The DGRC group will be very well-represented at the Foundations of Digital Games (FDG) conference to be held next week, in Bordeaux, France. Contributions include:

**Full Conference Papers:**
Brent Harrison and David Roberts: "Using Sequential Observations to Model and Predict Player Behavior"

**Workshop Papers**
Jim Thomas and R. Michael Young: "Using a Declarative Representation of Actions in Game Environments to Model and Guide Player Experience", in the Workshop on Player Experience

**Doctoral Consortia**
Stephen G. Ware: "A Computational Model of Narrative Conflict" Rogelio Cardona-Rivera: "Narrative Affordance: Towards a model of the foreseeability and perceivability of story elements"

**Poster Presentations**
Michael Dominguez, R. Michael Young and Stephen Roller: "Automatic Identification and Generation of Highlight Cinematics for 3D Games"

Byung-Chull Bae, Yun-Gyung Cheong, and R. Michael Young: "Toward a Computational Model of Forcalization"