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)

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<th>Session 1A</th>
<th>Innovation Studio 203</th>
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<td>The Ink Splotch Effect: A Case Study on ChatGPT as a Co-Creative Game Designer</td>
<td>Asad Anjum, Yuting Li, Noelle Law, M Charity and Julian Togelius</td>
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<td>Language-Driven Play: Large Language Models as Game-Playing Agents in Slay the Spire</td>
<td>Bahar Bateni and Jim Whitehead</td>
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<td>DreamCraft: Text-Guided Generation of Functional 3D Environments in Minecraft</td>
<td>Sam Earle, Filippos Kokkinos, Yuhe Nie, Julian Togelius and Roberta Raileanu</td>
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<th>Session 1B</th>
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<td>White Innocence in European Video Games</td>
<td>Sabine Harrer</td>
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<td>A Case Study of Agile Practices for 3D Modeling</td>
<td>Lucas Machado, Lisandra Fontoura and Mateus Rutzig</td>
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<td>Exploring the Complexity of Jubensha: A Taxonomy and Analysis of Chinese Murder Mystery Role-Playing Games</td>
<td>Shano Liang, Max Chen, Phoebe Toups Dugas, Gillian Smith and Rose Bohrer</td>
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<td>Playing Alone</td>
<td>Jennifer Dewinter and Hana Hanifah</td>
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Last updated 5/8/2024 at 18:30 EST
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

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

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

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

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)

Comprehensive and Instantly Responsive Player Assistance using Binary Decision Diagrams
Ross Mawhoret and Adam M. Smith

The Effects of Network Latency on the Peekers’ 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

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