery Game Setting Research using Game Refinement Measurement		Shuo Xiong, Long Zuo and Hiroyuki Iida	
			17	Finding flow in training activities by exploringsingle-agent arcade game information dynamics		Yuexian Gao, Naying Gao, Mohd Nor Akmal Khalid and Hiroyuki Iida	
52			Braillestick: A Game Control Proposal for Blind Users Based on the Braille Typewriter		Kayo Santana, Abel Galvão, Gabriel Azevedo, Victor Sarinho and Claudia Pereira		
69			Players Perception of Loot Boxes		Albert Sakhapov and Joseph Alexander Brown		
62			Discussion on the Art of Embryonic Form of computer Animation -- The Peepshow		Cheng Liang Chen and Wenlan Jiang		
20:10-21:30 (GMT 12:10-13:30)	workshop					Wenzhen Yang Licinio Roque	
2020.11.12	15: 30-16: 30(GMT 7:30-8:30)	keynote (Professor Jian Chang Bournemouth University,UK)					Zhigeng Pan
	16:30-17:30(GMT 8:30-9:30)	Games	65	“Let’s Play a Game!” Serious Games for Arabic Children with Dictation Difficulties		Samaa Shohieb, Abd Elghaffar M. Elhady and Shaibou Abdoulai Haji	Licinio Roque
			61	Applying and Facilitating Serious Location-based Games		Jannicke Baalsrud Hauge, Heinrich Söbke, Ioana Andreea Stefan and Antoniu Stefan	
			5	Body2Particles: Designing Particle Systems Using Body Gestures		Haoran Xie, Dazhao Xie and Kazunori Miyata	
	Break Time						
	17:40-19:40(GMT 9:40-11:40)	Vritual reality&Augmented Reality	2	Conquer Catharsis - A VR Environment for Anxiety Treatment of Children and Adolescents		Andreas Lenz, Helmut Hlavacs, Oswald D. Kothgassner and Anna Felnhofer	Meili Wang
			55	Virtual Reality Augmented Game for Stroke Rehabilitation : A Feasibility Study		Supara Grudpan, Sirprapa Wattanakul, Noppon Choosri, Patison Palee, Noppon Wongta, Rainer Malaka and Jakkrit Klaphajone	
			35	Interactive Simulation of DNA Structure for Mobile-Learning		Feng Jiang, Ding Lin, Liyu Tang and Xiang Zhou	
			31	Augmented Reality towards facilitating abstract concepts learning		Sandra Câmara Olim and Valentina Nisi	
			23	Enhancing Whale Watching with mobile Apps and Streaming Passive Acoustics		Nuno Nunes, Marko Radeta and Valentina Nisi	
15			Tell a Tail: Leveraging XR for a Transmedia on Animal Welfare		Paulo Bala, Mara Dionisio, Sarah Oliveira, Tania Andrade and Valentina Nisi		
Break Time							
19:50-20:50(GMT 11:50-12:50)	Poster					Nick Graham Teresa Roma	
2020.11.13	15:30-17:30(GMT 7:30-9:30)	Artificial Intelligence Edutainment&Art&Ed	30	Developing Japanese Ikebana as a Digital Painting Tool via AI		Hung Mai Cong, Naoko Tosa and Ryohei Nakatsu	Teresa Roma
			28	Procedural Creation of Behavior Trees for NPCs		Robert Fronek, Barbara Göbl and Helmut Hlavacs	
			56	Clas-Maze: An Edutainment Tool Combining Tangible Programming and Living Knowledge		Qian Xing, Danli Wang, Yanyan Zhao and Xueyu Wang	
			10	To Binge or not To Binge: viewers’ moods and behaviors during the consumption of subscribed video str		Diogo Cabral, Deborah Castro, Jacob M. Rigby, Harry Vasanth, Mónica S. Cameirão, Sergi Bermúdez i Badia and Valentina Nisi	
			64	3D Modeling and 3D Materialization of Fluid Art That Occurs in Very Short Time		Naoko Tosa, Pan Yunian, Ryohei Nakatsu, Akihiro Yamada, Takashi Suzuki and Kazuya Yamamoto	
			57	A 3D Flower Modeling Method Based on a Single Image		Jiaxian Lin, Ming Ju, Siyuan Zhu and Meili Wang	
	Break Time						
	17: 40-18: 20(GMT 9:40-10:20)	Vritual reality&Augmented Reality	1	Learning of Art Style Using AI and Its Evaluation Based on Psychological Experiments		Hung Mai Cong, Ryohei Nakatsu, Naoko Tosa, Takashi Kusumi and Koji Koyamada	Lizhuang Ma Meili Wang
			6	Deep Learning-Based Segmentation of Key Objects of Transmission Lines		Mingjie Liu, Yongteng Li, Xiao Wang, Renwei Tu and Zhongjie Zhu	
			43	Classification of Chinese and Western Painting Images based on Brushstrokes Feature		Liqin Qiao, Xiaoying Guo and Wenshu Li	
			16	Role and value of character design of social robots		Junichi Osada, Keiji Suzuki and Hitoshi Matsubara	
	18:20 - 19:00(GMT 10:20-11:00)	Artificial Intelligence 3D Modeling	25	Psychological Evaluation for Images/Videos Displayed Using Large LED Display and Projector		Ryohei Nakatsu, Naoko Tosa, Takashi Kusumi and Hiroyuki Takada	Lizhuang Ma Meili Wang
13			To Borrow Arrows with Thatched Boats: an educational game for early years under the background of Ch		Hui Liang, Fanyu Bao, Yusheng Sun, Chao Ge, Fei Liang and Qian Zhang		
53			João em Foco: A Learning Object About the Dyslexia Disorder		Washington Batista, Kayo Santana, Lenington Rios, Victor Sarinho and Claudia Pereira		
66			Dynamic 3D Scanning Based on Optical Tracking		Han Jiangtao, Yao Longxing, Yang Long and Zhang Zhiyi		
19:00 - 19:40(GMT 11:00-11:40)	Vritual reality&Augmented Reality	3	Survival on Mars - A VR Experience		Alexander Ramharter and Helmut Hlavacs	Lizhuang Ma Meili Wang	
		18	Tangible Multi-Card Projector-based Interaction With Physics		Songxue Wang, Youquan Liu and Junxiu Guo		
		36	Co-Sound: An interactive medium with WebAR and spatial synchronization		Kazuma Inokuchi, Manabu Tsukada and Hiroshi Esaki		
		24	A Memory Game Proposal for Facial Expressions Recognition in Health Therapies		Samuel Vitorio Lima and Victor Sarinho		
Break Time							
19:50-20:10(GMT 11:50-12:10)	Closing Ceremony						