# 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)

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<th>Workshop</th>
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<td><strong>2nd Workshop on Eudaimonia in Digital Games</strong></td>
<td>Campus Center: Taylor Room</td>
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<td>Tom Cole, Alena Denisova and Jo Iacovides</td>
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### Full Day (9:00 - 17:00)

<table>
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<th>Workshop</th>
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<td><strong>Workshop on Game Research Software System Reuse</strong></td>
<td>Innovation Studio 105</td>
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<td>Seth Cooper and Samuel Hill</td>
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<td><strong>Tutorial on Playable Citations</strong></td>
<td>Innovation Studio 205</td>
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<td>Eric Kaltman, Joseph Osborn and Adam Smith</td>
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<td><strong>Workshop on Procedural Content Generation</strong></td>
<td>Innovation Studio 203</td>
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<td>M Charity, Bahar Bateni and Jean-Baptiste Hervé</td>
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<td><strong>Queer Play Workshop</strong></td>
<td>Innovation Studio: 1965 Conference Room</td>
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<td>Rachel Donley, Shano Liang, Ari Gass and Anne Sullivan</td>
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*Last updated 5/19/2024 at 1:22 EST*
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

*Last updated 5/19/2024 at 1:22 EST*
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 Hartevedl

**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

*Last updated 5/19/2024 at 1:22 EST*
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

Last updated 5/19/2024 at 1:22 EST
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

Last updated 5/19/2024 at 1:22 EST
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

Last updated 5/19/2024 at 1:22 EST
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

Last updated 5/19/2024 at 1:22 EST
Session 5 (14:00p - 15:00)

**Session 5 and 6 -- Games and Demos**
Innovation Studio 203 and 205

**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

*Last updated 5/19/2024 at 1:22 EST*
Cheap and Easy Open-Ended Text Input for Interactive Emergent Narrative
Max Kreminski

Hockey: 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

Last updated 5/19/2024 at 1:22 EST
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

Last updated 5/19/2024 at 1:22 EST
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 Waldispühl

Study on Gender Dysphoria & Character Customisation
Samira Zomerplaag and Sander Bakkes