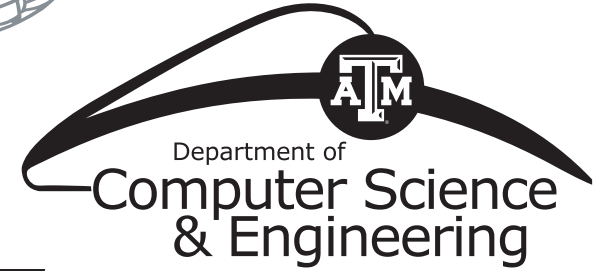
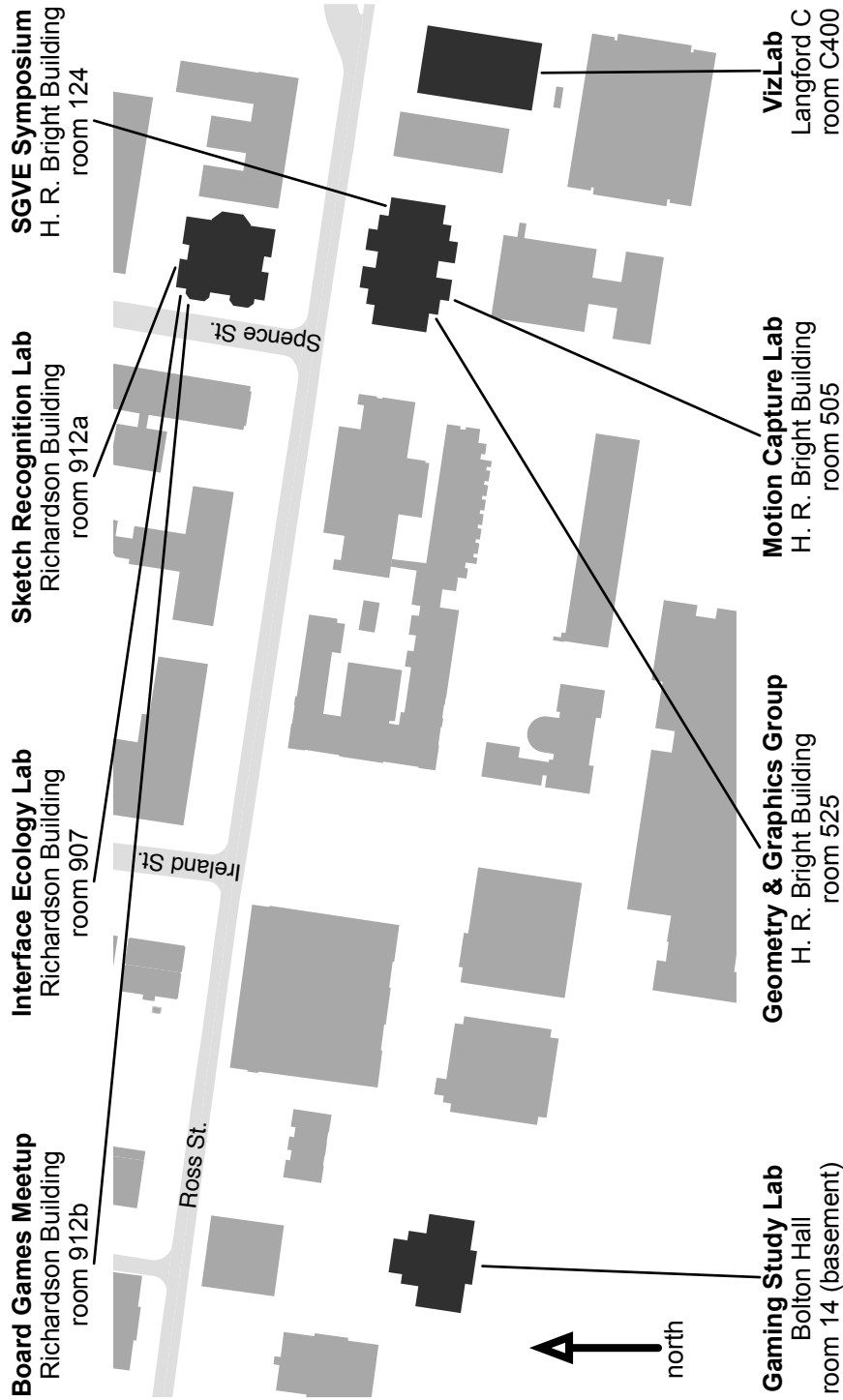


# Texas Games & Virtual Environments Symposium 2010

Texas A&M University  
 H. R. Bright Building  
 room 124  
 May 13th, 2010



HOUSTON  
 SERIOUS  
 GAMES  
 RESEARCH  
 CONSORTIUM



## morning program

<b>breakfast</b>		<b>8:30 AM</b>
<b>welcome</b>		<b>9:00</b>
<b>games for health</b> , chair: Anthony Elam		<b>9:20</b>
Nithin O. Rajan Methodist Hospital	Time After Time: Development of a Serious Video Game to Reduce Uncertainty in the Treatment Choices of Men with Localized Prostate Cancer	
Pierre Elias Rice University Methodist Hospital	The InSpire System: Developing a Novel Application Suite for Improvements in Self-Management Behaviors of Youth with Asthma	
Pradeep Buddharaju University of Houston	A Novel Way to Conduct Human Studies and Do Some Good	
<b>ludology</b> , chair: Anthony Elam		<b>10:20</b>
Clayton Whittle Dept. Communication   TAMU	Games as Moral Systems	
<b>coffee break</b>		<b>10:40</b>
<b>lab tours</b>		<b>11:00</b>
opening remarks		
travel to labs (5 minutes)		11:10
1 <sup>st</sup> lab tour slot		11:15
travel between labs (5 minutes)		11:35
2 <sup>nd</sup> lab tour slot		11:40
<b>break for lunch</b>		<b>12:00 noon–1:00 PM</b>

## labs open for tours (map on back)

lab	guide	location
Interface Ecology Lab	Andruid Kerne & Zachary O. Toups	Richardson, room 909
VizLab	Bill Jenks	Langford C, room C400
Geometry & Graphics Group	John Keyser	Bright, room 525
Gaming Study Lab	Travis Danklefs & Dan Pate	Bolton, room 14
Motion Capture Lab	Jin-Xiang Chai	Bright, room 505
Sketch Recognition Lab	Manoj Prasad	Richardson, room 912a

## afternoon program

<b>educational simulation &amp; games</b> , chair: Vinod Srinivasan		<b>1:00 PM</b>
Susan Pedersen Dept. Educational Psychology TAMU	Rigglefish: A Virtual Environment on Genetics for Middle School Students	
Don Gilman Advanced Gaming Systems	Computer Harpoon, An Original Serious Game	
Jim Wall Texas Center for Applied Tech. TEES	Simulation for Disaster Response Training	
Zachary O. Toups Interface Ecology Lab   TAMU	Teaching Team Coordination to Fire Emergency Responders with Non-Mimetic Simulation Games	
<b>game design &amp; development</b> , chair: Scott Schaefer		<b>2:20</b>
Dan Hoyt, Carlos Monroy Rice University CTIL	Skin It and Spin It: Designing Games for Reuse, and Deploying them across Different Learning Platforms	
William A. Hamilton, Cody Green Interface Ecology Lab   TAMU	Multimodal Rummy: Designing Multimodal Games	
<b>coffee break</b>		<b>3:00</b>
<b>applied gaming</b> , chair: Andruid Kerne		<b>3:20</b>
Vinod Srinivasan Dept. Visualization   TAMU	What Zombies have to Teach us about Energy and the Environment	
Vinod Srinivasan Dept. Visualization   TAMU	Developing Educational Games for Engineering Education	
<b>panel: Game Design in the Classroom</b> , chair: Zachary O. Toups		<b>4:00</b>
	Andruid Kerne ~ Interface Ecology Lab   TAMU Vinod Srinivasan ~ Dept. Visualization   TAMU Scott Schaefer ~ Dept. Computer Science & Engineering   TAMU Patrick Burkart ~ Dept. Communication   TAMU	
<b>games &amp; entrepreneurship</b> , chair: Zachary O. Toups		<b>4:40</b>
Joel Hobbs ViaVivo, Inc.	Developing Entrepreneurship with Serious Games	
Anthony Elam Elam Consulting	Exploring Gaming Technologies for Industrial Education, Training and Business Application	
<b>closing remarks</b>		<b>5:20</b>
<b>break for dinner</b>		<b>5:35</b>
<b>board games meetup (Richardson 912b, see map)</b>		<b>7:00</b>