

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
10:30-12:30	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>Carol O'Sullivan, TCD</i>
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/JbQzRTE3JDCv1AHA
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 Winblad	https://goo.gl/maps/SUXRtMkfZBFes9848