List of Papers at FDG 2024
Main Conference

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

Day 1 - Wednesday, 22 May 2024

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

White Innocence in European Video Games

Sabine Harrer

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

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

Day 2 - Thursday, 23 May 2024

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)

Session 5 -- Games and Demos
Innovation Studio 203 and 205

TBA

Session 6 (15:30 - 17:00)

Session 6 -- Games and Demos
Innovation Studio 203 and 205

TBA

Last updated 5/8/2024 at 18:30 EST

Day 3 - Friday, 24 May 2024

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: Unpacking Pronoun Controversies in Game Character Creation

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

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

David Nguyen, Edward Melcer and Deanne Adams

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

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

An Exploratory Study on Gender Dysphoria & Character Customisation

Samira Zomerplaag and Sander Bakkes