Game Technologies Summer School Program				Mins
May 2019				
	Monday 20	**Tuesday 21**	**Wednesday 22**	**Thursday 23**	
09:15-10:15	Arrival	Keynote (Carol?)	*Keynote (Julien)*	note (Furhat - check spea	60
10:15-10:30		Coffee Break	Coffee Break	Coffee Break	15
10:30-12:00	Introduction Session	*Activity*	Presentation methods	*Activity*	90
	Chris, Sahba, Maha	Fangkai - Unity P2	Software engineering	Gabriel (Furhat SDK)	
12:00-13:30	Lunch	Lunch	Lunch	Lunch	90
13:30-15:00	Keynote (Sean)	Keynote (Julien?)	Keynote (Iolanda?)	Ethics and Gender	90
15:00-15:15	Coffee Break	Coffee Break	Coffee Break	Closing session	15
15:15-17:15	*Activity*	*Activity*	*Round table?*	Departure	120
	Fangkai Unity P1	Himangshu Viz	Bilge Mutlu? All		

Todo:	Priority		**Keynote speakers**	Presentation
		1	Sean Andrist	Activity
Github homepage	High	2	Carol O' Sullivan	Keynote
		3	Julien Castet (VR - immersion SAS)	
		4	Samer (Furhat)	