

SBGames 2023 - Trilha da Computação

Sessão 01 - Best Papers (Artificial Intelligence and Dynamic Difficult Adjustment)

Chair: Tadeu Classe

Paper	JEMS ID	Título	Autores (Afiliação)	Duração
Full	234056	DDA-MAPEKit: A Framework for Dynamic Difficulty Adjustment based on MAPE-K Loop	Carlos Henrique Rorato Souza (UFG), Saulo Oliveira (UFG), Luciana Berretta (UFG), Sergio Carvalho (UFG)	15+5min
Full	234043	Scale-Invariant Reinforcement Learning in Real-Time Strategy Games	Marcelo Lemos (UFMG), Ronaldo e Silva Vieira (UFMG), Anderson Tavares (UFRGS), Leandro Marcolino (Lancaster University), Luiz Chaimowicz (UFMG)	15+5min
Full	234144	Hybrid Minimax-MCTS and Difficulty Adjustment for General Game Playing	Marco Antônio Vieira (UFRGS), Anderson Tavares (UFRGS), Renato Ribas (UFRGS)	15+5min
Short	233999	A Two-Dimensional Non-Relativistic Quantum Physics Game Engine	Marcelo Thielo (Unipampa), Luan Vargas (Unipampa), Luiz Martins-Filho (UFABC), Ueslei Brandt (Unipampa)	5+5min
Short	233983	Evaluating Deep Learning-based Chess-Engine Endgame Strategies	Epitácio Pessoa de Brito Neto (UFPB), Telmo de Menezes e Silva Filho (University of Bristol), Thaís Gaudêncio do Rêgo (UFPB), Yuri de Almeida Malheiros Barbosa (UFPB)	5+5min

Sessão 02 - Best Papers (Storytelling and Virtual Humans)

Chair: Soraia Musse

Paper	JEMS ID	Título	Autores (Afiliação)	Duração
Full	233219	ChatGeppetto - an AI-powered Storyteller	Edirlei Soares de Lima (Breda University of Applied Sciences), Bruno Feijó (PUC-Rio), Marco Antonio Casanova (PUC-Rio), Antonio Furtado (PUC-Rio)	15+5min
Full	233988	Revisiting Micro and Macro Expressions in Computer Graphics Characters	Rubens Montanha (PUCRS), Giovana Raupp (PUCRS), Vitória Gonzalez (PUCRS), Yanny Partichelli (PUCRS), André Bins (PUCRS), Marcos Ferreira (PUCRS), Victor Araujo (PUCRS), Soraia Musse (PUCRS)	15+5min
Full	233920	Exploratory testing strategies for video games: an experience report	Yohan Duarte (UFSCar), Vinicius Durelli (UFSJ), Paulo Nardi (UTFPR), Andre Endo (UFSCar)	15+5min
Full	234038	Can we truly transfer an actor's genuine emotions to avatars? An investigation into virtual, real, posed and spontaneous faces	Vitor Peres (PUCRS), Soraia Musse (PUCRS), Greice Pinho (PUCRS)	15+5min

Sessão 03 - Dynamic Difficult Adjustment and Design & Code Design

Chair: Luiz Chaimowicz

Paper	JEMS ID	Título	Autores (Afiliação)	Duração
Full	233992	Investigating Reinforcement Learning for Dynamic Difficulty Adjustment	Tiago Oliveira (UFMG), Luiz Chaimowicz (UFMG)	15+5min
Full	234184	A Dynamic Difficulty Adjustment Algorithm With Generic Player Behavior Classification Unity Plugin In Single Player Games	Augusto Baffa (PUC-Rio), Bruno Feijó (PUC-Rio), Luís Fernando Bicalho (PUC-Rio)	15+5min

Full	234027	Unveiling the Key Features Influencing Game Agents with Different Levels of Robustness	Alexandre Magno Monteiro Santos (UFC), Halisson Rodrigues (UFC), Rômulo Filho (UFC), Yuri Nogueira (UFC), Joaquim Cavalcante-Neto (UFC), Creto Vidal (UFC), Artur Franco (UFC), Paulo Serafim (Inria)	15+5min
Full	233750	RPG Creature Design: Cross-System Analysis and Conversion	Artur Franco (UFC), Thiago Iachiley Araújo de Souza (UFC), Paulo Passos (UFC), José Wellington Franco (UFC), José Gilvan Rodrigues Maia (UFC), Miguel Franklin de Castro (UFC)	15+5min
Short	234103	Design Patterns and Code Maintainability in Games: a Case Study	Vitor Estevam (Instituto Atlântico), Matheus Paixão (UFC), Alysson Diniz dos Santos (UFC)	5+5min

Sessão 04 - Terrain Technologies and Navigation & User Experience

Chair: Marcelo Hounsell

Paper	JEMS ID	Título	Autores (Afiliação)	Duração
Full	234071	How to improve the quality of GAN-based map generators	Daniele Silva (Instituto Federal de Educação, Ciência e Tecnologia Farroupilha), Rafael Torchelsen (UFPeI), Marilton Aguiar (UFPeI)	15+5min
Full	234067	Deceptive Topographic Path Planning	Crhstopher Lenhard (UFSM), Henrique Krever (UFSM), Ricardo Kunde Schlesner (UFSM), Rafael Heitor Bordini (PUCRS), Luis Alvaro de Lima Silva (UFSM)	15+5min
Full	233850	A Semantic Segmentation System for generating context-based tile-maps	Leandro Gabriel (UFF), Esteban Clua (UFF)	15+5min
Short	234160	Use of a generative chatbot as a middleman to improve user experience in Interactive Fiction games	Adriano Dotta (UNIPAMPA), Marcelo Thielo (UNIPAMPA), Jean Cheiran (UNIPAMPA)	5+5min
Short	233966	Haptic system as an accessibility mechanic for hard of hearing and deaf people on video games	Eduarda Menezes (Universidade de Brasília), Marcus Lamar (Universidade de Brasília)	5+5min

Sessão 05 - Studies and Innovations & Virtual Reality

Chair: Esteban Clua

Paper	JEMS ID	Título	Autores (Afiliação)	Duração
Full	234156	End-user Game Development Environments for Educators: Analyzing Platforms	Joana Gabriela Souza (UFMG), Raquel Prates (UFMG), Heloiza Santos (UFMG)	15+5min
Full	234153	An Open-Source Framework Using WebRTC for Online Multiplayer Gaming	Rodrigo Campos Borges (FURG), Marcelo Malheiros (FURG), Cleo Billa (FURG), Marcelo Pias (FURG), Alessandro Bicho (FURG)	15+5min
Full	233846	Towards Scalable Cloud Gaming Systems: Decoupling Physics from the Game Engine	Saulo Oliveira (UFG), Carlos Henrique Rorato Souza (UFG), Jefferson Silva (UFG), Sergio Carvalho (UFG)	15+5min
Full	234128	Evolutionary Tabletop Game Design: A Case Study in the Risk Game	Lana Rossato (UFRGS), Leonardo Bombardelli (UFRGS), Anderson Tavares (UFRGS)	15+5min
Short	234057	Proposing an architecture for developing tactical shooter games employing Virtual Reality	Ícaro da Silva Barbosa (UFC), Creto Vidal (UFC), Joaquim Cavalcante-Neto (UFC), Antonio Melo Jr (UFC), George Gomes (UFC)	5+5min