FDG 2024 Main Conference

*All times listed are in **Eastern Standard Time (EST)**.*

Workshops - Wednesday, 21 May 2024

Breaks: *10:30 - 11:00 and 15:00 - 15:30*

Half Day (14:00 - 17:00)

> **2nd Workshop on Eudaimonia in Digital Games**
> Campus Center: Taylor Room

Organized by Tom Cole, Alena Denisova and Jo Iacovides

Full Day (9:00 - 17:00)

> **Workshop on Game Research Software System Reuse**
> Innovation Studio 105

Organized by Seth Cooper and Samuel Hill

> **Tutorial on Playable Citations**
> Innovation Studio 205

Organized by Eric Kaltman, Joseph Osborn and Adam Smith

> **Workshop on Procedural Content Generation**
> Innovation Studio 203

Organized by M Charity, Bahar Bateni and Jean-Baptiste Hervé

> **Queer Play Workshop**
> Innovation Studio: 1965 Conference Room

Organized by Rachel Donley, Shano Liang, Ari Gass and Anne Sullivan

Day 1 - Wednesday, 22 May 2024

Plenary Session (9:00 - 10:00)

Plenary Session: Keynote 1
Olin Hall 107

How Many Storylets Are Enough? Scoping Your Systemic Narrative.

Emily Short

Session 1 (10:30 - 12:00)

Session 1A
Innovation Studio 203

The Ink Splotch Effect: A Case Study on ChatGPT as a Co-Creative Game Designer

Asad Anjum, Yuting Li, Noelle Law, M Charity and Julian Togelius

Language-Driven Play: Large Language Models as Game-Playing Agents in Slay the Spire

Bahar Bateni and Jim Whitehead

DreamCraft: Text-Guided Generation of Functional 3D Environments in Minecraft

Sam Earle, Filippos Kokkinos, Yuhe Nie, Julian Togelius and Roberta Raileanu

Session 1B
Innovation Studio 205

A Case Study of Agile Practices for 3D Modeling

Lucas Machado, Lisandra Fontoura and Mateus Rutzig

Exploring the Complexity of Jubensha: A Taxonomy and Analysis of Chinese Murder Mystery Role-Playing Games

Shano Liang, Max Chen, Phoebe Toups Dugas, Gillian Smith and Rose Bohrer

Playing Alone

Jennifer Dewinter and Hana Hanifah

Empathic Design Principles: Assessing User Experience in Games

Raluca Ionela Maxim, Joan Arnedo Moreno and Raluca Maxim

Session 2 (13:30 - 15:00)

Session 2A
Innovation Studio 203

Navigating Faction Systems: Insights and Recommendations for More Believable NPCs in Video Games

Rehaf Al Jammaz, Noah Wardrip-Fruin and Michael Mateas

Show or Tell? A Comparison of Direct Instruction Tutorial and Learn By Doing Increased Impasse Versions of Initial Levels of a Puzzle Game

Craig Anderson, Zack Carpenter, Basel Hussein and David DeLiema

Snake Story: Exploring Game Mechanics for Mixed-initiative Co-creative Storytelling Games

Daijin Yang, Erica Kleinman, Giovanni Troiano, Elina Tochilnikova and Casper Harteveld

Session 2B
Innovation Studio 205

The Masquerade of Play: A Reappraisal of the Magic Circle

Bjarke Alexander Larsen and Elin Carstensdottir

The Eyes, the Hands and the Brain: What can Text-to-Image Models Offer for Game Design and Visual Creativity?

Hongwei Zhou, Jichen Zhu, Michael Mateas and Noah Wardrip-Fruin

How To Save A World: The Go-Along Interview as Game Preservation Methodology in Wurm Online

Florence Smith Nicholls and Michael Cook

Sponsored Workshop
TBA

On the Role of Computer Vision in Games

Farrukh Rahman with Studios-Quality Xbox Game Studios

Session 3 (15:30 - 17:00)

Session 3A
Innovation Studio 203

Visualization of Player Movement Patterns with Line Integral Convolution and Alpha Shapes

Guenter Wallner and Anders Drachen

Interactive Player Journeys: Co-designing a Process Visualization System to Video Game Analytics

Zhaoqing Teng, Johannes Pfau, Sai Siddartha Maram and Magy Seif El-Nasr

Elevating Game User Research with a Guided Interface for Data Analysis

Aqeel Haider, Tom Romanus, Rebecca Tang, Kathrin Gerling and Vero Vanden Abeele

Session 3B
Innovation Studio 205

Climate Club: A Group-based Game to Support Sensemaking of Climate Actions

Prasad Sandbhor and Jonathan Hook

Climate-Oriented Persuasive Edutainment (C.O.P.E.) Model: Player Experience for Effective Climate Communication

Mahsuum Daiiani, Penny Sweetser Kyburz, Samantha Stanley, Sabrina Caldwell and Dirk Van Rooy

Play and Viz: Using Entertainment Games for Exploring Data Visualizations

Magdalena Kejstova, Tereza Šťastná and Simone Kriglstein

Reception (18:00 - 19:30)

Posters
Innovation Studio 203 and 205

Sus: Modifying Among Us for Misinformation Discernment

Garrison Wells, Agnes Romhanyi and Alaina Klaes

StoryVerse: Towards Co-authoring Dynamic Plot with LLM-based Character Simulation via Narrative Planning

Yi Wang, Qian Zhou and David Ledo

The Creation Blockchain: Documentation and Validation of Work Processes

Wenzel Hünting, Daniel Loebenberger and Sebastian von Mammen

Designing Interactive Virtual Tours for Education: Two Case Studies on Virtual Tours of the Chemistry and Biochemistry Laboratories

Max Chen, Dashiell Elliott, Robert Dempski and Raúl Orduña Picón

Space Out Gaming: Comparing Distributed Practice Sessions with Massed Play

Ioannis Bikas, Johannes Pfau, Thomas Muender and Rainer Malaka

Playing Well Together with a Reward System: Understanding Player Preferences for the PS Trophy System

Derusha Baskaran, Kathryn E. Ringland and Edward F. Melcer

Toward A Game Citation and Reference Workbench

Joseph Osborn and Eric Kaltman

Dungeons, Dragons, and Emotions: A Preliminary Study of Player Sentiment in LLM-driven TTRPGs

Xiao You, Pittawat Taveekitworachai, Siyuan Chen, Mustafa Can Gursesli, Xiaoxu Li, Yi Xia and Ruck Thawonmas

RetroFit

Joseph Osborn, Katiana Wieser and Miriam Brody

Prototyping Slice of Life: Social Physics with Symbolically Grounded LLM-based Generative Dialogue

Mike Treanor, Ben Samuel and Mark Nelson

Authoring Games with Tile Rewrite Rule Behavior Trees

Jiayi Zhou, Chris Martens and Seth Cooper

Endpoint Conditioned Multimodality Trajectory Prediction Using Voronoi Tessellation

Jonas Peché, Aliaksei Tsishurou and Günter Wallner

Hidden Heroes: A thematic analysis of a game jam designed around authentic stories

Ala Ebrahimi, James Cox, Erica Kleinman and Bob De Schutter

Design a Game for Eyes: Experiencing Eye Tracking as the Primary Control Mechanism in Slumber Suburban

Zihan Feng, Shimin Sun, Qisong Zeng and Li Zheng

Partners in (Solving) Crime: Promoting Sociality through Play in Hybrid Museum Visits

Georgia Koutiva, Akrivi Katifori and Maria Roussou

Effects of Adaptive Time Delay on Quality of Experience in First Person Shooter Games

Samin Shahriar Tokey, James Cannon, Saketh Dinasarapu, Ao Jiang, Hanzalah Qamar and Mark Claypool

Asynchronous Collaboration with Quality-Diversity Search in Human Computation Games

Nicholas Osborn and Seth Cooper

Ahead-of-time Compilation for Diverse Samplers of Constrained Design Spaces

Abdelrahman Madkour, Ross Mawhorter, Stacy Marsella, Adam M. Smith and Steven Holtzen

Towards Authoring Open-Ended Behaviors for Narrative Puzzle Games with Large Language Model Support

Britney Ngaw, Grishma Jena, João Sedoc and Aline Normoyle

HKViz: Map-Based Analytics for Hollow Knight

Oliver Gstöttenbauer, Claire Dormann and Günter Wallner

Cardistry: Exploring a GPT Model Workflow as an Adapted Method of Gaminiscing

Brandon Lyman, Ala Ebrahimi, James Cox III, Szeyi Chan, Chris Barney and Bob De Schutter

Neurotype Cafe: A Case Study in Neurodiverse Self-Representation

Lena Dias, Ben Schneider and Rose Bohrer

Day 2 - Thursday, 23 May 2024

Plenary Session (9:00 - 10:00)

Plenary Session: Keynote 2
Olin Hall 107

Beyond the Pixels: Advancing Visual Quality Assurance in Gaming with Computer Vision

Farrukh Rahman with Studios-Quality Xbox Game Studios

Session 4 (10:30 - 12:00)

Session 4A
Innovation Studio 203

On the Evaluation of Procedural Level Generation Systems

Oliver Withington, Michael Cook and Laurissa Tokarchuk

College Ruled: A Pathfinding Approach to Generative Storytelling

Nicholas Treynor and Joshua McCoy

You-Only-Randomize-Once: Shaping Statistical Properties in Constraint-based PCG

Jediah Katz, Bahar Bateni and Adam M. Smith

Session 4B
Innovation Studio 205

GameDevDojo - An Educational Game for Teaching Game Development Concepts

Michael Holly, Lisa Habich and Johanna Pirker

Game Development as Project-Based Learning: Synthesizing Postmortems of Student-Created Mobile Games

Max Chen and Gillian Smith

Toward a Design and Play-Focused Approach to Teaching Technical Game Design

Raquel Robinson and Alberto Alvarez

Session 5 (14:00p - 15:00)

Chroniqueur: A Platform for Emergent Narrative Experimentation

Jonathan Lessard

A Demonstration of Tracks in Snow, an Interactive Drama Visual Novel

Nic Junius and Elin Carstensdottir

Noisrucer

Nora Bakken, Brian Ngo, Andrew Lewis and Osvaldo Jimenez

Info Overload: A Cooperative Evacuation Game

Mj Johns, Rita Tesfay, Mário Escarce Junior, Emmanuel Ezenwa Jr., Thomas Maiorana, Magy Seif El-Nasr, Edward Melcer and Katherine Isbister

The Theseus Project: Applying Advances in Memoryscape Technology Toward Novel Applications

Kathleen Morrissey, Melissa Kagen and Hannah Belan

Demo of Tile Rewrite Rule Behavior Tree Games

Seth Cooper, Kaylah Facey, Jiayi Zhou, Luis Garcia and Chris Martens

How much Tetris can Wave Function Collapse put up with?

Rolf Piepenbrink and Rafael Bidarra

Retelling the Tell-Tale Heart: 1.0 release

Kenton Howard

Cardistry: Making Playing Cards from Personal Stories

Brandon Lyman, Ala Ebrahimi, James Cox III, Szeyi Chan, Chris Barney and Bob De Schutter

Slice of Life Dialogue Prototype

Mike Treanor, Ben Samuel and Mark Nelson

BDD-based Navigation Assistance for Super Metroid

Ross Mawhorter and Adam Smith

Cheap and Easy Open-Ended Text Input for Interactive Emergent Narrative

Max Kreminski

Hlockey: An application of story sifting to Blaseball-like emergent narrative

Isaac Karth

Pizzicato, a sonification game for motor behavior research

Martin Starkov, Scott Jochems, Joris Rijsdijk, Ravi Snellenberg, Luca Stoffels, Amir Zaidi and Rafael Bidarra

Demonstration of Network Latency and the Peeker's Advantage in First-person Shooter Games

Samin Shahriar Tokey, Zesheng Chen, Colin Mettler, Dexuan Tang, Ben Boudaoud, Joohwan Kim, Josef Spjut and Mark Claypool

Courting Contraceptives the Cabinet: Creating a Custom Arcade Cabinet for a Public Health Communication Video Game

Sarah Schoemann and Beth Sundstrom

Last Stand - A First Person Shooter Game for User Studies on the Effects of Network Delay on Players

Samin Shahriar Tokey and Mark Claypool

College Ruled: A Pathfinding Approach to Generative Storytelling

Nicholas Treynor and Joshua McCoy

Day 3 - Friday, 24 May 2024

Plenary Session (9:00 - 10:00)

Plenary Session: Keynote 3
Olin Hall 107

Like Synchronous Fireflies: playing together in the connective structures of online space

Everest Pipkin

Session 7 (10:30 - 12:00)

Session 7A
Innovation Studio 203

A Feature Comparison Study of Live Companion Tools for Esports Games

Letian Wang, Claire Dormann and Günter Wallner

Subtractive Design Practices and 2010's New Wave of Indie Horror Games

Pedro M. A. Fernandes, Pedro Neves and Phil Lopes

The NES Video-Music Database: A Dataset of Symbolic Video Game Music Paired with Gameplay Videos

Igor Cardoso, Rubens O. Moraes and Lucas N. Ferreira

Session 7B
Innovation Studio 205

They Can't Play with Us

Mel Stanfill, Anastasia Salter and Anne Sullivan

Intimidating or Friendly? How Players Represent Themselves With Character Appearances That Reflect Their Social Motivations

Susanne Poeller, Nicola Baumann and Regan Mandryk

"It's Not Fair!" - Exploring Game Master Unfairness in Tabletop Role Playing Games

Akrivi Katifori, Dimitra Petousi, Pantelis Sakellariadis and Yannis Ioannidis

Session 8 (13:30 - 15:00)

Session 8A
Innovation Studio 203

Exploring how Emotional Challenge and Affective Design in Games Relates to Player Reflection

Marjorie Cuerdo, Derusha Baskaran and Edward Melcer

The Impact of Emotional Virtual Characters on Emotional State and Player Experience in VR Horror Games

Linda Graf, Katharina Emmerich, Stefan Liszio and Maic Masuch

Evaluating the Impact of Gameful Design on Pro-Environmental Attitudes: Beyond Blue as Intervention

Mahsuum Daiiani, Penny Sweetser, Samantha Stanley, Sabrina Caldwell and Dirk Van Rooy

Session 8B
Innovation Studio 205

Queer TTRPGs' Visibility, Safety, and Allegory as Resistance

Jailyn Zabala, Josie Zvelebilova and Alexandra To

Playing with Prejudice: Do Colour Scheme and Hypersexualization of Women In Games Influence Player Decisions, Perceptions, and Avatar Appeal?

Susanne Poeller, Martin J. Dechant and Regan L. Mandryk

Exploring Gender and Racial/Ethnic Bias Against Video Game Streamers: Comparing Perceived Gameplay Skill and Viewer Engagement

David Nguyen, Edward Melcer and Deanne Adams

Doctoral Consortium
Innovation Studio 105

Session 9 (15:30 - 17:00)

Session 9A
Innovation Studio 203

Comprehensive and Instantly Responsive Player Assistance using Binary Decision Diagrams

Ross Mawhorter and Adam M. Smith

The Effects of Network Latency on the Peeker's Advantage in First-person Shooter Games

Samin Shahriar Tokey, Colin Mettler, Dexuan Tang, Zesheng Chen, Ben Boudaoud, Joohwan Kim, Josef Spjut and Mark Claypool

Waiting to Play - Measuring Game Load Times and their Effects on Player Quality of Experience

Mark Claypool, Shengmei Liu, Atsuo Kuwahara, James Scovell, Miles Gregg, Federico Galbiati and Eren Eroglu

Session 9B
Innovation Studio 205

From a Social POV: The Impact of Point of View on Player Behavior, Engagement, and Experience in a Serious Social Simulation Game

Ruben Schlagwoski, Frederick Herget, Niklas Heimerl, Maximilian Hammerl, Tobias Huber, Pamina Zwolsky, Jan Gruca and Elisabeth André

Learning the Game: Decoding the Differences between Novice and Expert Players in a Citizen Science Game with Millions of Players

Eddie Cai, Roman Sarrazin-Gendron, Renata Mutalova, Parham Ghasemloo, Sébastien Caisse, Rob Knight, Mathieu Blanchette, Attila Szantner and Jerome Waldispuhl

Study on Gender Dysphoria & Character Customisation

Samira Zomerplaag and Sander Bakkes