

## CGAT 2018 Conference Program

# DAY 1

**Date:** 25 June 2018 (Monday)

**Venue:** HFC, Singapore

**Room:** TBA

9:10-9:40	<b>Registration</b>
9:40-10:20	<b>Keynote Address:</b> <b>Prof. Edmond C. Prakash</b> <b>Head of Creative Technologies</b> <b>Westminster School of Media</b> <b>Arts and Design Faculty</b> <b>Creative Technologies Department</b> <b>University of Westminster, UK</b>
10:20-10:40	<b>Coffee / Refreshment Break</b>
10:40-11:00	<b>CGAT 5</b> <b>“Co-smonauts: Game Interfaces for Elderly People in Co-located and Collaborative Play”</b> Asst. Prof. Jürgen Hagler Upper Austria University of Applied Sciences
11:00-11:20	<b>CGAT 17</b> <b>“The Amount of Motorcycles Has Impacted City Development in Kaohsiung Based on the Theory and Analysis of Jacques Derrida”</b> Mr. Te Fu Chou National Chi Nan University, Taiwan
11:20-11:40	<b>CGAT 7</b> <b>“Animated Films as a Tool to Foster Language and Culture”</b> Asst. Prof. Jehan Bulanadi and Mr. Adrian Lee Magcalas Holy Angel University, Philippines
11:40-12:00	<b>CGAT 6</b> <b>“A Comparative Study between Narrative Fiction and Interactive Fiction to Enhance Youth Literacy in Indonesia”</b> Mr. Albert Darmawan Bina Nusantara University, Indonesia
12:00-13:00	<b>LUNCH</b>

13:00-13:20	<p style="text-align: center;"><b>CGAT 13</b>  <b>“Interactive Storytelling Game for Delivering Technical Knowledge to the General Public: A Case Study of Delivering IaaS Migration using the FELIX Federated Testbed Knowledge”</b>  Mr. Kittikhun Thongkanchorn  Mahidol University, Thailand</p>
13:20-13:40	<p style="text-align: center;"><b>CGAT 3</b>  <b>“Teaching International Student Populations Simple Computer Games Development”</b>  Assoc. Prof. Mark Bannatyne  Purdue University, USA</p>
13:40-14:00	<p style="text-align: center;"><b>CGAT 115</b>  <b>“Discussion of the Game Fairness of Free-style Gobang Games Based on Changed Rules”</b>  Dr. Takaaki Goto  Ryutsu Keizai University, Japan</p>
14:00-14:20	<p style="text-align: center;"><b>CGAT 101</b>  <b>“Digital Game-based Learning for Delivering Technical Content: A Case Study of Delivering Data Center Migration Research Knowledge”</b>  Ms. Punyanuch Borwarnginn  Mahidol University, Thailand</p>
14:20-14:40	<p style="text-align: center;"><b>CGAT 111</b>  <b>“Region-based Hosting Strategies for Cloud Gaming Platforms”</b>  Assoc. Prof. Jianmin Zheng  Nanyang Technological University, Singapore</p>
14:40-15:00	<p style="text-align: center;"><b>CGAT 104</b>  <b>“Adolescent Experience of Digital Gaming: Literature Review, Proposed Study Methodology and Protocol”</b>  Ms. Kathleen Teh  Queensland University of Technology, Australia</p>
15:00-15:20	<b>Coffee / Refreshment Break</b>
15:20-15:40	<p style="text-align: center;"><b>CGAT 105</b>  <b>“A Software Model for Interactive Story Generation”</b>  Prof. Boumediene Belkhouche  United Arab Emirates University</p>

15:40-16:00	<p style="text-align: center;"><b>CGAT 10</b>  <b>“An Investigation on the Effect of Educational Experiential Games: Games based on History and Literary Novels”</b>  Asst. Prof. Mike Anthony S. Tan  De La Salle-College of Saint Benilde, Philippines</p>
16:00-16:20	<p style="text-align: center;"><b>CGAT 117</b>  <b>“Real Time Online Multiplayer Gaming Framework using Kinect Sensors”</b>  MD.Tashauf Akand Ananno  Brac University, Bangladesh</p>
16:20-16:40	<p style="text-align: center;"><b>CGAT 123</b>  <b>“Securing the Cloud through Access Monitoring and Encryption”</b>  Dr. Mahmoud Abaza  Athabasca University, Canada</p>
16:40-17:00	<p><b>BEST PAPER AWARDS</b>  <b>(Group Photo &amp; Distribution of Certificates)</b></p>
18:00-21:00 (26 <sup>th</sup> June)	<p><b>COMPLIMENTARY CITY TOUR</b></p>