

# CHARMING 5TH NETWORK WIDE EVENT

## MONDAY MARCH 22

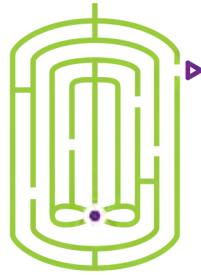
10:00	Welcome / Outline objectives of the NWE
10:15	Watch recorded ESRs 5-10 presentations
11:15	WP2 Leader presentation, 10' + Q&A ESRs, 5'/ESR + WP Discussion, 10'
12:15	Lunch break (1 h)
13:15	Watch recorded ESRs 1-4 presentations
14:00	WP1 Leader presentation, 10' + Q&A ESRs 1-4, 5'/ESR + WP Discussion, 10'
14:50	ReC & MST meeting

## TUESDAY MARCH 23

8:45	Virtual Coffee
9:00	Watch recorded ESRs 11-15 presentations
9:50	WP3 Leader presentation 10' + Q&A ESRs 11-15, 5'/ESR + WP Discussion, 10'
10:45	Break (20')
11:05	WP4 Leader presentation
11:25	TSC Meeting Cross WP discussion
12:25	Lunch break (1 h)
13:25	ECCE 13 discussion
14:25	Break (15')
14:40	SB Meeting

For NWE5  
join us  
online on  
[gather.town](#)





# CHARMING ESR WORKSHOPS & LECTURES

## WEDNESDAY

MARCH 24

10:00	Game Design Workshop Miguel Angel Sicart & Daniel Cermak Sassenrath
12:30	Lunch break (30')
13:00 to 15:30	Game-Making Tools and Engines Henrique Galvan Debarba & Serkan Solmaz  Playing games developed at ITU Martin Pichlmair & Hanna Wirman

## THURSDAY

MARCH 25

9:15	The Engineer-Artist Divide Laura Beloff
11:00	Break (15')
11:15	An Introduction to Game AI * Applications for Chemical Syntheses Sebastian Risi



\* for the "Introduction to Game AI"  
course please read the following  
paper in advance:

<https://www.gwern.net/docs/rl/2018-segler.pdf>

## THURSDAY

MARCH 25 - continued

13:00	Lunch Break (30')
13:30 to 15:30	Education 4.0 Thomas Koppe  Life-Long-Learning in Digital Times Michael Wilk

## FRIDAY

MARCH 26

10:00	Ethics and Integrity in Games Rachel Douglas-Jones
12:00	Lunch break (30')
12:30	Hardware, Electronics, Sensors and Output Sebastian Büttrich
15:00	Online Friday Bar

There will be an option to have a  
meeting with the ITU supervisors.

However, they will take place after  
the NWE. Click **HERE** to register.

