

Game Technologies Summer School Program

May 2019

	Monday 20	Tuesday 21	Wednesday 22	Thursday 23
09:00-10:15	Arrival	Keynote Carol O' Sullivan (GV2, TCD)	<i>Activity 5</i> Maha Elgarf and Sahba Zojaji	Keynote Gabriel Skantze (KTH/Furhat)
10:15-10:30		Coffee Break	Coffee Break	Coffee Break
10:30-12:00	Introduction Session The organisers	<i>Activity 3</i> Fangkai Yang (KTH)	Communication methods Annika Engström (KTH)	<i>Activity 6</i> Ludvig Linse (Furhat)
12:00-13:30	Lunch	Lunch	Lunch	Lunch
13:30-14:30	Keynote Sean Andrist (Microsoft)	<i>Activity 4</i> Himangshu Saikia (KTH)	Keynote André Pereira (KTH)	Ethics and Gender Åsa Cajander (Uppsala Uni.)
14:30-15:00	<i>Activity 1</i> Sean Andrist (Microsoft)		Game Design Documents Bjorn Thuresson (KTH)	Karim Jebari (Institute for Futures Studies)
15:00-15:30	Coffee Break	Coffee Break	Coffee Break	Closing session
15:30-15:45	<i>Activity 2</i> Fangkai Yang, Unity	Keynote Julien Castet (Immersion SAS)	<i>Round table</i> Bilge Mutlu (WISC) + all	Departure
15:45-17:15				
19:00-21:00		Special Dinner at Ulla Winbladh	<i>ESR Social Activity:</i> Archipelago dinner cruise	
				Presentation
				Activity
				Keynote
				Coffee Break

[See Detailed Schedule for more details.](#)