

Game technologies
Character animation and perception
Mobile and multi-agent systems
Virtual and augmented reality
Project design and prototyping
Blog and presentation, ethics, gender

DETAILED SCHEDULE

The organisers:

Maha Elgarf mahaeg@kth.se
Sahba Zojaji zojaji@kth.se
Christopher Peters chpeters@kth.se

Schedule key:

| |
|----------------------|
| Keynote ¹ |
| Presentation |
| Activity |
| Coffee |
| Lunch |
| Dinner |

Monday 20th

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

Tuesday 21st

| Time | Location | Details |
|-------------|---------------|--|
| 09:00-10:15 | D2 | Keynote: Virtual characters and human perception <i>Jonas Beskow, KTH</i> (note: speaker has changed) |
| 10:15-10:30 | E/LV3 | Coffee break |
| 10:30-12:00 | VIC Studio | Activity: Game engine technologies <i>Fangkai Yang, KTH</i> |
| 12:00-13:30 | E/LV3 | Lunch |
| 13:30-15:30 | VIC Studio | Activity: Visualization and data analysis <i>Himangshu Saikia, KTH</i> |
| 15:30-15:45 | E/LV3 | Coffee break |
| 15:45-17:15 | D2 | Keynote: Virtual reality <i>Julien Castet, Immersion SAS</i> |
| 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.

Wednesday 22nd

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

Thursday 23rd

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

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-882792aeeaae |
| 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/K1SDWZPnUfgAwBbW6 |
| 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 |