

**IEEE International Conference on Social Computing
(SocialCom-09):
Social Intelligence in Applied Gaming**
August 31, 2009
Renaissance Vancouver Hotel Harbourside,
Vancouver, British Columbia, Canada
Preliminary Agenda

| Monday, August 31 st 2009 | | |
|--|---|--------------|
| TIME | TOPIC | CHAIR |
| 8:00 – 9:10 am | Session 1: Opening | Scott Butner |
| <ul style="list-style-type: none"> • <i>Welcome & Introductions</i> [15-minutes] • <i>ADD TITLE</i> (Invited Talk) [45-minutes] Shanna Tellerman • <i>Discussion Time</i> [10-minutes] | | |
| 9:10 – 10:15 am | Session 2: Model Validation and Evaluation in Social Gaming | TBA |
| <ul style="list-style-type: none"> • <i>Validation of Sociocultural Models Via Serious Games</i> [30-minutes] Colleen Phillips, Norman Geddes, Brock Stitts • <i>Inferring Player Rating from Performance Data in Massively Multiplayer Online Role-Playing Games (MMORPGs)</i> [30-minutes] Kyong Jin Shim, Muhammad Aurangzeb, Nishith Pathak, Jaideep Srivastava • <i>Discussion Time</i> [5-minutes] | | |
| 10:15 – 10:30 am | Coffee Break | |
| 10:30 am – 12:10 pm | Session 3: Research Issues in Analytical Gaming | TBA |
| <ul style="list-style-type: none"> • <i>ASC: a proposed architecture for computing a social capital gaming metric</i> [30-minutes] Colleen Phillips, Norman Geddes, Brock Stitts • <i>Avatar's as Player Proxies in Analytical Gaming</i> [30-minutes] Andrew Cowell • <i>Mathematical Modeling of Social Games</i> [30-minutes] Kam Tong Chan, Irwin King, Man-Ching Yuen • <i>Discussion Time</i> [10-minutes] | | |
| 12:10 – 1:00 pm | Lunch: (Large meeting room – 2 nd Floor) | |

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| 1:00 – 3:15 pm | Session 4: Applications of Analytical Gaming I & II | TBA |
| <ul style="list-style-type: none"> • <i>Application and Evaluation of Analytic Gaming</i> [30-minutes] Roderick Riensche, Jean, Lou Martucci, Mark Whiting • <i>Satisficing the masses: Applying game theory to large-scale, democratic decision problems</i> [30-minutes] Kshanti Greene, Joseph Kniss, George Luger, Carl Stern • <i>Gaming to Predict Human Responses to Mass Casualty Events</i> [30-minutes] Robert Brigantic • <i>Constructing a Virtual World as a Research Tool: Lessons Learned from the First Iteration in the Development of Greenland.</i> [30-minutes] Travis Ross • <i>Discussion Time</i> [15-minutes] | | |
| 3:15 – 3:30 pm | Coffee Break | |
| 3:30 – 4:30 pm | Panel Discussion: R&D and Funding Issues in Applied Gaming | Antonio Sanfilippo |