Network and Systems Support for Games

Program Notes

Mark Claypool
(Chair)
Thanks to Sponsors

- ACM for digital library
  - NetGames summary in quarterly reports for SIGCOMM and SIGMM
- WPI kept costs down

Technical Program Committee

- Grenville Armitage  Swinburne University of Technology
- Surendar Chandra  Notre Dame
- Kajal Claypool  MIT Lincoln Labs
- Mark Claypool  Worcester Polytechnic Institute
- Wu-Chang Feng  Portland State University
- Wu-Chi Feng  Portland State University
- David Finkel  Worcester Polytechnic Institute
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- Marc Liberatore  Wesleyan University
- John Miller  Microsoft Research
- Travis Schluessler  Intel Corporation
- Anees Shaikh  IBM Research
- Ooi Wei Tsang  National University of Singapore
- Lars Wolf  Technical University Braunschweig

Balance on axes: industry-academia, geography...
Call for Papers Topics

- Game-related work in systems and networks
  - Network measurement, usage studies and traffic modeling
  - System benchmarking, performance evaluation, and provisioning
  - Latency issues and lag compensation techniques
  - Cheat detection and prevention
  - Operating system enhancements, service platforms, and middleware
  - Peer-to-peer and scalable system architectures
  - Network protocol design
  - Mobile and resource-constrained systems
  - Augmented physical systems
  - User and usability studies, group dynamics
  - Quality of service and content adaptation
  - Artificial intelligence
  - Security, authentication, accounting and digital rights management
  - Networks of sensors and actuators
  - Impact of online game growth on network infrastructure
  - Messaging and conferencing in games
  - Input devices, haptics and accessibility
  - Results that reproduce (or refute) previous published results
Paper Review Process

- Each paper had at least 3 reviews by TPC members
  - Careful about conflicts of interest
  - Discouraged delegation
- Overall, 6-7 reviews by each TPC member
  - Not too much load (could do quality review)
  - Could get sense of quality from local pile to help calibrate
- Papers triaged (obvious rejects, discuss)
  - Few obvious rejects (about 13%)
    - Even those shown to entire TPC for comments
- Remaining papers discussed
  - Build consensus from 3 reviewers
  - Expand discussion to larger groups, as needed

Paper Acceptance

- Note, did not have a specific target for number of accepted papers
- 37 registered
- 31 submitted
- 15 accepted
  \[\frac{15}{31}, \text{a 48\% acceptance rate}\]
- Also, 5 posters
Game Industry Involvement

- **TPC**: Microsoft, Intel, Lincoln Labs, IBM
- **Papers**: Intel, Gameplay, Codeplay
- **Keynote**: 38 Studios
- **Panel**: Turbine, Orbus, Sun, 38 Studios
- **Game Jam**

Program at a Glance

**Tuesday**
- 8:00 Reg. and Breakfast
- 8:45 Opening remarks
- 9:00 Cheat Detection
- 10:30 Break
- 11:00 Keynote
- 12:00 Lunch
- 1:30 Peer-to-Peer
- 3:00 Posters
- 4:00 MMOs
- 6:00 Dinner
- 8:00 Game Jam

**Wednesday**
- 8:30 Breakfast
- 9:00 Architectures
- 10:30 Break
- 11:00 Panel
- 12:00 Lunch
- 1:30 Bandwidth and Latency
- 3:00 Closing remarks

3 Papers per session
- 22-25 minute talk
- See session chairs before
- 6 Posters
- See Feng Li
Things You Want To Know …

• Wireless access
• Papers, Breaks, Posters
  - Salisbury Labs (#28)
• Lunch
  - Campus Center (#7)
  - Food Court, Basement
• Dinner
  - Higgins House (#17)
  - Great Hall
• Game Jam
  - Campus Center (#7)
  - second floor, Odeum
• Help?
  - Choong-Soo Lee
  - Feng Li
  - Jeff Zhou