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Verena Nitsch (University of the Bundeswehr Munich, Germany)

Ines Karl (University of the Bundeswehr Munich, Germany)

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MMVE 2011 Program

Saturday, October 15, 2011

9:20 - 10:40 Paper Session 1

The XFire Online Meta-Gaming Network: Observation and High-Level Analysis% (
Siqi Shen (Delft University of Technology, Netherlands)
Alexandru Iosup (Delft University of Technology, Netherlands)

Getting Real - Self-Organized Resource Allocation on Second Life Avatar Traces%\$
Jean Botev (University of Luxembourg, Luxembourg)
Wei Tsang Ooi (National University of Singapore, Singapore)
Ingo Scholtes (University of Trier, Germany)

11:00 - 12:00 Short Papers and Posters

Finding the best tradeoff between multi resolution content reproduction quality and multi resolution content distribution efficiency%*
Romain Cavagna (LIP6-CNRS, UPMC, France)
Maha Abdallah (LIP6-CNRS, UPMC, France)

Specifying Consistency Requirements for Massively Multi-User Virtual Environments%+,
Laura Itzel (University of Mannheim, Germany)
Richard Sueselbeck (University of Mannheim, Germany)
Gregor Schiele (University of Mannheim, Germany)
Christian Becker (University of Mannheim, Germany)

Interactive Scalable Crowdcasting% \$
Shun-Yun Hu (Academia Sinica, Taiwan)

14:00 -15:20 Paper Session 2

Crowd Buzz: Scalable Audio Communication for MMVEs using Latency Optimized Hypercube Gossiping% &
Philipp Berndt (Technische Universität Berlin, Germany)
Matthias Hovestadt (Technische Universität Berlin, Germany)
Odej Kao (Technische Universität Berlin, Germany)

Pithos: A State Persistency Architecture for Peer-to-Peer Massively Multiuser Virtual Environments%,
John S. Gilmore (University of Stellenbosch, South Africa)
Herman A. Engelbrecht (University of Stellenbosch, South Africa)

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