

2017 15th Annual Workshop on Network and Systems Support for Games (NetGames 2017)

**Taipei, Taiwan
22-23 June 2017**



**IEEE Catalog Number: CFP1776I-POD
ISBN: 978-1-5090-5039-0**

**Copyright © 2017 by the Institute of Electrical and Electronics Engineers, Inc.
All Rights Reserved**

Copyright and Reprint Permissions: Abstracting is permitted with credit to the source. Libraries are permitted to photocopy beyond the limit of U.S. copyright law for private use of patrons those articles in this volume that carry a code at the bottom of the first page, provided the per-copy fee indicated in the code is paid through Copyright Clearance Center, 222 Rosewood Drive, Danvers, MA 01923.

For other copying, reprint or republication permission, write to IEEE Copyrights Manager, IEEE Service Center, 445 Hoes Lane, Piscataway, NJ 08854. All rights reserved.

****** This is a print representation of what appears in the IEEE Digital Library. Some format issues inherent in the e-media version may also appear in this print version.***

IEEE Catalog Number:	CFP1776I-POD
ISBN (Print-On-Demand):	978-1-5090-5039-0
ISBN (Online):	978-1-5090-5038-3
ISSN:	2156-8138

Additional Copies of This Publication Are Available From:

Curran Associates, Inc
57 Morehouse Lane
Red Hook, NY 12571 USA
Phone: (845) 758-0400
Fax: (845) 758-2633
E-mail: curran@proceedings.com
Web: www.proceedings.com

CURRAN ASSOCIATES INC.
proceedings
.com

The 15th Annual Workshop on Network and Systems

Support for Games (NetGames 2017)

Table of Contents

Long Papers

<u>Crime Scene Re-investigation: A Postmortem Analysis of Game Account Stealers' Behaviors</u>	1
--	---

Hana Kim, Seongil Yang, Huy Kang Kim

<u>On “Shot Around a Corner” in First-Person Shooter Games</u>	7
--	---

Steven W. K. Lee, Rocky C. K. Chang

<u>Gamifying Mobile Applications for Smartphone Augmented Infrastructure Sensing</u>	13
--	----

Ying-Yi Chen, Hua-Jun Hong, Shun-Huai Yao, Aylada Khunvaranont, Cheng-Hsin Hsu

<u>Impact of Information Buffering on a Flexible Cloud Gaming System</u>	19
--	----

De-Yu Chen, Magda El-Zarki

<u>Optimizing Next-Generation Cloud Gaming Platforms with Planar Map Streaming and Distributed Rendering</u>	25
--	----

Pin-Chun Wang, Apollo I. Ellis, John C. Hart, Cheng-Hsin Hsu

Short Papers

<u>On Matchmaking for Multiplayer Cloud Gaming</u>	31
--	----

Yitong Guan, Yunhua Deng, Xueyang Tang

<u>A State-based Game Attention Model for Cloud Gaming</u>	34
--	----

Ebrahim Babaei, Mahmoud R. Hashemi, Shervin Shirmohammadi

<u>Game-Aware Bandwidth Allocation for Home Gateways</u>	37
--	----

Maryam Amiri, Hussein Al Osman, Shervin Shirmohammadi

<u>Trust Management for Cheating Detection in Distributed Massively Multiplayer Online Games</u>	40
--	----

James Prather, Robert Nix, Ryan Jessup

<u>Towards Improving Visual Attention Models using Influencing Factors in a Video Gaming Context</u>	43
--	----

Saman Zadtootaghaj, Steven Schmidt, Hamed Ahmadi, Sebastian Moller

Demo Paper

<u>DiveReal: A Social Virtual World without Rooms</u>	46
---	----

Joaquin Keller, Mathilde Laurent