Game Technologies Summer School Program
May 2019 *(Tentative)*

	Monday 20	**Tuesday 21**	**Wednesday 22**	**Thursday 23**
09:15-10:15	Arrival	Keynote Carol O' Sullivan (GV2, TCD)	*Activity* Maha El Garf and Sahba Zojaji	Keynote Gabriel Skantze (Furhat)
10:15-10:30		Coffee Break	Coffee Break	Coffee Break
10:30-12:00	Introduction Session The organisers	*Activity* Fangkai Yang, Unity	Communication methods Annika Engström, KTH	*Activity* TBA (Furhat SDK)
12:00-13:30	Lunch	Lunch	Lunch	Lunch
13:30-14:30	Keynote Sean Andrist (Microsoft)	*Activity* Himangshu Saikia	Keynote André Pereira (KTH)	Ethics and Gender Åsa Cajander (Uppsala Uni.)
14:30-15:00		Visualization and data analysis	Game Design (Bjorn Thuresson)	
15:00-15:15	Coffee Break		Coffee Break	Closing session
15:15-17:15	*Activity* Fangkai Yang, Unity	Coffee Break Keynote Julien Castet (Immersion SAS)	*Round table* Bilge Mutlu (WISC) + all	Departure

Presentation	
Activity	
Keynote	
Coffee Break	