



## **Expected Attendants**

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## **Agenda**

### **Day 1 (October 1)**

9:30 – Welcome – Rui  
9:40 – General Status Report – Rui  
10:00 – Task 4 “Virtual Environment” – Rui, Hugo  
    Report and demo  
10:30 – Break  
10:45 – Task 4 “Virtual Environment” - All  
    Playing the game in groups  
12:00 – Lunch  
  
13:30 – Task 2 “Scenarios and Use Cases” – Pedro, Marcia, Hugo  
    The game as a tool  
14:30 – Task 5 “Evaluation” - Jorge  
    The evaluation scenarios and tools  
15:30 – Break  
15:45 - Discussion - All  
    New ideas for the game and tool  
    Evaluation plan  
17:30 – End of Day 1  
  
20:00 – Dinner

### **Day 2 (October 2)**

9:30 – Task 3 “Intelligent Virtual Agents” - Carlos, Rui, Hugo, Joana  
    Creating agents  
    Agent’s social identity model  
10:30 – Break  
10:45 - Task 3 “Intelligent Virtual Agents”  
    Agent’s Group Satisfaction model (Bruno Antunes thesis)  
    Agent’s Plan recognition model (Guilherme thesis)  
12:00 – Lunch

13:30 – Discussion – All

New ideas for the AI

14:30 – Task 6 “Dissemination and Exploitation” – Pedro, Luís  
Publication and Exploitation Plan

15:30 – Break

16:30 – Final Discussion – All  
Open topics

17:15 – Wrap-up

17:30 – End of Day 2