

	Monday 16/08	Tuesday 17/08	Wednesday 18/08	Thursday 19/08	Friday 20/08
13:00-14:00 CET	IEEE Student Activities Session	Opening Vision: General Board Game concept Sponsor: King	Opening Vision: Adaptive General Search Framework for Games and Beyond Sponsor: Nethone	Opening Vision: The Social Responsibility of Game AI Sponsor: Daft Mobile	Opening Vision: Procedural Content Generation: Better Benchmarks for Transfer Reinforcement Learning Sponsor: Playtika
14:00-15:00 CET	IEEE Student Activities Session	AI for Playing Games PCG Appl. of Games	AI for Playing Games PCG VR and AR	AI for Playing Games PCG AI for Interact.	Comp. Analyt. Tutorial
15:00-16:00 CET		Keynote by Matt Delbosc	Keynote by Lana Sinapayen	Keynote by Petri Purho	Comp. Analyt. Tutorial
16:00-17:00 CET		AI for Playing Games Game Design Appl. of Games	AI for Playing Games PCG Game Studies	AI for Playing Games PCG Game HCI	Comp. Analyt. Tutorial
17:00-18:00 CET		AI for Playing Games Game Design VR and AR	AI for Playing Games PCG Game Studies	AI for Playing Games PCG / Analyt. Game HCI	Demo Analyt. Tutorial
18:00-19:00 CET	Pre-conference opening Keynote by Victoria Tran	AI for Playing Games Game Design VR and AR	AI for Playing Games Game Theory Game Studies	AI for Playing Games Analyt. NLP	Closing Remarks
19:00-20:00 CET		AI for Playing Games Game Design VR and AR	AI for Playing Games Game Theory TOG and Present.	AI for Playing Games Analyt. NLP	