WCC PlayIT Program (provisional program only - subject to change)

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Monday 20 September	F1 Play IT	Tuesday 21 September	F1 Play IT	Wednesday 22 September	M9 Play IT
	ECS vanced information processing in tainment Computing	1030	ECS Creative Computing 1 Haptic Carillon: a computationally enhanced mechanical performing instrument Fazel Naghdy AUSTRALIA Authors: M. Havryliv, F. Naghdy, G. Schiemer & T. Hurd	1030	ECS Interactive Media and Digital Art Interactivity in games: the player's engagement Stephane Natkin FRANCE Authors: S. Natkin
and R Comp Andre	d talk: ole Format Search tescue Robot as a letitive Arena ew Chiou RALIA	1100	3D geometric and haptic modelling of handwoven textile artefacts Fazel Naghdy AUSTRALIA Authors: H. Shidanshidi, F. Naghdy, G. Naghdy & D. Wood Conroy	1100	Opening the Can: Public Interaction with Ready- made Contents Philippe Codognet JAPAN Authors: S. Dubnov & P. Codognet
appro mover muser Sookh Autho Sookh	line classification ach of visitors' ments in 3D virtual ums Kingkarn nanaphibarn JAPAN rs: K. nanaphibarn & R.	1130	Pocket Gamelan: realizations of a microtonal composition on a Linux phone using open source music synthesis software Greg Schiemer AUSTRALIA Authors: G. Schiemer, E. Deleflie & E. Cheng	1130	Emotional Expression of Korean Dance Assisted by a Virtual Environment System Jong II Park KOREA Authors: T. Uhm, H. Park, M. Lee, U. Kim & J. Park
Drean AUST	chine That Day- ns Graham Mann RALIA rs: G. A. Mann	1200	Creating memory: reading a patching language Michael Barkl AUSTRALIA Authors: M. Barkl	1200	Emotion as a Communication Medium between the Unconscious and the Conscious Matthias Rauterberg THE NETHERLANDS Authors: M. Rauterberg
1330 Cluste persor entert. Woraș AUST W. Pa	ECS vanced information processing in rtainment Computing 2 er analysis for nalised mobile ainment content bat Paireekreng RALIA ireekreng, K. Wai & C. C. Fung	1330	ECS Creative Computing 2 The promise of fuzzy logic in generalised music composition Wendy Suiter AUSTRALIA Authors: W. Suiter	1330	ECS Theoretical / Conceptual Basis of Cultural Computing Cultural computing - how to investigate a form of unconscious user experience in mixed realities Matthias Rauterberg THE NETHERLANDS Authors: M. Rauterberg, J. Hu & G. Langereis

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1400	Auto-Explanation System: Player Satisfaction in Strategy-Based Board Games Andrew Chiou AUSTRALIA Authors: A. Chiou & K. W. Wong	
1430	Comparing binarisation techniques for the processing of ancient manuscripts Kevin Wong AUSTRALIA R. Chamchong, C. C. Fung & K. W. Wong	
1500	Complex game design modeling Kevin Wong AUSTRALIA V. Narayanasamy, K. W. Wong, S. Rai & A. Chiou	

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	Structuralism, attitude and the computer: questioning the notion of 'cultural computing' Warren Burt AUSTRALIA Authors: W. Burt		
1430	Looking for Culture in Video Games: Three Conceptual Approaches James Scarborough UNITED STATES Authors: J. K. Scarborough		
1500	Supporting Multiple Perspectives on 3D Museum Artefacts through Interoperable Annotations Jane Hunter AUSTRALIA Authors: J. Hunter & C. Yu		

1400	Machine-made puzzles and hand-made puzzles Hiroshi Higashida JAPAN Authors: Hiroshi Higashida
1430	Cultural computing: creative power integrating culture, unconsciousness and software Naoko Tosa JAPAN Authors: N. Tosa
1500	Entertainment and its future Ryohei Nakatsu SINGAPORE Authors: R. Nakatsu

ECS

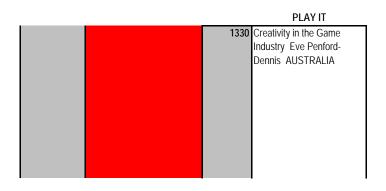
1600	Co-production and co- creation: creative practice in social inclusion Atau Tanaka UNITED KINGDOM Authors: A. Tanaka, L. Gaye & R. Richardson	
1630	Panel: Concept, Methodology and Future of Cultural Computing Panellists: Ryohei Nakatsu, Naoko Tosa, Matthias Rauterberg	

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Thursday 23 M8 F1
September
Play IT Play IT

PlayIT Industry

	Session
PLAY IT Doomsplay	1030 Joint presentation: Game Development Studio Start-Up's: A Practical Guide George Fidler AUSTRALIA & The changing face of games and game development Morgan Jaffit AUSTRALIA
	1120 Discussion
	1130 Social Gaming John Passfield AUSTRALIA
	1200 StarCraft and e-sports: My time as a professional gamer in Korea Peter Neate AUSTRALIA



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	1400	Business Process Simulation In Virtual Worlds Ross Brown AUSTRALIA
	1430	The Perpetual Song Mick Gordon AUSTRALIA
	1500	0