

# Game Technologies Summer School Program

May 2019

	Monday 20	Tuesday 21	Wednesday 22	Thursday 23
<b>09:00-10:15</b>	Arrival	Keynote	<i>Activity</i>	Keynote
		Carol O' Sullivan (GV2, TCD)	Maha El Garf and Sahba Zojaji	Gabriel Skantze (KTH/Furhat)
<b>10:15-10:30</b>		Coffee Break	Coffee Break	Coffee Break
<b>10:30-12:00</b>	Introduction Session	<i>Activity</i>	Communication methods	<i>Activity</i>
	The organisers	Fangkai Yang (KTH)	Annika Engström (KTH)	Ludvig Linse (Furhat)
<b>12:00-13:30</b>	Lunch	Lunch	Lunch	Lunch
<b>13:30-14:30</b>	Keynote	<i>Activity</i>	Keynote	Ethics and Gender
	Sean Andrist (Microsoft)	Himangshu Saikia (KTH)	André Pereira (KTH)	Åsa Cajander (Uppsala Uni.)
<b>14:30-15:00</b>	<i>Activity</i>		Game Design Documents	Karim Jebari (Institute for Futures Studies)
<b>15:00-15:30</b>	Sean Andrist (Microsoft)		Bjorn Thuresson (KTH)	Closing session
<b>15:30-15:45</b>	Coffee Break	Coffee Break	Coffee Break	Departure
<b>15:45-17:15</b>	<i>Activity</i>	Keynote	<i>Round table</i>	
	Fangkai Yang, Unity	Julien Castet (Immersion SAS)	Bilge Mutlu (WISC) + all	
				Presentation
		Summer School Dinner		Activity
				Keynote
				Coffee Break
See Detailed Schedule for more details.				