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Full Papers

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1	Manycraft: Scaling Minecraft to Millions Raluca Diaconu (Orange Labs, UPMC/LIP6, France) Joaquin Keller (Orange Labs, France) Mathieu Valero (Laboratoire d'Informatique de Paris 6, France)
2	Loyalty or Profit? Early Evolutionary Dynamics of Online Game Groups Ah Ruem Kang (Korea University, Korea) Juyong Park (Korea Advanced Institute for Science and Technology, Korea) Huy Kang Kim (Korea University, Korea)
3	The Impact of User, System, and Context factors on Gaming QoE: a Case Study Involving MMORPGs Mirko Suznjevic (University of Zagreb, Croatia) Lea Skorin-Kapov (University of Zagreb, Croatia) Maja Matijasevic (University of Zagreb, Croatia)
4	Dude, the Source of Lags Is on Your Computer De-Yu Chen (Academia Sinica, Taiwan) Hao-Tsung Yang (Academia Sinica, Taiwan) Kuan-Ta Chen (Academia Sinica, Taiwan)
5	Mobile Game Recommendation using Touch Gestures Hao-Tsung Yang (Academia Sinica, Taiwan) De-Yu Chen (Academia Sinica, Taiwan) Ya Xuan Hung (National Yang-Ming University, Taiwan) Kuan-Ta Chen (Academia Sinica, Taiwan)
6	On GPU Pass-Through Performance For Cloud Gaming: Experiments and Analysis Ryan Shea (Simon Fraser University, Canada) Jiangchuan Liu (Simon Fraser University, Canada)

Short Papers (Posters)

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1	Network Performance Measurement Framework for Real-Time Multiplayer Mobile Games Chad Hansen (University of Saskatchewan, Canada) Nigel Jurgens (University of Saskatchewan, Canada) Dwight Makaroff (University of Saskatchewan, Canada) David Callele (University of Saskatchewan, Canada) Philip Dueck (Experience First Design, Inc., Canada)

- Dynamic Local Lag Control for Sound Synchronization in Joint Musical Performance**
2 Mya Sithu (Nagoya Institute of Technology, Japan)
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Norishige Fukushima (Nagoya Institute of Technology, Japan)
- Lamoth: A Message Dissemination Middleware for MMOGs in the Cloud**
3 Julien Gascon-Samson (McGill University, Canada)
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- On Preventing Sequence Breaking in Video Games**
4 Matthew Shelley (Carleton University, Canada)
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- Does Online Mobile Gaming Overcharge You for The Fun?**
5 De-Yu Chen (Academia Sinica, Taiwan)
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- QoE-Aware Virtual Machine Placement for Cloud Games**
6 Hua-Jun Hong (National Tsing Hua University, Taiwan)
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- I know what the BOTs did yesterday: full action sequence analysis using Naïve Bayesian algorithm**
7 Jina Lee (NC Soft, Inc., Korea)
Jiyoun Lim (ETRI, Korea)
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- Surgical strike: A novel approach to minimize collateral damage to game bot detection**
8 HyukMin Kwon (Korea University, Korea)
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Huy Kang Kim (Korea University, Korea)
- Towards a System for Controlling Client-Server Traffic in Virtual Worlds using SDN**
9 Jason Anderson (Clemson University, USA)
Jim Martin (Clemson, USA)

Demos

Demo Number

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- | | |
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| 1 | Koekepan: Minecraft as a Research Platform
Herman A Engelbrecht (Stellenbosch University, South Africa)
Gregor Schiele (Digital Enterprise Research Institute (DERI) at NUIG, Ireland) |
| 2 | Manycraft: Massively Distributed Minecraft
Mathieu Valero (Laboratoire d'Informatique de Paris 6, France)
Raluca Diaconu (Orange Labs, UPMC/LIP6, France)
Joaquin Keller (Orange Labs, France) |