



Session Information

Title	Innovation in Game Design
Time	Saturday, October 20, 10:15a-11:15a
Location	Green
Format	Paper Presentations
Papers	<p><u>Incorporating Coherent Terrain Types into Story-Driven Procedural Maps</u> By: Elizabeth Matthews and Brian Malloy</p> <p><u>Information Seeking Behaviour and Failure in First Person Shooters</u> By: Andy Keenan</p> <p><u>Concept Model for designing engaging and motivating games for learning - The Smiley-model</u> By: Charlotte Larke Weitze and Rikke Orngreen</p> <p><u>The Deduction Engine: Adapting the Holmesian Method into a Computer Game</u> By: William Hart</p>

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