

# ANIMEX RESEARCH AND INNOVATION CONFERENCE

Day 1: Monday 17th April

9:00 AM	TEA & COFFEE in The Curve	
9:30 AM	<b>Keynote: Dr Hannah Marston</b> Why Are Digital Games Important for the Future?	
10:30 AM	BREAK	
	<b>PANEL 1: Animation Production (room T1.01)</b>	
11:00 AM	<b>Multimodal interaction: Exploring haptics in expanded animation production through walking experience</b> Mr Bharoto Yekti, University of Glasgow	
11:30 AM	<b>Stereoscopic Abstract Animation as Immersive Installation</b> Dr Max Hattler, City University of Hong Kong	
12:00 PM	<b>Embracing Uncertainty, Spontaneity, and Unsought Animation through Curation</b> Dr Benjamin Hall, Leeds Beckett University / University of Leeds	
12:30 PM	LUNCH	
	<b>PANEL 2: Novel Perspectives (room T1.01)</b>	<b>PANEL 3: Technical Animation (room T1.04)</b>
1:30 PM	<b>Unnatural Vitalisms: Animation, Queerness and the Political Bio-Aesthetics of Artificial Life.</b> Mr Ferdinando Cocco , University of Cambridge	<b>A procedural animation system for ambulatory theropods.</b> Prof Chris Headleand, Staffordshire University
2:00 PM	<b>Queering the archive</b> Ms Lesley-anne Rose , Teesside University	<b>Beyond the classical approaches: Physics based Animation tools to accelerate learning.</b> Mr Johnathon Byrne, University of Salford
2:30 PM	<b>Modular, dynamic, multicursal and nonlinear narrative structures applied in animated storytelling</b> Mr Charalambos Margaritis, Cyprus University of Technology	<b>Immersive Technology in Healthcare – Augmented Reality Pathology tools</b> Mr Dominic Dunn, Teesside University
3:00 PM	BREAK	
	<b>PANEL 4: Animation Pedagogy (room T1.01)</b>	
3:30 PM	<b>Personality And Type Of Casual Game Preferences Among Female Gamers</b> Norizlyn Karlina Razali, Universiti Teknologi MARA	
4:00 PM	<b>The Needs in Developing ‘Animation for Games’ Learning for Game Design Program</b> Wan Nor Raihan Wan Ramli, Universiti Teknologi MARA	
4:30 PM	<b>Visual Storytelling Application in Science Syllabus for Primary School</b> Nurziehan Baharuddin, Universiti Teknologi MARA	

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Day 2: Tuesday 18th April

9:00 AM	TEA & COFFEE in The Curve	
	<b>PANEL 5: Animation Theory (room T1.01)</b>	<b>PANEL 6: Applications of real-time (room T1.04)</b>
9:30 AM	<b>The Aesthetic of Show Not Tell in Anime: The Playfulness in the Anime Storytelling</b> Dr Sheuo Hui Gan, LASALLE College of the Arts	<b>Realtime Environment for Vehicular Simulation (REVS): Utilising Games Technology to Preserve Automotive Heritage</b> Mr Stuart Butler , Staffordshire University
10:00 AM	<b>Journey to the centre of visual narratology - What is animation's true relationship with other forms of visual storytelling?</b> Mr Liam Hall, Sheffield Hallam University	<b>Fashion in Translation: skills and practices re-mediated in the "metaverse"</b> Dr Michele Varini, Università Cattolica del Sacro Cuore di Milano
10:30 AM	<b>Animation Character Believability Through Attribution Theory</b> Mohd. Suhaimi Juhan, Universiti Teknologi MARA	<b>The Effectiveness of Virtual Reality in Conservation of Craftsmanship of the Wooden Architecture of Dong Nationality in Sanjiang County of Guangxi</b> Dr DAHLAN abdul ghani , UNIVERSITY KUALA LUMPUR, MALAYSIA
11:00 AM	BREAK	
	<b>PANEL 7: AR/VR (room T1.01)</b>	
11:30 AM	<b>Healthy Homes Concept Development and Visualisation in Augmented Reality</b> Mrs Carla Resendiz-Villasenor, Teesside University/Norscot Joinery	
12:00 PM	<b>Towards a Communication Protocol for Motion Simulators in Virtual Reality</b> Mr Benjamin Williams, Staffordshire University	
12:30 PM	<b>Project Alpha: An Interactive Augmented Reality (AR) Experience from Digital Painting</b> Nora Edrina Sahharil, Universiti Teknologi MARA	
1:00 PM	LUNCH	
	<b>PANEL 8: Adapting to New Technologies (room T1.01)</b>	
2:00 PM	<b>The Machine Zone: A Practical Examination of Accepting Artificial Intelligence</b> Mr Joseph Whitmore, Royal College of Art	
2:30 PM	<b>Documenting Animation: Games, VR and Animated Documentary Theory</b> Dr Nea Ehrlich , Ben-Gurion University of the Negev, Israel	
3:00 PM	<b>A Review of Artificial Intelligent in Virtual World: Muslim 3D Educational Video Game</b> Mr Muhammad Mizwar Harudin, Universiti Teknologi MARA	
3:30 PM	BREAK	
4:00 PM	<b>Keynote: Industrial Light &amp; Magic</b>	