

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)	Character animation	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	Game engines 2	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)	Visualization techniques	André Pereira (KTH)	
14:30-15:00			Game Design Documents	
15:00-15:15	Coffee Break		Coffee Break	Closing session
15:15-17:15	<i>Activity</i>	Coffee Break	<i>Round table</i>	Departure
	Game engines 1	Keynote	Bilge Mutlu (WISC) + all	
		Julien Castet (Immersion SAS)		
				Presentation
				Activity
				Keynote
				Coffee Break