Game Technologies Summer School Program
May 2019 *(near final)*

	Monday 20	Tuesday 21	Wednesday 22	Thursday 23
09:15-10:15	Arrival	Keynote	*Activity*	Keynote
		Carol O' Sullivan (GV2, TCD)	Maha El Garf and Sahba Zojaji	Gabriel Skantze (Furhat)
10:15-10:30		Coffee Break	Coffee Break	Coffee Break
10:30-12:00	Introduction Session	*Activity*	Communication methods	*Activity*
	The organisers	Fangkai Yang, Unity	Annika Engström, KTH	TBA (Furhat SDK)
12:00-13:30	Lunch	Lunch	Lunch	Lunch
13:30-14:30	Keynote	*Activity*	Keynote	Ethics and Gender
	Sean Andrist (Microsoft)	Himangshu Saikia	André Pereira (KTH)	Åsa Cajander (Uppsala Uni.)
14:30-15:00	*Activity*	Visualization and data analysis	Game Design Documents	
15:00-15:30	Sean Andrist (Microsoft)		Bjorn Thuresson	Closing session
15:30-15:45	Coffee Break	Coffee Break	Coffee Break	Departure
15:45-17:15	*Activity*	Keynote	*Round table*	
	Fangkai Yang, Unity	Julien Castet (Immersion SAS)	Bilge Mutlu (WISC) + all	

Summer School Dinner

Presentation
Activity
Keynote
Coffee Break