08.11.	**Viappiani, Paolo, and Boi Faltings. "Design and implementation of preference-based search."** Viviane Roselieb, Emma Boesemann, Réka Enz, Fredericke Elsmann
10.11.	**Niiniluoto, Ilkka. "Defending abduction."** Taher Habib, Ian Pennock, Severin Zelenetskiy, Minhee Kim
15.11.	**Lorca, Xavier, et al. "Using Constraint Programming for the Urban Transit Crew Rescheduling Problem."** Babara Kirsten Butz, Michael Gerstenberger, Karoline Angela Plum
17.11.	**Burg, Jennifer, Anne Boyle, and Sheau-Dong Lang. "Using Constraint Logic Programming to Analyze the Chronology in "A Rose for Emily''** Luan Wei, Thanay Hamid, Noa Kallioinen
22.11.	**Tammet, Tanel. "Extending Classical Theorem Proving for the Semantic Web."** Simone Anthes, Sabrina Frohn, Valerie Meyer
24.11.	**Hütter, Christian. "More shuttles, less cost: energy efficient planning for scalable high-density warehouse environments."** Victoria Benhauser, Simon Jaxy, Patrik Ojciec, Paul Wachter
29.11	**Ghosh, Supriyo, and Pradeep Varakantham. "Strategic Planning for Setting Up Base Stations in Emergency Medical Systems."** Tobias Bock, Jannis Rautenstrauch, Maja Toebs
01.12	**MIDTERM RECAP SESSION**
06.12.	**Forbus, Kenneth D., et al. "Integrating natural language, knowledge representation and reasoning, and analogical processing to learn by reading."** Franziska Brändle, Bhaskar Majumder, Rodolfo Adrian Rojas Campos, Yeeun Bae
08.12.	**Lim, Kwan Hui, et al. "Towards Next Generation Touring: Personalized Group Tours."** Manushaqe Berisha, Hermann Singer, Nele Daske, Anna Wiedenroth
13.12.	**Ontañón, Santiago, et al. "Case-based planning and execution for real-time strategy games."** Moritz Bammel, Matthias Richter, Jonathan Loos, Lina Jacobs
15.12.	**Ontañón, Santiago, et al. "Case-based planning and execution for real-time strategy games."** Lea Doppertin, Sven Groen, Manar Ali, Laurenz Grüter
20.12.	**Schulheis, Holger, Bertel, Sven, and Barkowsky, Thomas. "Modeling Mental Spatial Reasoning about Cardinal Directions."** Nina Mainusch, Kim Tran, Katja Müller
22.12.	**Fink, Alex, Jorg Denzinger, and John Aycock. "Extracting NPC behavior from computer games using computer vision and machine learning techniques."** Henrick Himmelreich, Lea Kühne, Hennig Stegemann
10.01.	**Ceylan, Ismail Ilkan, Adnan Darwiche, and Guy Van den Broeck. "Open-World Probabilistic Databases."** Yannik Jänike, Audrey Luther, Till Nicke, Emanuel Roos **Domingos, Pedro, et al. "Unifying logical and statistical AI."** Ole Hallmann, Aron Petau, Marek Schröer
12.01.	**Doan, AnHai, et al. "Learning to map between ontologies on the semantic web."** Laura Goerke, Jannik Schmitt, Lena Langholf
17.01.	**Li, Nan, et al. "Constructing Game Agents from Video of Human Behavior."** Stefan Balle, Viviane Hofmann, Jonas Kraasch, Tom Pries
19.01.	**Li, Nan, et al. "Constructing Game Agents from Video of Human Behavior."** Philipp Fukas, Marah Grawe, Leon Schmid, Britta Walkenhorst
24.01.	**Ciravegna, Fabio, et al. "Learning to harvest information for the semantic web."** Eric Lampe, Michael Rüdiger, Marc Viladrich Herrmannsdörfer, Leonard Frommelt
26.01.	**Zhao, Dengji, Stephan Schiffel, and Michael Thielscher. "Decomposition of multi-player games."** Hendrik Biermann, Tillmann Brodbeck, Richard Michael, Jan Zerfowski
31.01	**Fink, Alex, Jorg Denzinger, and John Aycock. "Extracting NPC behavior from computer games using computer vision and machine learning techniques."** Robin Schulze-Clebow, Dawit Asfaha, Runa Eschenhagen

02.12	**FINAL RECAP SESSION**
07.02.	**Bowling, Michael, et al. "Heads-up limit hold'em poker is solved."** Sebastian Weiser, Alexej Antoni, Louis Loock
09.02.	**Peng, Peng, et al. "Multiagent Bidirectionally-Coordinated Nets for Learning to Play StarCraft Combat Games."** Andrei Achziger, Alexis Cerna, Clara Fioranzato, Lorenzo Semeia