

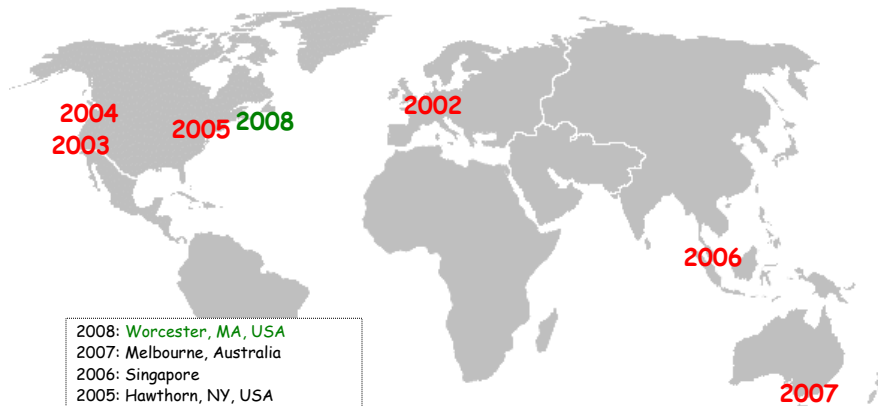


Network and Systems Support for Games

Program Notes

Mark Claypool
(Chair)

NetGames Around the World



- 2008: Worcester, MA, USA
- 2007: Melbourne, Australia
- 2006: Singapore
- 2005: Hawthorn, NY, USA
- 2004: Portland, OR, USA
- 2003: Redwood City, CA, USA
- 2002: Braunschweig, Germany

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Thanks to Sponsors



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

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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
- Tobias Fritsch Freie Universitat Berlin
- Carsten Griwodz University of Oslo
- Pål Halvorsen University of Oslo
- Marc Liberatore Wesleyan University
- John Miller Microsoft Research
- Travis Schuessler Intel Corporation
- Anees Shaikh IBM Research
- Ooi Wei Tsang National University of Singapore
- Lars Wolf Technical University Braunschweig

Balance on axes: industry-academia, geography,...

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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

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5

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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

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Paper Acceptance

- Note, did not have a specific target for number of accepted papers
- 37 registered
- 31 submitted
- 15 accepted
- 15/31, a 48% acceptance rate
- Also, 5 posters

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Game Industry Involvement

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



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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

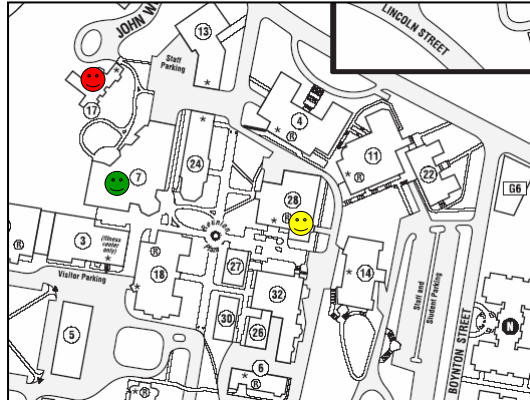
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Things You Want To Know ...

- **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



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