

Game Technologies Summer School Program

May 2019 (Tentative)

| | Monday 20 | Tuesday 21 | Wednesday 22 | Thursday 23 |
|--------------------|--------------------------|-------------------------------|-------------------------------|------------------------------|
| 09:15-10:15 | Arrival | Keynote | <i>Activity</i> | Keynote |
| | | Carol O' Sullivan (GV2, TCD) | TBA | Gabriel Skantze (Furhat) |
| 10:15-10:30 | | Coffee Break | Coffee Break | Coffee Break |
| 10:30-12:00 | Introduction Session | <i>Activity</i> | Communication methods | <i>Activity</i> |
| | The organisers | Fangkai Yang, Unity | Annika Engström, KTH | Gabriel Skantze (Furhat SDK) |
| 12:00-13:30 | Lunch | Lunch | Lunch | Lunch |
| 13:30-14:30 | Keynote | <i>Activity</i> | Keynote | Ethics and Gender |
| | Sean Andrist (Microsoft) | Himangshu Saikia | André Pereira (KTH) | UU |
| 14:30-15:00 | | Visualization techniques | Game Design (Bjorn Thuresson) | |
| 15:00-15:15 | Coffee Break | | Coffee Break | Closing session |
| 15:15-17:15 | <i>Activity</i> | Coffee Break | <i>Round table</i> | Departure |
| | Fangkai Yang, Unity | Keynote | Bilge Mutlu (WISC) + all | |
| | | Julien Castet (Immersion SAS) | | |
| | | | | Presentation |
| | | | | Activity |
| | | | | Keynote |
| | | | | Coffee Break |