

Institute of Digital Games

Three-year review

2013 - 2015



UNIVERSITY OF MALTA
Institute of Digital Games

Education

Our **M.Sc. in Digital Games** has maintained a healthy intake in respect to both student numbers and quality. In 2012, we started with 5 students while under the Faculty of Media and Knowledge Sciences (MaKS). We have since managed to receive a **minimum of 15 applications** a year (our peak was 24 applications in 2013).

Our goal is to attract more student applications, increase class sizes and foster cohorts of quality students to answer the needs of industry and our Ph.D. programme.



Publications

Since 2013, researchers at the Institute have collectively managed to publish a **total of 128 peer-reviewed publications**. This is approximately **one paper per week**. In particular we have published:

- 1 Book
- 2 Edited books
- 21 Book chapters
- 23 Journal articles
- 81 Conference and workshop papers



See the publications appendix (**Appendix A**) below for a full list of the Institute's research output.

Keynotes and Invited Talks

Our academics have been invited to give a total of **17 keynote talks** in top-tier international conferences and about **40 invited talks** in various meetings, events and academic institutions across the globe. **Appendix B** lists all of the keynotes and invited talks we have given over the last three years.



Awards and Honours

We have won numerous award. Here is a selected list:

- **IEEE Transactions on Affective Computing -- Most Influential Paper Award:** G. N. Yannakakis and J. Togelius, “Experience-Driven Procedural Content Generation,” *IEEE Transactions on Affective Computing* 2015 (Selected from **168 papers published during the 5 first years** of the journal.).
- **Best Paper Award:** A. Liapis, C. Holmgard, G. N. Yannakakis, and J. Togelius, “Procedural Personas as Critics for Dungeon Generation,” in Proceedings of Applications of Evolutionary Computation, 2015.
- **Best Paper Award:** A. Liapis, G. N. Yannakakis, and J. Togelius, “Designer Modeling for Sentient Sketchbook,” in *Proceedings of the IEEE Conference on Computational Intelligence and Games*, 2014. IEEE.
- FP7 Marie Curie CIG *AutoGameDesign* project ranks **1st out of 1102** grant proposals across all disciplines with an evaluation score of 97.2 out of 100, 2014.
- **IEEE CIS Outstanding TCIAIG Paper Award** for the paper: N. Shaker, G. N. Yannakakis and J. Togelius, “**Crowdsourcing the Aesthetics of Platform Games**,” *IEEE Transactions on Computational Intelligence and AI in Games*, vol. 5, issue 3, pp. 276-290, 2013.
- **European Learning Game of 2013 Award:** The SIREN Game. GALA Network of Excellence, 2013.
- **Best Student Paper Award:** A. Liapis, G. N. Yannakakis, J. Togelius: “Towards a Generic Method of Evaluating Game Levels,” in Proceedings of AAAI Artificial Intelligence and Interactive Digital Entertainment Conference (AIIDE), 2013.
- **Best Paper Award:** A. Liapis, G. N. Yannakakis, J. Togelius: “Enhancements to Constrained Novelty Search: Two-Population Novelty Search for Generating Game Content,” *Proceedings of Genetic and Evolutionary Competition Conference (GECCO)*, 2013.



A PUBLICATION OF THE IEEE COMPUTATIONAL INTELLIGENCE SOCIETY, THE IEEE COMPUTER SOCIETY, THE IEEE CONSUMER ELECTRONICS SOCIETY, AND THE IEEE SENSORS COUNCIL



Notable Award Nominations

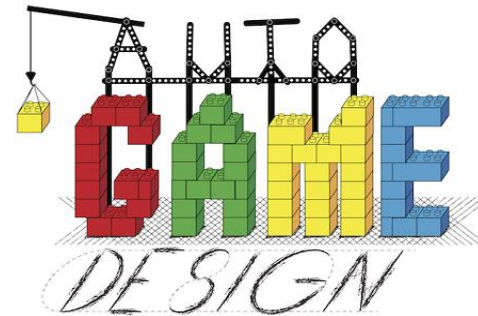
- The game *Will Love Tear Us Apart?* (Gordon Calleja and Costantino Oliva) was nominated for a **Webby Award - Games Category** in 2014, an **Experimental Award at SXSW Interactive** in 2014 and an **Innovation Award at the Festival Du Cinema Nouveau**, Montreal, in 2013.
- The work of Yannakakis, Liapis and Martinez has collectively been nominated two more times for a **best paper** (IEEE CIG 2013) and an **outstanding paper** (ACM ICMI 2014) award.



Screenshot from *Will Love Tear us Apart?*

Funded Projects

Researchers of the Institute of Digital Game have managed **to attract more than 1.7m euro** to fund their research activities at the University of Malta during their first 3 years of operations. Funding bodies include **H2020, FP7, and ESF.**



European
Commission

Horizon 2020
European Union funding
for Research & Innovation

Funded Projects: Ongoing

- **H2020 CrossCult (€291k for UoM)**. The project runs from 2016 to 2019. **Investigators: Prof. Yannakakis and Dr Liapis**
- **FP7 Marie Curie CIG AutoGameDesign (€100k for UoM)**. The project runs from 2014 to 2018. The application was ranked 1st out of 1102 proposals. **Coordinator: Prof. Yannakakis**
- **Reach High AutoSemanticGame (€200k for UoM)**. The project was awarded to the postdoctoral fellow Owen Sacco. The project runs from 2016 to 2019. **Coordinator: Prof. Yannakakis**
- **GoGoGozo Erasmus+ project (Total budget: €210k)**. Project partners: University of Malta, the University of Manchester, Warwick University, Utrecht University and Palacký University Olomouc. **Investigators: Prof. Calleja**
- **FORETELL Erasmus+ project (Total budget: €243k)**. Project partners: Hellenic Open University, University of Malta, Felcos Umbria, FSCP DG. The project runs from 2015 to 2017. **Investigators: Dr. Gualeni and Prof. Yannakakis.**



Funded Projects: Completed

Projects completed since 2013:

- **FP7 Marie Curie CIG REFLECT (€100k for UoM)** which run from 2013 to 2017.
Coordinator: Prof. Khaled
- **FP7 iLearnRW (€430k Euro for UoM)** which run from 2012 to 2015. Investigators:
Prof. Yannakakis, Prof. Khaled and Dr Martinez.
- **FP7 C2Learn (€520k Euro for UoM)** which run from 2012 to 2015. Investigators:
Prof. Yannakakis, Dr Eladhari, Dr Liapis.
- IDG was involved in the **EUCROMA project** (2012 – 2013) which is part of the MEDIA Programme, Story Worlds education, involving cooperation between several European Universities.



Other Funded Projects

Other projects contributing to the Institute include:

- Gordon Calleja secured an Art Fund grant to develop the *Posthuman* game.
- Rilla Khaled and Pippin Barr: **Initiative for Indigenous Futures.** SSHRC Partnership Grant funded at CAD\$2.5M for 7 years. Role: Co-investigator. (Principle investigator: Dr. Jason Lewis.)
- Rilla Khaled. Internal Concordia fund: **Reflective Game Design** (2015 — 2017).



Ph.D. Training

PhD training is a core focus of the Institute. We currently have four Ph.D. students (Phil Lopes, Costantino Oliva, Daniele Gravina and Daniel Karavolos) with a number of pending applications. We also have one PhD student (Jessica Rose Marcotte) affiliated with Concordia University and supervised by Rilla Khaled.

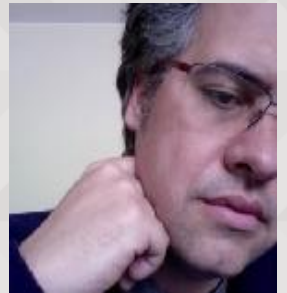
The Institute of Digital Games is also affiliated with the EPSRC Centre for Doctoral Training in Intelligent Games and Game Intelligence (IGGI) coordinated by The University of Essex, University of York and Goldsmiths College London.



Research Visitors

Over the last three years, several academics, researchers and Ph.D. students spent considerable time in Malta collaborating with members of the Institute. Most notably we had the following visits:

- **3 Sabbaticals:** Prof. Thomas P. Runarsson, University of Iceland, Iceland (2014); Dr Carlos Martinho, INESC-ID, Portugal (2014), Prof. Jean Claude Martin, Paris South University (2013).
- **1 Academic Erasmus Visit:** Prof. Mark Grimshaw from Aalborg University (conducted guest lectures, student supervision, and research meetings).
- **2 Extended Research Visits:** Claire Dormann from Ottawa University (2014) and Nicholas Ward from University of Limerick (2014)
- **4 Visiting PhD students:** Mario Madureira Fontes (2015; Pontifical Catholic University, Brazil), Christoffer Pedersen Holmgaard (2014; ITU Copenhagen), Antonis Liapis (2013-2014; ITU Copenhagen), Eva A. Alblas (2015; Behavioral Science Institute of the Radboud University of Nijmegen).



Engagement with the University

We have engaged with the University in the following ways:

- Teaching for other faculties and departments including **MaKS, ICT, Built Environment** and **English**.
- Supervision of theses for students of **MaKS, ICT,** and **English**.
- Research collaboration with researchers from across the University, including the **Institute of Linguistics, Department of Computer Science, Cognitive Sciences Department, MaKS, Department of Built Environment, School of Performing Arts, Department of English** and the **Faculty of Engineering**.
- Other consultancy and training in the area of digital games.



Engagement with Malta

Our other main goal when launching the Institute was to make our presence felt in the rest of the country. Since then, **we have connected with some of the most important stakeholders and crowds**, ranging from the games industry to other academic institutions, local creatives, and the general public.

Our most important outreach activity has been the organisation of events, including game jams, exhibitions and public lectures.



Opening of the Institute of Digital Games



Games at the Library, Science in the City 2014

Game Jams

We have hosted the **Malta Global Game Jam** (part of the Global Game Jam international event) three times (2014-2016) and also organised the **Mediterranean Game Jam** (2015). In both events participants meet and form teams to make a game in 48 hours. All events were very successful, bringing further (local and international) attention to our educational program and our research agendas.



Science in the City

The Institute has participated in Science in The City every year since 2013, with exhibitions, research presentations and games areas. This involvement peaked in 2014 with the **Games at the Library** exhibition, where we used the National Library during Science in the City and Notte Bianca to showcase independent game development and the results of the IlearnRW research project.

In Science in the City 2015, we showcased the latest results of the **AutoGameDesign** project in the EU corner.



Public Talks and Indie Meetups

Our public lecture series has brought members of the public into contact with researchers and industry practitioners from Malta and abroad. Throughout 2014, we also hosted **Indie Meetup Malta**, a monthly forum that helped to strengthen connections between indie developers in Malta.

FIRST TUESDAY GAMES NIGHT, JUNE 3

18:30 Game Cinematography Lecture

19:30 Indie Meetup Malta

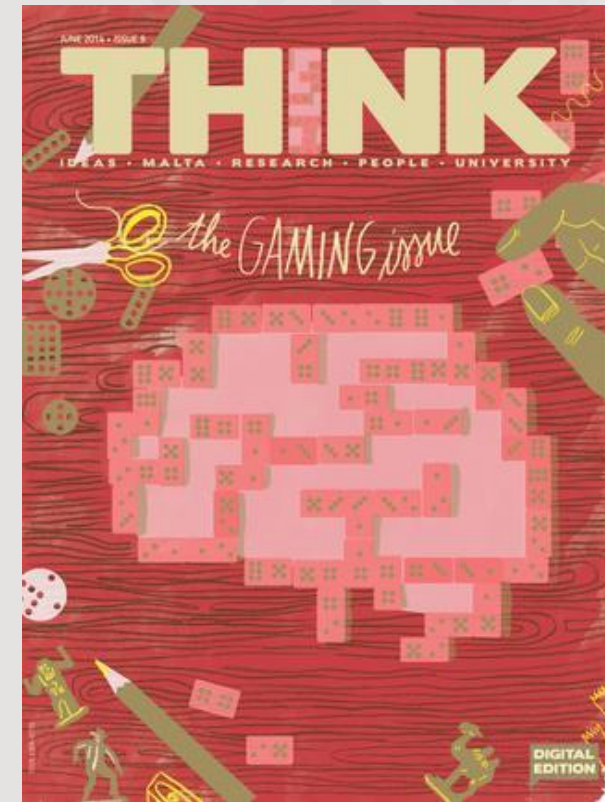
20:30 Board and Digital Games



Pop Science Talks and Articles

Our staff and students are active in promoting digital games research and analysis among the general public. See below for a selection of talks and articles:

- Chicop, C., 'Rise of the Ancients', **Think** magazine, Issue 9, 2014
- Davis A., 'Why So Serious?', **Think** magazine, Issue 9, 2014
- Calleja, G., 'Through the Looking Glass', Dr. Sedeer El-Showk, **Think** magazine, Issue 6, 2013
- Galleja G., 'FundMalta', 100 word ideas to change Malta by Prof. Gordon Calleja, **Think** magazine, Issue 9, June 2014
- Gualeni's S. His work on game design as a self-transformative practice will appear in the upcoming (Winter 2015) issue of **Think** magazine
- Gualeni, S. 'ONTOLOGIE AUMENTATE: Ovvero, come fare filosofia con un martello digitale'. 4th number of **!Nsight**, a periodical publication of the Accademia di Belle Arti di Roma (Oct-2014).
- Gualeni, S. Articles and blogposts are often published on **Gamasutra.com**, one of the leading websites concerning game design and game development.
- Khaled R. Dyslexia, Thinking outside the box, **Malta Today**, 2014
- Khaled, R. Dyslexia and Games: Learn Better? Talk at the Café Scientifique Event in Valletta about her game design work at the Words Matter game (funded under the iLearnRW project). 2015.
- Oliva C. Regular digital games column on **Think** magazine since 2014.
- Yannakakis G. "Is there really an app for that?" **Think** magazine, September 2015.
- Yannakakis, G. "I Compute, I Create, I Am. Magazine Feature Article" **Think** magazine, March 2015.
- Yannakakis G. "Education through digital games" **Times of Malta**, 24 August 2014.
- Yannakakis G and Khaled R. "What's in a Game" **Malta Today**, 08 July 2014.
- Yannakakis, G. "Game recognises emotional reactions of players" **Times of Malta**, 28 June 2013.



Evening Courses

For the past three years, we have run intensive **evening courses on programming and game development using Unity 3D**. They aim to provide practical game development skills to practitioners, students, and academics. The courses are co-organised with Malta University Holding Company Ltd.



Introduction to Programming for Games in Unity

21 hours, €165 (students €150)
October 27 - November 17, 2015
Registration closes October 23

Game Development in Unity

30 hours, €220 (students €200)
November 11 - December 16, 2015
Registration closes November 2

€325 (students €305) for both courses

Contact Maria Bugeja for information

maria.bugeja@muhc.com.mt
21240746 / 9982 9244

Consultancy and Advisory Roles

Gordon Calleja has been a board member of the **National Audiovisual Strategy** and advisor at the **Contemporary Art Museum**, the **Malta Arts Council** and the **Malta Game fund**. He was also the curator and co-organiser of **Games at the Library** exhibition at the Science in the City and Notte Bianca events.

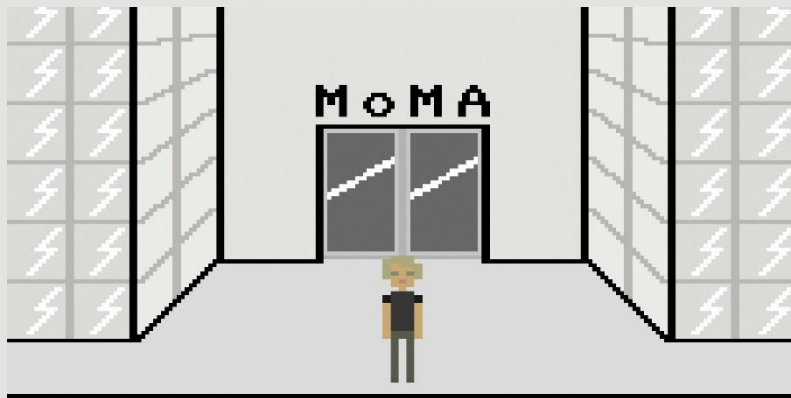
In 2015, Stefano Gualeni worked with the **Malta Arts Council** to reform the Digital Game Fund grant. He advised the council on how to award the grant, and how its output in terms of quality and visibility can be maximized and validated.

We have provided academic services to several educational institutions in Malta and we have given several lectures at **Giovanni Curmi Higher Secondary**, **MCAST ICT**, **Junior College**, **MCAST Art and Design Institute**, **MCAST Engineering**, and **MCAST Technology**. Pippin Barr also participated as a judge in the game development challenge at **St Martins**. Our academics have also made appearances at several private schools.



Notable Game Releases

Pippin Barr's art games have been extraordinarily successful, particularly his being signed up by **Marina Abramovic** to make a series of games for her digital art institute. Abramovic is one of the most famous and respected artists of our time. Pippin Barr was nominated by Harper's magazine as one of the **top ten upcoming artists in the world**.



Gordon Calleja's and Costantino Oliva's *Will Love Tear Us Apart* was covered by over 300 sites all over the world including major art, music and cultural magazines like **Rolling Stone, NME, Fact, Kotaku, Polygon** and many others. Gordon Calleja also gave interviews on podcasts and radio stations worldwide.

Notable Game Releases

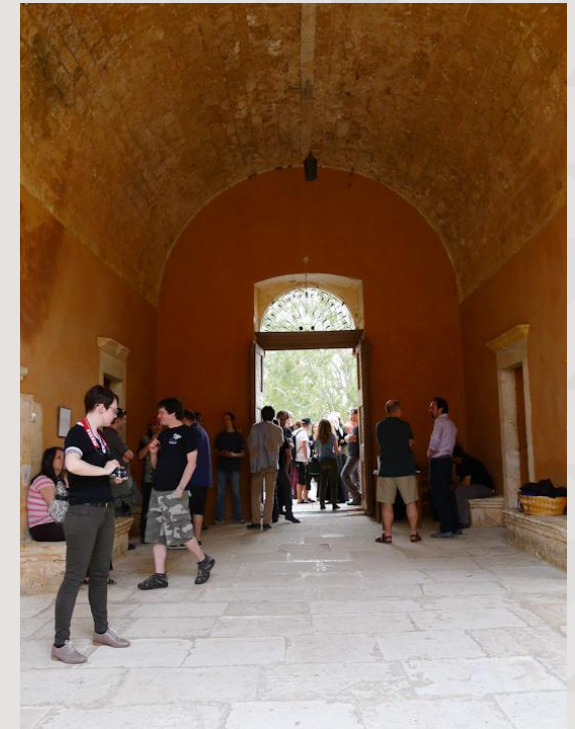
Posthuman, a board game designed by Gordon Calleja, was another major success internationally. It is currently a major title in the thematic game genre. Aside from having pre-sold 8,500 copies before it actually hit the shops, it is being reviewed by all major board game outlets.

What We Did, a game co-designed by Rilla Khaled and Pippin Barr for the Malta Global Game Jam, received significant exposure through several articles in top-tier online game sites, including **KillScreen** and **Rock Paper Shotgun**.



Conference Organisation

In May 2013, Prof. Yannakakis (General Chair) and Prof. Khaled (Game Design track chair) organised the **Foundations of Digital Games Conference (FDG)**, part run and sponsored by *Microsoft*. The University of Malta had the largest number of accepted papers from any university worldwide. A result of the organizational success of FDG (by far the higher number of submissions and participation in the history of the conference) is the invitation from *Microsoft* and the FDG board to hold the 2015 edition of the conference in Malta.



Conference Organisation

In 2013, Prof. Calleja and Dr Vella started the **Games and Literary Theory** conference series, together with UoM's Department of English and ITU Copenhagen. The conference attracted over 50 participants.

Prof. Yannakakis and Dr Liapis are, respectively, the Program Chair and the Local Chair of the **IEEE Conference on Computational Intelligence and Games** (2016).

In 2016, Daniel Vella and Stefano Gualeni will host the tenth edition of the **International Philosophy of Computer Games Conference** in Malta.

Dr Liapis was the organiser of the second **AIIDE workshop on Experimental AI in Games** (2015) and the fifth **FDG workshop on Procedural Content Generation in Games** (2015). Prof. Khaled co-organised a workshop for **CHI PLAY 2014** called *Participatory Design for Serious Game Design: Truth and Lies*.



INTERNATIONAL
CONFERENCE SERIES
IN GAMES AND LITERARY THEORY

International Teaching Activities

A number of our academic staff participate in teaching activities outside Malta:

- Dr Barr taught subjects at the Department of Design and Computation Arts, Concordia University Montreal both in 2013 and 2015. These subjects were titled *Game Studio I*, *Networks & Navigation* and *Curious Games Studio*.
- Dr Gualeni is a visiting Professor of Game Design at LCAD (California, USA).
- The Institute's academics regularly give guest lectures/talks outside Malta promoting the Institute of Digital Games and the University of Malta (see **Appendix B** for further details).



Summary and Future

Overall, we aim to further **strengthen the reputation** of the Institute of Digital Games **internationally** through our professional service, publications, collaborative projects and conference appearances and organisation.

We are an interdisciplinary team operating in several fields. This requires a lot of effort from all staff of the Institute. Keeping up our established level of publications and conference participation, while coping with lecturing and other duties is intensely stressful but also very rewarding. Starting up a new Institute has been challenging but very rewarding work. We look forward to building up our level of established teaching, research and outreach.



UNIVERSITY OF MALTA
Institute of Digital Games

Appendix A: Publications 1

Books

1. Gualeni, S. 2015. *Virtual Worlds as Philosophical Tools: How to Philosophize with a Digital Hammer*. London (UK): Palgrave MacMillan

Edited Volumes/Special Issues

1. K. Karpouzis and G. N. Yannakakis, *Emotion in Games: Theory and Praxis*, Springer, Fall 2015.
2. G. N. Yannakakis, A. Paiva, K. Isbister and K. Karpouzis, *Emotion in Games, Special Issue at the IEEE Transactions on Affective Computing journal, 2014*.

Book Chapters

1. Calleja, G., "Game Narrative: An Alternate Genealogy" in *Digital Interfaces in Situation of Mobility*, edited by Bernard Guelton, Springer Press UK (Forthcoming)
2. Calleja, G., L. Herrewijn and K. Poels, "Affective Involvement in Digital Games", in *Emotion in Games: Theory and Praxis*, Edited by Georgios Yannakakis and Kostas Karpouzis, Springer (Forthcoming in 2016).
3. Calleja, G. "The End: Aesthetic and Ludic Topoi in Digital Entertainment", in *The End: Terminus in Literature, Media and Culture*, Edited by Brian Russell Graham and Robert W. Rix (with Alessandro Canossa), Aalborg University Press (2013).
4. Calleja, G., "Incorporation: A Renewed Understanding of Virtual Environment Habitation", *Oxford Handbook of Virtualities: History and Heritage in Virtual Worlds*, Edited by Mark Grimshaw, Oxford University Press, USA (2013).
5. Calleja, G., "Ludic Identities and the Magic Circle" in *Homo Ludens 2.0: Play, Media and Identity*, Edited by Valerie Frissen, Sybille Lammes, Jos de Mul and Joost Raessens, Amsterdam University Press, Netherlands (2013).
6. Cheong, Y.-G. , R. Khaled, C. Holmgard and G. N. Yannakakis, "Serious Games for Teaching Conflict Resolution: Modeling Conflict Dynamics," in Poggi et al., (Eds.), *Conflict and negotiation: Social research and machine intelligence*, 2014.

Appendix A: Publications 2

7. Drachen, A., C. Thureau, J. Togelius, G. N. Yannakakis, C. Bauckhage, ``Game Data Mining," in Seif El-Nasr et al., (Eds.), *Game Analytics --- Maximizing the Value of Player Data*, pp. 205-253, 2013. Springer London.
8. Gualeni, S. 2015. Playing with Puzzling Philosophical Problems. Book chapter in Zagalo, N. and Branco, P. (eds.) 2015. *Creativity in the Digital Age*. Part of the *Springer Series on Cultural Computing. XIV*. 59-74. London (UK): Springer-Verlag.
9. Gualeni, S. 2014. Augmented Ontologies; or, How to Philosophize with a Digital Hammer. In *Springer's Philosophy of Technology. 2014*. Edited by Luciano Floridi, Vol. 27, N. 2, 177-199. ISSN 2210-5433, Philos. Technol., DOI 10.1007/s13347-013-0123-x
10. Khaled, R. Culture and Gamification. In *The Gameful World*, MIT Press, 2014.
11. Khaled, R. Questions over Answers: Reflective Game Design. In *Playful Subversion of Technoculture*, Springer, 2015.
12. Khaled, R., Vasalou, A., and Joiner, R. Understanding and Designing for Conflict Learning Through Games. Accepted and forthcoming chapter in *Emotion in Games: Theory and Praxis*, Springer 2015.
13. Karpouzis K. and G. N. Yannakakis, ``Introduction to Emotion in Games," in Karpouzis and Yannakakis, (Eds.) *Emotion in Games: Theory and Praxis*, Springer, (to appear in fall 2015).
14. Nielsen, J. L., B. F. Jensen, T. Mahlmann, J. Togelius and G. N. Yannakakis, ``AI for General Strategy Game Playing," in Angelides and Agius (Eds.), *Handbook of Digital Games*, pp. 274-304, 2014.
15. Shaker, N., J. Togelius and G. N. Yannakakis, "The experience-driven perspective," in Togelius et al., (Eds.), *Procedural Content Generation in Games. A textbook and an overview of current research*, Springer 2015.
16. Shaker, N., G. Smith and G. N. Yannakakis, ``Evaluating Content Generators," in Togelius et al., (Eds.), *Procedural Content Generation in Games. A textbook and an overview of current research*, Springer 2015.
17. Togelius, J., and G. N. Yannakakis, "Assessing Believability," in P. Hingston (Ed.) *Believable Bots*, 2013. Springer-Verlag.

Appendix A: Publications 3

18. Yannakakis G. N. and A. Paiva, "Emotion in Games," in R. A. Calvo, S. K. D'Mello, J. Gratch and A. Kappas (Eds). *Oxford Handbook of Affective Computing*. Oxford University Press. 2014.
19. Yannakakis, G. N., P. Spronck, D. Loiacono and E. Andre, "Player Modeling," in Togelius et al., (Eds.) *Dagstuhl Seminar on Artificial and Computational Intelligence in Games*, 2013. Springer-Verlag.
20. Yannakakis, G. N., H. P. Martinez and M. Garbarino "Psychophysiology in Games," in Karpouzis and Yannakakis, (Eds.) *Emotion in Games: Theory and Practice*, Springer, (to appear in fall 2015).
21. Yannakakis, G. N. and J. Togelius, "Emotion-driven level Design," in Karpouzis and Yannakakis, (Eds.) *Emotion in Games: Theory and Practice*, Springer, (to appear in fall 2015).

Journal Papers

1. Barr, P. Critical Jostling: Jostle Bastard and Jostle Parent as Critical Reflective Practice. *GAME: The Italian Journal of Game Studies*. No.5. (under review)
2. Burelli P., and G. N. Yannakakis, "Adapting Virtual Camera Behaviour through Player Modelling," *User Modeling and User-Adapted Interaction*, Springer-Verlag, 2015. ISI Impact Factor: 1.9.
3. Eladhari M. P., The Mind Module - Using an Affect and Personality Computational Model as a Game-play Element, *IEEE Transactions on Affective Computing*, 2014
4. Calleja, G., "Games, Literature and the Imagination", *Electronic Book Review*, Open Humanities Press, USA. (Forthcoming).
5. Gomez Maureira, M.; Westerlaken, M.; Janssen, D.; Gualeni, S.; Calvi, L. 2014. Improving Level Design Through Game User Research: A Comparison of Methodologies. in *Entertainment Computing* (Elsevier). 2014. Vol. 5, n. 4, 463-473. DOI:10.1016/j.entcom.2014.08.008
6. Gooch, D., Benton, L., Khaled, R., Lukes, D., and Vasalou, A. Creating Bridges: The Role of Exploratory Design Research in an Intelligent Tutoring System Project. *Interacting with Computers*, 2015.

Appendix A: Publications 4

7. Grappiolo, C. H. P. Martinez, and G. N. Yannakakis, ``Validating Generic Metrics of Fairness in Game-based Resource Allocation Scenarios with Crowdsourced Annotations," *Transactions on Computational Collective Intelligence*, pp. 176-200, 2014. Springer Berlin Heidelberg.
8. Holmgaard, C., G. N. Yannakakis, H. P. Martinez, K. I. Karstoft, H. S. Andersen, ``Multimodal PTSD characterization via the StartleMart game," *Journal on Multimodal User Interfaces*, pp. 1-13, June, 2014. ISI Impact Factor: 0.462
9. Holmgaard, C., A. Liapis, J. Togelius, G. N. Yannakakis, ``Evolving Models of Player Decision Making: Personas versus Clones," *Entertainment Computing*, Elsevier, 2015.
10. Khaled, R. and Vasalou, A. Bridging Serious Games and Participatory Design. *The International Journal of Child-Computer Interaction*, 2014.
11. Liapis A., G. N. Yannakakis, C. Alexopoulos, "Can Computers Foster Human User's Creativity? Theory and Praxis of Mixed-Initiative Co-Creativity", *Digital Culture & Education*
12. Liapis, A., G. N. Yannakakis and J. Togelius, ``Constrained Novelty Search: A Study on Game Content Generation," *Evolutionary Computation*, 2014. MIT Press. --- ISI Impact Factor: 3.733.
13. Martinez, H. P., G. N. Yannakakis and J. Hallam, ``Don't Classify Ratings of Affect; Rank them!," *IEEE Transactions on Affective Computing*, Aug, 2014. ISI Impact Factor: 3.466
14. Martinez, H. P., N. Böttcher, Procedural Audio in Computer Games Using Motion Controllers: An Evaluation on the Effect and Perception, *Serafin International Journal of Computer Games Technology*
15. Martinez, H. P., Y. Bengio, and G. N. Yannakakis, "Learning Deep Physiological Models of Affect," *IEEE Computational Intelligence Magazine, Special Issue on Computational Intelligence and Affective Computing*, pp. 20-33, May, 2013 — ISI Impact Factor: 3.368
16. Ortega, J., N. Shaker, J. Togelius and G. N. Yannakakis, "Imitating human playing styles in Super Mario Bros," *Entertainment Computing*, Elsevier, vol. 4, pp. 93-104, 2013.

Appendix A: Publications 5

17. Shaker, N., J. Togelius, and G. N. Yannakakis, "Crowd-Sourcing the Aesthetics of Platform Games," *IEEE Transactions on Computational Intelligence and AI in Games*, vol. 5, no.3, September 2013. — ISI Impact Factor: 1.694
18. Shaker, N., S. Asteriadis, G. N. Yannakakis, and K. Karpouzis, "Fusing Visual and Behavioral Cues for Modelling User Experience in Games," *IEEE Transactions on Systems, Man and Cybernetics; Part B, Special Issue on Modern Control for Computer Games*, 2013. — ISI Impact Factor: 2.123
19. Togelius, J., M. Preuss, N. Baume, S. Wessing, J. Hagelback, G. N. Yannakakis and C. Grappiolo, "Controllable Procedural Map Generation via Multiobjective Evolution," *Genetic Programming and Evolvable Machines*, Volume 14, Issue 2, pp. 245–277, Springer, June 2013. — ISI Impact Factor: 1.333
20. Togelius, J., N. Shaker, S. Karakovsky, and G. N. Yannakakis, "The Mario AI Championship 2009–2012," *AI Magazine*, 2013. — ISI Impact Factor: 0.81
21. Vella, D., No Mastery Without Mystery: *Dark Souls* and the Ludic Sublime," *Game Studies* (15, 1) (published July 2015)
22. Vella, D., "Modeling the Semiotic Structure of Game Characters," *ToDiGRA* (forthcoming 2015)
23. Yannakakis G. N. and J. Togelius, "A Panorama of Artificial and Computational Intelligence in Games," *IEEE Transactions on Computational Intelligence and AI in Games*, 2014. ISI Impact Factor: 1.694.

Conference/Workshop Papers

1. Abela, R., A. Liapis, G. N. Yannakakis: "A Constructive Approach for the Generation of Underwater Environments," in Proceedings of the FDG workshop on Procedural Content Generation in Games, 2015.
2. Barros, G., A. Liapis, J. Togelius: "Data Adventures," in Proceedings of the FDG workshop on Procedural Content Generation in Games, 2015.
3. Benton, L., Vasalou, A., Khaled, R., Johnson, H., and Gooch, D. Diversity for design: a framework for involving neurodiverse children in the technology design process. In *Proceedings of the 32nd annual ACM conference on Human factors in computing systems (CHI '14)*. ACM, New York, NY, USA, 3747-3756.

Appendix A: Publications 6

4. Benton, L., Vasalou, A., Gooch, D., and Khaled, R. Understanding and fostering children's storytelling during game narrative design. In *Proceedings of the 2014 conference on Interaction design and children (IDC '14)*. ACM, New York, NY, USA, 301-304.
5. Burelli P. and G. N Yannakakis, "A Benchmark for Virtual Camera Control," in *Proceedings of Applications of Evolutionary Computation*, 2015.
6. Cachia, W., A. Liapis, G. N. Yannakakis: "Multi-Level Evolution of Shooter Levels," in *Proceedings of the AAAI Artificial Intelligence for Interactive Digital Entertainment Conference*, 2015.
7. Cachia, W., L. Aquilina, H. P. Martinez and G. N. Yannakakis, "Procedural Generation of Music-Guided Weapons," in *Proceedings of the IEEE Conference on Computational Intelligence and Games*, 2014. IEEE.
8. Calleja, G. and E. Aarseth, "The Word Game: The Ontology of an Undefinable Object", *Foundations of Digital Games 2015*, California, USA.
9. Calleja G. "Experiential Narrative", *Foundations of Digital Games 2013*, Crete, Greece. **[Nominated for Best Paper Award]**
10. Cheong, Y. C., C. Grappiolo, C. Holmgaard, F. Berger, R. Khaled, G. N. Yannakakis, "Towards Validating Game Scenarios for Teaching Conflict Resolution", in *Proceedings of the Games for Learning workshop, International Conference on the Foundations of Digital Games*, May 2013.
11. Cuschieri, T., R. Khaled, V. E. Farrugia, H. P. Martinez, G. N. Yannakakis, "The iLearnRW Game: Support for Students with Dyslexia in Class and at Home", in *Proceedings of the International Conference on Virtual Worlds and Games for Serious Applications (VS-Games)*, 2014
12. Eladhari, M. P., P. Lopes, and G. N. Yannakakis. "Interweaving Story Coherence and Player Creativity through Story-Making Games." *Interactive Storytelling*. Springer International Publishing, 2014. 73-80.
13. Fowler A, A. Arya, M. P. Eladhari, and S. Gold, DiGRA 13 Global Game Jam Workshop, *Proceedings of Digital Games Research Association (DiGRA) Conference 2013*
14. Fowler A, M. P. Eladhari, F. Khosmood, A. Arya, The Inaugural Workshop on the Global Game Jam, *Proceedings of International Conference on the Foundations of Digital Games*, 2013.

Appendix A: Publications 7

15. Grappiolo, C., J. Togelius, G. N. Yannakakis, "Artificial Evolution for the Detection of Group Identities in Complex Artificial Societies", in *Proceedings of the 2013 IEEE Symposium Series on Computational Intelligence – Artificial Life*, pp. 126-133, April 2013.
16. Grappiolo, C., J. Togelius, G. N. Yannakakis, "Interaction-based Group Identity Detection via Reinforcement Learning and Artificial Evolution," in *Proceedings of the Evolutionary Computation and Multi-agent Systems and Simulation workshop, Genetic and Evolutionary Computation Conference*, July 2013.
17. Grappiolo, C., J. Togelius, G. N. Yannakakis, "Shifting Niches for Community Structure Detection," in *Proceedings of the IEEE Congress on Evolutionary Computation*, June 2013.
18. Grappiolo, C., J. Togelius, G. N. Yannakakis, "Using Reinforcement Learning and Artificial Evolution for the Detection of Group Identities in Complex Adaptive Artificial Societies," in *Proceedings of the Genetic and Evolutionary Computation Conference --- GECCO*, July 2013.
19. Gooch, D., Benton, L., Khaled, R., Vasalou, A. Using Gamification to Motivate Students with Dyslexia or other Special Educational Needs. Submitted to CHI 2015.
20. Gualeni, S. 2015. 'Self-fashioning through Game Design'. Paper presented at the 2015 *Philosophy of Computer Games conference*, Germany, October 14-17, 2015
21. Gualeni, S. 2015. 'ENLARGE YOUR MESOSCOPY: A philosophical reflection on projectual ontologies and the human scale'. Paper presented at the 2015 euSLSA conference in Furjana, Malta, June 15-18, 2015
22. Gualeni, S., 'DOING Philosophy with Computer Games' (panel), *Philosophy of Computer Games conference*
23. Gualeni S., 'GAME AND VIDEOGAME ONTOLOGIES: A ROUND TABLE' (panel), 2015 DiGRA conference (Leuphana University, Lüneburg, Germany)
24. Gualeni S., "Freer Than We Think: Game Design as a Liberation Practice". Paper presented at the 2014 *Philosophy of Computer Games conference*, Bilgi University of Istanbul, Turkey, November 13-16, 2014.
25. Harko Verhagen H., M.P. Eladhari, M. Johansson M, and J. McCoy, Introduction: Social Believability in Games, *Advances in Computer Entertainment*, Lecture Notes in Computer Science Volume 8253, 2013, pp 649-652.

Appendix A: Publications 8

26. Herrewijn, L., K. Poels, and G. Calleja, "The relationship between player involvement and immersion: An experimental investigation." In *Proceedings of the Foundations of Digital Games* conference 2013, Crete, Greece.
27. Holmgaard, C., G. N. Yannakakis, H. P. Martinez and K. I Karstoft, "To Rank or to Classify? Annotating Stress for Reliable PTSD Profiling", in *Proceedings of the Sixth International Conference on Affective Computing and Intelligent Interaction (ACII 2013)*, 2015.
28. Holmgaard, C., A. Liapis, J. Togelius, G. N. Yannakakis: "Personas versus Clones for Player Decision Modeling," in *Proceedings of the International Conference on Entertainment Computing (ICEC)*, 2014.
29. Holmgaard, C., A. Liapis, J. Togelius, G. N. Yannakakis: "Monte-Carlo Tree Search for Persona Based Player Modeling," in *Proceedings of the AIIDE workshop on Player Modeling*, 2015.
30. Holmgaard, C. A. Liapis, J. Togelius, and G. N. Yannakakis, "Evolving Personas for Player Decision Modeling," in *Proceedings of the IEEE Conference on Computational Intelligence and Games*, 2014. IEEE.
31. Holmgaard, C. A. Liapis, J. Togelius, and G. N. Yannakakis, "Personas versus Clones for Player Decision Modeling," in *Proceedings of the International Conference on Entertainment Computing*, 2014.
32. Holmgaard, C. J. Togelius and G. N. Yannakakis, "Decision Making Styles as Deviation from Rational Action. A Super Mario Case Study," in *Proceedings of the Ninth AAAI Conference on Artificial Intelligence and Interactive Digital Entertainment (AIIDE-13)*, Boston, Massachusetts, 2013.
33. Holmgaard, C., A. Liapis, J. Togelius, and G. N. Yannakakis, "Generative Agents for Player Decision Modeling in Games," in *Proceedings of the ACM Conference on Foundations of Digital Games*, 2014.
34. Holmgaard, C., G. N. Yannakakis, K. I Karstoft, and H. S. Andersen, "Stress Detection for PTSD via the StartleMart Game", in *Proceedings of the Fifth International Conference of the Humaine Association on Affective Computing and Intelligent Interaction (ACII 2013)*, 2013.
35. Holmgaard, C., G. N. Yannakakis, R. Khaled, "The Games for Health Prototype", in *Proceedings of the 8th International Conference on Foundations of Digital Games*, pp. 396–399, 2013.

Appendix A: Publications 9

33. Hoover, A. K., W. Cachia, A. Liapis, and G. N. Yannakakis, "AudioInSpace: A Proof-of-Concept Exploring the Creative Fusion of Generative Audio, Visuals and Gameplay," in *Proceedings of the 4th International Conference on Evolutionary and Biologically Inspired Music, Sound, Art and Design*, 2015.
34. Hoover, A., W. Cachia, A. Liapis, G. N. Yannakakis: "AudioInSpace: Exploring the Creative Fusion of Generative Audio, Visuals and Gameplay," in *Evolutionary and Biologically Inspired Music, Sound, Art and Design (EvoMusArt)*, vol. 9027, LNCS. Springer, 2015.
35. Johansson M, M. P. Eladhari, J. McCoy, and H. Verhagen, Social Believability in Games, *Proceedings of Digital Games Research Association (DiGRA) Conference 2013*.
36. Karpouzis, K, G. N. Yannakakis, N. Shaker, and S. Asteriadis, "The Platformer Experience Dataset", in *Proceedings of the Sixth International Conference on Affective Computing and Intelligent Interaction (ACII 2013)*, 2015.
37. Karpouzis, K., G. N. Yannakakis, A. Paiva, J. H. Nielsen, A. Vasalou, and A. Jhala "User modelling and adaptive, natural interaction for conflict resolution" in *Proceedings of the Affective Computing and Intelligent Interaction (ACII) conference*, pp. 719-721, 2013. IEEE.
38. Khaled, R., and G. N. Yannakakis, "Village Voices: An adaptive game for conflict resolution," in *Proceedings of the 8th International Conference on Foundations of Digital Games*, pp. 425-426, 2013.
39. Khaled, R., Nelson, M., and Barr, P. Design metaphors for procedural content generation in games. In *Proceedings of the SIGCHI Conference on Human Factors in Computing Systems (CHI '13)*. ACM, New York, NY, USA, 1509-1518. 2013.
40. Knight, Y. H. P. Martinez, and G. N. Yannakakis, "Space Maze: Experience-driven game camera control," in *Proceedings of the 8th International Conference on Foundations of Digital Games*, pp. 427-428, 2013.
41. Liapis, A., G N. Yannakakis: "Refining the Paradigm of Sketching in AI-Based Level Design," in *Proceedings of the AAAI Artificial Intelligence for Interactive Digital Entertainment Conference*, 2015.
42. Liapis, A., A. K. Hoover, G. N. Yannakakis, C. Alexopoulos, E. V. Dimaraki: "Motivating Visual Interpretations in Iconoscope: Designing a Game for Fostering Creativity," in *Proceedings of the 10th Conference on the Foundations of Digital Games*, 2015.

Appendix A: Publications 10

33. Liapis, A. "Map Sketch Generation as a Service," in Proceedings of the AIIDE workshop on Experimental AI in Games, 2015.
34. Liapis, A, C. Holmgard, G. N. Yannakakis, and J. Togelius, "Procedural Personas as Critics for Dungeon Generation," in *Proceedings of Applications of Evolutionary Computation*, 2015. (**Best Paper Award**)
35. Liapis, A., G. N. Yannakakis, and J. Togelius, "Designer Modeling for Sentient Sketchbook," in *Proceedings of the IEEE Conference on Computational Intelligence and Games*, 2014. IEEE. (**Best Paper Award**)
36. Liapis, A., G. N. Yannakakis, J. Togelius, "Computational Game Creativity," in *Proceedings of the Fourth International Conference on Computational Creativity*, 2014.
37. Liapis, A., G. N. Yannakakis, J. Togelius: "Designer Modeling for Personalized Game Content Creation Tools," in *Proceedings of the AIIDE Workshop on Artificial Intelligence & Game Aesthetics*, 2013.
38. Liapis, A., G. N. Yannakakis, J. Togelius: "Sentient World: Human-Based Procedural Cartography," in *Proceedings of Evolutionary and Biologically Inspired Music, Sound, Art and Design (EvoMusArt)*, vol. 7834, LNCS. Springer, 2013, pp. 180-191.
39. Liapis, A., G. N. Yannakakis, J. Togelius: "Towards a Generic Method of Evaluating Game Levels," in *Proceedings of the Ninth AAAI Conference on Artificial Intelligence and Interactive Digital Entertainment (AIIDE-13)*, Boston, Massachusetts, 2013. (**Best Student Paper Award**)
40. Liapis, A., G. N. Yannakakis, J. Togelius: "Enhancements to Constrained Novelty Search: Two-Population Novelty Search for Generating Game Content," in *Proceedings of Genetic and Evolutionary Competition Conference*, 2013. (**Best paper award**)
41. Liapis, A., G. N. Yannakakis, J. Togelius: "Generating Map Sketches for Strategy Games," in *Proceedings of Applications of Evolutionary Computation*, vol. 7835, LNCS. Springer, 2013, pp. 264-273.
42. Liapis, A., G. N. Yannakakis, J. Togelius: "Sentient Sketchbook: Computer-Aided Game Level Authoring," in *Proceedings of ACM Conference on Foundations of Digital Games*, pp. 213-220, 2013.
43. Liapis, A., H. P. Martinez, J. Togelius, G. N. Yannakakis: "Adaptive Game Level Creation through Rank-based Interactive Evolution," in *Proceedings of the IEEE Conference on Computational Intelligence and Games (CIG)*, 2013. (**Best Paper Award Nominee**)

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35. Liapis, A., H. P. Martinez, Julian Togelius, G. N. Yannakakis: "Transforming Exploratory Creativity with DeLeNoX," in *Proceedings of the Fourth International Conference on Computational Creativity*, pp. 71-78, 2013.
36. Lopes, P., A. Liapis, G. N. Yannakakis: "Sonancia: Sonification of Procedurally Generated Game Levels," in Proceedings of the ICCG workshop on Computational Creativity & Games, 2015.
37. Lopes, P., A. Liapis, G. N. Yannakakis: "Targeting Horror via Level and Soundscape Generation," in Proceedings of the AAAI Artificial Intelligence for Interactive Digital Entertainment Conference, 2015.
38. Lopes, P., and G. N. Yannakakis. "Investigating Collaborative Creativity via Machine-Mediated Game Blending." *Tenth Artificial Intelligence and Interactive Digital Entertainment Conference*. 2014.
39. Lopes, P., A. Liapis, and G. N. Yannakakis, "The C2Create Authoring Tool: Fostering Creativity via Game Asset Creation," in *Proceedings of the IEEE Conference on Computational Intelligence and Games*, 2014. IEEE.
40. Lopes, P., A. Hoover, and G. N. Yannakakis, "Toward Procedural Music in Digital Games". *Ludomusicology Conference*, 2015.
41. Martinez, H. P. and G. N. Yannakakis "Deep Multimodal Fusion: Combining Discrete Events and Continuous Signals," in *Proceedings of the International Conference in Multimodal Interaction (ICMI)*, 2014 (**Outstanding Paper Award Nominee**)
42. Oliva, C. (2015): "Reassessing Otocky: a forgotten classic in digital games history". Replaying Japan 2015: 3rd International Japan Game Studies Conference, Kyoto.
43. Oliva, C. (2015): "Soundscape Analysis of Digital Games". Workshop on Audio for Games and Interactivity. Gamification Lab, Leuphana University, Luneburg.
44. Oliva, C. (2014): "Comedic affordances in digital game soundscapes". Society for Cinema & Media Studies 54rd Annual Conference, Seattle, WA.
45. Oliva, C. (2013): "Soundmarks in Digital Games Soundscapes". Society for Cinema & Media Studies 53rd Annual Conference, Chicago, IL.

Appendix A: Publications 12

35. Prook, J.; Janssen, D.; Gualeni, S. 2015. 'The Negative Effects of Praise and Flattery in Casual Videogames'. Full paper presented at the *2015 Foundations of Digital Games conference (ACM)* in Asilomar, California, United States, June 22-25, 2015
36. Shaker, N., J. Togelius, G. N. Yannakakis, L. Poovanna, V. S. Ethiraj, S. J. Johansson, R. G. Reynolds, L. K. Heether, T. Schumann, M. Gallagher. "The Turing Test Track of the 2012 Mario AI Championship: Entries and Evaluation," in *Proceedings of the 2013 IEEE Conference on Computational Intelligence and Games (CIG 2013)*, 2013.
37. Togelius, J., N. Shaker, and G. N. Yannakakis, "Active Player Modelling," arXiv preprint arXiv:1312.2936, 2013.
38. Vasalou, A. and Khaled, R. Designing from the Sidelines: Design in a Technology- Centered Serious Game Project. In the *Proceedings of the CHI Workshop Let's talk about Failures: Why was the Game for Children not a Success?* 2013.
39. Vasalou, A., Khaled, R., Gooch, D., and Benton, L. Problematizing Cultural Appropriation. Proceedings of the first ACM SIGCHI annual symposium on Computer-human interaction in play, CHI PLAY 2014, New York, NY, USA, 267-276.
40. Vella, D., "The Character of the Ludic Muse," presented at the *Philosophy of Computer Games Conference 2015*, BTK University of Art and Design, Berlin, October 2015.
41. Vella, D., Participation in "Game Hermeneutics," panel presented as part of the Philosophy of Computer Games Conference 2015
42. Westerlaken, M.; Gualeni, S. 2014. 'Grounded Zoomorphism: an evaluation methodology for ACI design'. Paper presented at the *ACE '14 Workshops* in Funchal, Portugal, November 11 – 14, 2014.
43. Westerlaken, M.; Gualeni, S. 2014. "Felino: The Philosophical Practice of Making an Interspecies Video Game" at the *2014 Philosophy of Computer Games conference*, Bilgi University of Istanbul, Turkey, November 13-16, 2014
44. Yannakakis, G. N. and Khaled, R. Village Voices: A Personalised and Adaptive Game for Conflict Resolution. In *Proceedings of FDG 2013*, 2013.
45. Yannakakis, G. N., A. Liapis, C. Alexopoulos, "Mixed-Initiative Co-Creativity," in *Proceedings of the 9th International Conference on Foundations of Digital Games*, 2014.

Appendix A: Publications 13

35. Yannakakis, G. N. and J. Togelius, "Experience-driven Procedural Content generation (Extended Abstract)", in *Proceedings of the Sixth International Conference on Affective Computing and Intelligent Interaction (ACII 2013)*, 2015. (**Invited paper**)
36. Yannakakis, G. N., and H. P. Martinez, "Grounding Truth via Ordinal Annotation", in *Proceedings of the Sixth International Conference on Affective Computing and Intelligent Interaction (ACII 2013)*, 2015. (**Invited paper**)
37. Zhang, J., R. Taarnby, A. Liapis, S. Risi: "DrawCompileEvolve: Sparking Interactive Evolutionary Art with Human Creations," in *Evolutionary and Biologically Inspired Music, Sound, Art and Design (EvoMusArt)*, vol. 9027, LNCS. Springer, 2015.

Games Published by Pippin Barr

- *BREAKSOUT*, 2015, online
- *Best Chess*, 2015, online
- *REAL BAKU 2015* with Agence Babel, Fédération Internationale des Droits de l'Homme (FIDH), 2015, online
- *The Stolen Art Gallery*, 2015, online
- *Let's Play: The Shining*, 2015, online
- *Jostle Parent*, 2015, online
- *Sound System II*, 2015, online
- *What We Did with Rilla Khaled*, 2015, online
- *Let's Play: Let's Play: Ancient Greek Punishment: Art Edition Edition*, 2015, online
- *Sound System I*, 2015, online
- *MANIFEST*, 2014, online
- *Abramovic Method Games* with Marina Abramovic, 2014, online
- *Get X Avoid Y*, 2014, online
- *The Junior Mint* with @seinfeld2000, 2014, online
- *Leaderboarder*, 2014, online
- *Don't Drown*, 2014, online
- *Durations*, 2014, online
- *Lo-Fi Dick Fight*, 2014, online
- *Drosophilia* with Gordon Calleja, and Sidsel Hermansen, 2014, online
- *Jostle Bastard*, 2013, online
- *The Digital Marina Abramovic Institute (dMAI)* with the Marina Abramovic Institute, 2013, online
- *Snek.*, 2013, online
- *The Mumble Indie Bungle*, 2013, online
- *Art Game*, 2013, online

Appendix B: Invited Talks 1

Keynotes

Barr, P. Got Curious? Keynote at Interface 2013, Carleton University, Ottawa, Canada. April 2013. <http://interface2013.wordpress.com/>

Calleja G., “Games and the Reconceptualisation of Narrative”, Digital Interfaces in Situations of Mobility: Cognitive, Artistic, Game Devices, Sorbonne, Paris, France. 2014.

Calleja, G., Invited Speaker: “The Making of Will Love Tear Us Apart”, Ars Electronica Festival 2013, Linz, Austria.

Eladhari, M. P., AI and Game Prototyping, Guest talk at course Artificial Intelligence (EPGY2013), Stanford University, July 2013.

Gualieni S. Codemotion Milan 2015 conference: ‘Transforming Oneself Through the Practice of Game Design’ – Nov 2015.

Khaled, R. What We Talk About When We Talk About Procedural Content Generation. IEEE Conference on Computational Intelligence and Games, Dortmund, Germany, 2014.

Khaled, R. Games and Learning. Annual Conference of the Association of MultiMediaDesign Teachers in Denmark, Middelfart, Denmark, 2013.

Liapis A., Designing CAD tools for novices: can algorithms enhance productivity or foster creativity?” at the nucl.ai: Artificial Intelligence in Creative Industries conference (2015)

Yannakakis, G. N. Keynote: International GameOn Conference, Amsterdam, December 2015.

Yannakakis, G. N. Keynote: 15th Conference of Hellenic Psychological Society, Cyprus, May 2015.

Yannakakis, G. N. Keynote: 9th International Workshop on Semantic and Social Media Adaptation and Personalization, Corfu, November 2014

Yannakakis, G. N. Keynote: International Research-Centered Summer School in Cognitive Systems and Interactive Robotics, Data and Context Analysis, Athens, July 2014.

Yannakakis, G. N. Keynote: Conferencia de Ciencias e Artes dos Videojogos, Portugal, November, 2014. (Invitation declined)

Appendix B: Invited Talks 2

Yannakakis, G. N. Keynote: Encontro Nacional de Estudantes de Informatica (ENEI) Conference, Aveiro, Portugal, April, 2014.

Yannakakis, G. N. Keynote: First Annual Contact Forum of the PROSECCO network, Madrid (El Escorial), February, 2014

Yannakakis, G. N. Keynote: The Tenth International Workshop on Agents and Data Mining Interaction, AAMAS 2014 (Invitation Declined)

Yannakakis, G. N. Keynote: International Conference on Affective Computing and Intelligent Interaction (ACII 2013), Geneva, September, 2013.

Other Invited Talks

Barr P. Less gameplay, screenshake2015. Antwerp, Belgium. 2015.

Barr P. Minimal Game Design. Global Game Jam Malta. University of Malta, Msida, Malta. 2015.

Barr P. On Making Digital “Art” “Games”. Cologne Game Lab. Cologne University of Applied Sciences. Cologne, Germany. 2014.

Barr P. The Code is Present. A MAZE / Johannesburg. Johannesburg, South Africa. 2014.

Barr P. Game. / Time. Critical Hit. Concordia University, Montréal, Canada. 2014.

Barr P. Game Time. Pecha Kucha Mdina. Mdina, Malta. 2014.

Barr P. The Game Designer is Present. A MAZE / Berlin. Berlin, Germany. 2014.

Barr, P. Got Curious? Talk at SKINS 4.0 Workshop on Aboriginal Storytelling in Digital Media, Concordia University, Montréal, Canada. May 2013. <http://skins.abtec.org/>

Barr, P. Curious Games. Talk at A MAZE Indie Pop Up at Republika Festival, Rijeka, Croatia. July 2013. <http://www.amaze-festival.de/%5Btermalias-raw%5D/blog/a-maze-indie-pop-republika-fest-rijeka-croatia>

Barr, P. What is curious games?. Talk at Playful 2013, London, England. October 2013. <http://thisisplayful.com/>

Barr, P. Curious games, a fireside chat. Talk at MozFest 2013, London, England. October 2013. <http://mozillafestival.org/>

Appendix B: Invited Talks 3

Calleja, G., “Understanding Player Experience”, BUG Lab, Bahçeşehir University, Istanbul, Turkey, 2014.

Calleja, G. “Attention, Involvement, Immersion”, DIGRA Flanders seminar, Antwerp, Belgium, 2013.

Calleja, G. “The End: Aesthetic and Ludic Topoi in Digital Entertainment”, The End: Terminus in Literature, Media and Culture, Aalborg University, Denmark.

Calleja, G. “Posthuman: From Narrative Theory to Design”, CEEGS, Krakow, Poland, 2015

Calleja, G. “The Role of Imagination in Indie Games”, Electronic Literature Organisation, Annual Conference 2015, Bergen, Norway.

Calleja, G. “Beyond Attention: The Player Involvement Model”, GDC 2014, San Francisco, USA.

Calleja, G. “Independent Game Philosophers Panel”, Philosophy of Computer Games 2014, Studio-X, Istanbul, Turkey.

Calleja, G. “Attention/Involvement/Immersion - Understanding Player Experience in Digital Games”, Faculty of Social Sciences, Charles University, Prague, Czech Republic.

Eladhari, M. P., Co-creation, Invited talk at Instituto Superior Tecnico, Lisbon, Portugal, September 2013.

Gualeni S. Guest-lecture at the BTK University of Art and Design of Berlin, Germany ‘In-game metaphors: an autumnal reflection’. Oct-2015.

Gualeni S. University of Turin, Italy ‘ONTO-LOGICAL MACHINES’. Jun-2015

Khaled, R. Reality Bites, or 10 Things Serious Game Researchers Will Never Admit to Doing but Do Anyway. GDC Education Summit, 2015.

Khaled, R. Reflektors. Screenshake Game Festival, Antwerp, Belgium, 2015.

Khaled, R. Questions over Answers: Reflective Game Design. Critical Hit, Montreal, 2014.

Khaled, R. Questions over Answers: Reflective Game Design. A MAZE Berlin, Germany, 2014.

Khaled, R. Reflective Game Design. Pecha Kucha Night, Valletta, Malta, 2014.

Khaled, R. Gamification Panel. Creativity Meeting Point 2013, Bilbao, Spain, 2013.

Appendix B: Invited Talks 4

Khaled, R. Digital Games in Malta Panel. 5th Workshop in Information and Communication Technology. SmartCity, Malta, 2013.

Liapis, A. “Mixed-initiative Design, Designer Modeling and Game Development” at the Sapienza University of Rome (2015)

Liapis, A. “AI-assisted Game Design” at the Dagstuhl Seminar 15051: Artificial and Computational Intelligence in Games: Integration (2015)

Liapis, A. “Interactive Creativity of Man and Machine” (translated title) at the School of Fine Arts, University of Athens (2015)

Liapis, A. “Absurdist Procedural Content Generation” at the Future of PCG symposium, IT University, Copenhagen (2014)

Liapis, A., “Computational Game Creativity” at the Computer Science Annual Workshop Malta (2014)

Oliva C., Invited to hold a Workshop on Audio for Games and Interactivity. “Soundscape Analysis of Digital Games”. Gamification Lab, Leuphana University, Lüneburg, 2015

Yannakakis G. N., Imperial College London, December 2015.

Yannakakis G. N., University of Concepcion, Concepcion, Chile, November 2015.

Yannakakis G. N., Cyprus University of Technology, Limassol, Cyprus, 2015.

Yannakakis G. N., Goldsmiths, University of London, UK, 2014.

Yannakakis G. N., University College London, UK, 2014

Yannakakis G. N., Dagstuhl seminar on Artificial and Computational Intelligence in Games. Invited Speaker, 2015.

Yannakakis G. N., Sapienza University, Rome, Italy, 2014

Yannakakis G. N., Summer School: Creativity and Games in Education, Crete, 2013.

Yannakakis G. N., University of Technology, Sydney, School of Software, 2013.