2021 1st Artificial Intelligence and Entertainment Science (AIES2021) Workshop

Theme: Towards Empathic Entertainment Technology

Time (JST)	Event Description (November 2nd, 2021)			
16:55 - 17:15	**Welcoming Reception/Webex Login**			
17:15 - 17:30	**Opening Remarks** (Chair: Prof. Hiroyuki Iida)			
Track (Chairperson)	**Session 1: Simulation & Behavior** (Luiz M. Kummer)	**Session 2: Experience Design & Prediction** (Tse Guan Tan)	**Session 3: Search & Design** (Apimuk Mungkasem & Anggina Primanita)	**Session 4: Analytic & Gamification** (Mathieu Lajante & Uri Globus)
17:30 - 17:55	**Paper 6:** What Makes an Ideal Team? Analysis of Popular MOBA Games using Weighted Average	**Paper 5:** Game-based Psychotherapy Intervention for Memory Disorder: Evolution of Neuro-therapy Game and Its Impacts	**Paper 11:** Proposing a Testing Model for Generating Constraint Networks with Controlled Chromatic Number and Scalable Complexity	**Paper 9:** Using Virtual Reality for Training Frontline Employees in Empathy: A Review and Research Agenda
17:55 - 18:20	**Paper 7:** Simplification of Team-Based Sports Games	**Paper 8:** Analysis of Reminiscence Elements in Game-Based Intervention for Elderly Using EEG Data	**Paper 12:** Proof by Exhaustion for Proving the Efficiency Improvement on the Performance of Backtracking Algorithm Using Contribution Number	**Paper 16:** Entertainment Analysis of Single-Agent Game: Case Study in Match-3 Puzzle Game
18:20 - 18:45	**Paper 21:** Predicting Subscription Renewal using Binary Classification in World of Warcraft	**Paper 13:** Prototypical: A Board Game Development Framework	**Paper 19:** Player Satisfaction Model On Driving Type Analysis	**Paper 4:** Analysis of the College Underachievers' Transformation via Gamified Learning Experience
18:45 - 19:10	**Paper 17:** Simulation of Adaptive Neural Fuzzy Inference System (ANFIS) for a Realistic Crowd Evacuation Modelling Based on Dynamic Emotion Force	**Paper 23:** Automatic Creation of Behaviour Trees	**Paper 24:** Fog of Search	**Paper 22:** Motion-in-Mind Approach Level Generation in FlowFree
19:10 - 19:35	**Paper 18:** Simulation of Exit Selection Behavior in Asymmetrical Layout with Multiple Exits based on an Improved Dynamic Parameters Cellular Automaton Model	**Paper 14:** Influence of `Jerk' on Gaming Engagement: A Case Study Using Card Games	**Paper 10:** Neutralising Australia Map	**Paper 15:** Steam Game Achievement Analysis
19:35 - 20:00	**Short Break**			
20:00 - 20:45	**Round Table Discussion** (Chair: Dr. Mohd Nor Akmal Khalid)			
20:45 - 22:00	Chair: Dr. Mohd Nor Akmal Khalid **Keynote Speech titled 'Empathic Entertainment in Digital Game' by Youichiro Miyake**			
22:00 - 22:10	**Closing Remarks**			