

2021 1st Artificial Intelligence and Entertainment Science (AIES2021) Workshop

Theme: Towards Empathic Entertainment Technology

Time (JST)	Event Description (November 2nd, 2021)			
16:55 - 17:15	Welcoming Reception/Webex Login			
17:15 - 17:30	Opening Remarks (Chair: Prof. Hiroyuki Iida)			
Track (Chairperson)	Session 1: Simulation & Behavior (Luiz M. Kummer)	Session 2: Experience Design & Prediction (Tse Guan Tan)	Session 3: Search & Design (Apimuk Mungkasem & Anggina Primanita)	Session 4: Analytic & Gamification (Mathieu Lajante & Ruzinoor Che Mat)
17:30 - 17:55	Paper 6: What Makes an Ideal Team? Analysis of Popular MOBA Games using Weighted Average	Paper 5: Game-based Psychotherapy Intervention for Memory Disorder: Evolution of Neuro-therapy Game and Its Impacts	Paper 11: Proposing a Testing Model for Generating Constraint Networks with Controlled Chromatic Number and Scalable Complexity	Paper 9: Using Virtual Reality for Training Frontline Employees in Empathy: A Review and Research Agenda
17:55 - 18:20	Paper 7: Simplification of Team-Based Sports Games	Paper 8: Analysis of Reminiscence Elements in Game-Based Intervention for Elderly Using EEG Data	Paper 12: Proof by Exhaustion for Proving the Efficiency Improvement on the Performance of Backtracking Algorithm Using Contribution Number	Paper 16: Entertainment Analysis of Single-Agent Game: Case Study in Match-3 Puzzle Game
18:20 - 18:45	Paper 21: Predicting Subscription Renewal using Binary Classification in World of Warcraft	Paper 13: Prototypical: A Board Game Development Framework	Paper 19: Player Satisfaction Model On Driving Type Analysis	Paper 4: Analysis of the College Underachievers' Transformation via Gamified Learning Experience
18:45 - 19:10	Paper 17: Simulation of Adaptive Neural Fuzzy Inference System (ANFIS) for a Realistic Crowd Evacuation Modelling Based on Dynamic Emotion Force	Paper 23: Automatic Creation of Behaviour Trees	Paper 24: Fog of Search	Paper 22: Motion-in-Mind Approach Level Generation in FlowFree
19:10 - 19:35	Paper 18: Simulation of Exit Selection Behavior in Asymmetrical Layout with Multiple Exits based on an Improved Dynamic Parameters Cellular Automaton Model	Paper 14: Influence of 'Jerk' on Gaming Engagement: A Case Study Using Card Games	Paper 10: Neutralising Australia Map	Paper 15: Steam Game Achievement Analysis
19:35 - 20:00	Short Break			
20:00 - 20:45	Round Table Discussion (Chair: Dr. Mohd Nor Akmal Khalid)			
20:45 - 22:00	Chair: Dr. Mohd Nor Akmal Khalid Keynote Speech titled 'Empathic Entertainment in Digital Game' by Youichiro Miyake			
22:00 - 22:10	Closing Remarks			