Foundations of Digital Games 2012

# Conference at a Glance

| | | |
|---|---|---|
| | 8:00 - 17:00 | Registration |
| **Tuesday** | 9:00 – 17:00 | **Workshop:** Design Patterns in Games<br>Organizers: *Kenneth Hullett, David Milam, Staffan Bjork, Gillian Smith, Jose Zagal*<br>**Room: Congressional** |
| | 9:00 – 17:00 | **Workshop:** Research Prototyping for Games<br>Organizers: *Mirjam P Eladhari, Elina M. I. Ollila, Anne Sullivan*<br>**Room: University B** |
| | 9:00 – 17:00 | **Workshop:** Procedural Content Generation in Games<br>Organizers: *Julian Togelius, Joris Dormans*<br>**Room: University C** |
| | 9:00 – 17:00 | **Workshop:** Play Experience Workshop<br>Organizers: *Alessandro Canossa, Magy Seif El-Nasr, Lennart Nacke, Anders Drachen, Heather Desurvire, Katherine Isbister, Regina Bernhaupt, Licia Calvi*<br>**Room: Chancellor** |
| | 9:00 – 17:00 | **Workshop:** Intelligent Cinematography and Editing<br>Organizers: *Michael Young, Arnav Jhala, Magy Seif El-Nasr, Joseph Magliano, Paolo Burelli*<br>**Room: University A** |
| | 19:00-22:00 | **Reception**<br>**Room: State DEF** |
| | 22:00-1:00 | **Games Night**<br>**Room: Hospitality Suite** |
| | **Coffee Breaks will be administered at 10:30-11:00 and 15:00-15:30** | |

| | | |
|---|---|---|
| | 8:00 - 17:00 | Registration |
| Wednesday | 8:45 - 9:00 | **Conference Welcome**<br>*Magy Seif El-Nasr*<br>**Room: State C** |
| | 9:00 - 10:00 | **Keynote**: Monkey see, Monkey do – An ecological approach to challenge in games<br>*Jonas Linderoth*<br>**Room: State C** |
| | 10:00 - 10:30 | Coffee Break |
| | 10:30 - 12:00 | **Session:** Game Studies **Room: State A**<br>**Session:** User and Player Research **Room: State B** |
| | 12:00–13:30 | **Lunch (on your own)** |
| | 13:30–14:40 | **Session:** Development & Architecture **Room: State A**<br>**Session:** Players & Practices **Room: State B** |
| | 15:00 - 15:30 | Coffee Break |
| | 15:30 - 16:30 | **Panel:** Twitter as a Platform?<br>*Panelists: Simon Ferrari, Itai Himelboim, Casey O'Donnell, and John Sharp*<br>**Room: State C** |
| | 16:30–17:00 | **Poster Minute Madness**<br>*William Ryan, Poster Chair*<br>**Room: State C** |
| | 17:00-18:00 | **Invited Talk by Microsoft:** KinectFusion Rapid 3D Reconstruction and Interaction with Microsoft Kinect<br>*David Molyneaux*<br>**Room: State C** |
| | 19:00-22:00 | **Doctoral Consortium (DC) Presentations (Closed Session)**<br>*Tiffany Barnes, DC Chair*<br>**Room: Congressional** |
| | 20:00-24:00 | **Games Night** **Room: Hospitality Suite** |

| | | |
|---|---|---|
| | 8:00 - 17:00 | **Registration** |
| **Thursday** | 9:00-10:00 | **Keynote**<br>A Paradox of Play: Autonomy and Discipline in Video Gaming<br>*Bonnie Nardi*<br>**Room: State C** |
| | 10:00 - 10:30 | Coffee Break |
| | 10:30 - 12:00 | **Session:** Frameworks & Theories **Room: State A**<br>**Session:** Design Tools **Room: State B** |
| | 12:00–13:30 | **Lunch (on your own)** |
| | 13:30 - 14:50 | **Poster Session**<br>**Room: State C** |
| | 15:00 - 16:00 | **Panel:** The Future of Role-Playing Games<br>*Panelists: Ian Bogost (moderator), Mia Consalvo (Concordia), Noah Wardrip-Fruin (UCSC), Brett Douville (Bethesda)*<br>**Room: State C** |
| | 16:00 - 16:30 | Coffee Break |
| | 16:00-18:30 | **Game Research Festival Gathering** **Room: Congressional** |
| | 16:30-17:30 | Community Discussion, *Jim Whitehead*<br>**Room: State C** |
| | 18:30 - 21:00 | **Banquet**<br>**Room: State DEF** |
| | **Games Research Festival** open 12:00-18:30<br>**Room: Congressional** | |
| | 20:00-24:00 | **Games Night** **Room: Hospitality Suite** |

| | | |
|---|---|---|
| **Friday** | 9:00-10:00 | **Keynote**<br>Building Social Games: From Platform to Product<br>*Reed Shaffner* and *Zach Schubert*, ***Zynga***<br>**Room: State C** |
| | 10:00–10:30 | Coffee Break |
| | 10:30–12:00<br>10:30–11:40 | **Session:** Game Design **Room: State A**<br>**Session:** AI & Development **Room: State B** |
| | 12:00–14:00 | **Lunch (on your own)** |
| | 14:00–15:00 | **Panel:** w/Cliffy B.<br>*Panelists: Ian Bogost (moderator), Cliff Bleszinski*<br>**Room: State C** |
| | 15:00–15:30 | Closing Session<br>*Magy Seif El-Nasr*<br>**Room: State C** |

In-cooperation: acm In-Cooperation ACMSIGGRAPH SIG CSE

Sponsors: Microsoft Research Microsoft Studios grand zynga CRC Press Taylor & Francis Group

Media Partners: GAMECAREERGUIDE.COM gd GAME DEVELOPER MAGAZINE