Summer School on Virtual Characters & Computer Game Technologies

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

esal
VICSTHLM

DETAILED SCHEDULE

The organisers:

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

Schedule key:

Schedule key	
Keynote[1]	(blue)
Presentation	(yellow)
Activity	(pink)
Coffee	(orange)
Lunch	(light green)
Dinner	(green)

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 *Jonas Beskow*, KTH (note: speaker has changed)
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: Multimodal interaction *Roberto Bresin*, KTH (note: speaker has changed)

Time	Location	Details
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.

Advancing intuitive human-machine interaction with human-like social capabilities for education in schools

Wednesday 22nd

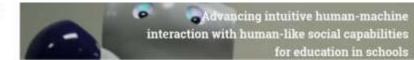| Time	Location	Details
09:00-10:15	PMIL	Activity: Motion capture *Maha Elgarf* and *Sahba Zojaji*, KTH ***Note:** Meet at KTH library at 08:50*
10:15-10:30	D/LV5	Coffee break
10:30-12:00	VIC Studio	Presentation: Communication methods *Annika Engström*, KTH
12:00-13:30	D/LV5	Lunch
13:30-14:30	D2	Keynote: 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 *Åsa Cajander*, 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