

EGG 2014 Program Detail

Date - Day 1: November 10th

Room 52101 (1st floor)

Regular paper: 15 mins for presentation, 5 mins for Q&A

Short paper: 10 mins for presentation, 5 mins for Q&A

09:00~09:15	Welcome and opening remark Jeremy Blackburn
09:15~09:35	Using Tangible Widgets for Tablet Games Mads Bock, Martin Fisker, Kasper Fischer Topp and Martin Kraus
09:35~09:50 (short)	Informal In-Game Help Practices in Massive Multiplayer Online Games Paul Okopny, Ilya Musabirov and Daniel Alexandrov
09:50~10:10	Generosity as Social Contagion in Virtual Game World Jiyong Woo, Byung Il Kwak, Jiyouon Lim and Huy Kang Kim
10:10~10:30	Linguistic Analysis of Toxic Behavior in an Online Video Game Haewoon Kwak and Jeremy Blackburn
10:30~11:00	Coffee Break
11:00~11:20	Developing Game-Structure Sensitive Matchmaking System for Massive-Multiplayer Online Games Mateusz Myślak and Dominik Deja
11:20~11:35 (short)	Social Network Analysis of High-Level Players in Multiplayer Online Battle Arena Game Hyunsoo Park and Kyung-Joong Kim
11:35~11:40	Closing remark