# **DETAILED SCHEDULE**

The organisers: Schedule key:

Maha Elgarfmahaeg@kth.seSahba Zojajizojaji@kth.seChristopher Peterschpeters@kth.se

Presentation
Activity
Coffee
Lunch
Dinner

### Monday 20th

Time	Location	Details
10:30-12:00	VIC Studio	Welcome and Introduction session
		The organisers, KTH
12:00-13:30	D/LV5	Lunch
13:30-14:30	E1	Keynote: Situated Interaction
		Sean Andrist, Microsoft Research
14:30-15:30	VIC Studio	Activity: Platform for Situated Intelligence
		Sean Andrist, Microsoft Research
15:30-15:45	D/LV5	Coffee break
15:45-17:15	VIC Studio	Activity: Game engine technologies
		Fangkai Yang, KTH

#### **Tuesday 21st**

Time	Location	Details
09:00-10:15	D2	Keynote: Virtual characters and human perception
		Carol O'Sullivan, TCD
10:15-10:30	E/LV3	Coffee break
10:30-12:00	VIC Studio	Activity: Game engine technologies
		Fangkai Yang, KTH
12:00-13.30	E/LV3	Lunch
13:30-15:30	VIC Studio	Activity: Visualization and data analysis
		Himangshu Saikia, KTH
15:30-15:45	E/LV3	Coffee break
15:45-17:15	D2	Keynote: Virtual reality
		Julien Castet, Immersion SAS

19:00-21:00 Ulla Winbladh Dinner

1 Keynote sessions are open to all PhD students. Please arrive a few minutes prior to the start of the keynote.







# Summer School on Virtual Characters & Computer Game Technologies



### Wednesday 22nd

Time	Location	Details
09:00-10:15	PMIL	Activity: Motion capture
		Maha Elgarf and Sahba Zojaji, KTH
		**Note: Meet at KTH library at 08:50
10:15-10:30	D/LV5	Coffee break
10:30-12:00	VIC Studio	Presentation: Communication methods
		Annika Engström, KTH
12:00-13:30	D/LV5	Lunch
13:30-14:30	D2	Keynote: Interactive technologies for embodied social agents
		André Pereira, KTH
14:30-15:30	VIC Studio	Presentation: Game design documents
		Björn Thuresson, KTH Royal Institute of Technology
15:30-15:45	D/LV5	Coffee break
15:45-17:15	VIC Studio	Round table
		Bilge Multu, University of Wisconsin–Madison
		Ginevra Castellano, Uppsala University

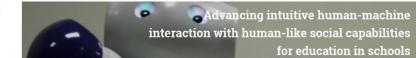
### Thursday 23rd

Time	Location	Details
09:00-10:15	Fantum	Keynote: Developing social robotic applications with Furhat Gabriel Skantze, KTH/Furhat Robotics
		**Note: Meet at KTH library at 08:50
10:15-10:30	Fantum	Coffee break
10:30-12:00	Fantum	Activity: Furhat SDK
		Ludvig Linse, Furhat robotics
12:00-13:30	Q res	Lunch
13:30-14:15	VIC Studio	Presentation: Gender issues in ICT
		<i>Åsa Cajander</i> , Uppsala University
14:15-15:00	VIC Studio	Presentation: AI ethics: machines or agents?
		Karim Jebari, Institute for Futures Studies
15:00-15:30	VIC Studio	Closing session
		The organisers, KTH

## Links to maps for each location:

VIC Studio	https://www.kth.se/places/room/id/ae9e43c4-cb44-4d47-af73-895d2a8c24c6
E1	https://www.kth.se/places/room/id/24565f05-ff18-4306-a50b-24be99ced05d
PMIL	https://www.kth.se/places/room/id/bd6036a9-f4e2-4f13-8ddf-882792aaeaae
KTH library	https://goo.gl/maps/JbQzRTEx3JDCv1AHA
D2	https://www.kth.se/places/room/id/fc778271-7ea4-4a0e-9ee3-0e5a429c75e3
D/LV5	https://www.kth.se/places/room/id/7b07efeb-ba2a-40ff-964f-fb1750db8948
E/LV3	https://www.kth.se/places/room/id/7e0f0dea-7067-45db-a32f-abc1ba97ec00
Furhat	https://goo.gl/maps/K1SDWZPnUfqAwBbW6
Fantum	https://www.kth.se/places/room/id/c9ec01ab-b536-4be6-b82a-0d52ddadb2e6
Q res	https://goo.gl/maps/RgjcZPZCKLYeM7hA9
Ulla Winbladh	https://goo.gl/maps/SUXRtMkfZBfEs9848





http://www.animatas.eu/