

	Monday 16/08	Tuesday 17/08			Wednesday 18/08			Thursday 19/08			Friday 20/08		
13:00-14:00 CET		Opening Vision: <b>General Board Game concept</b> Sponsor: <b>King</b>			Opening Vision: <b>Adaptive General Search Framework for Games and Beyond</b> Sponsor: <b>Nethone</b>			Opening Vision: <b>The Social Responsibility of Game AI</b> Sponsor: <b>Daft Mobile</b>			Opening Vision: <b>Procedural Content Generation: Better Benchmarks for Transfer Reinforcement Learning</b> Sponsor: <b>Playtika</b>		
14:00-15:00 CET		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	IEEE Student Activities Session	Keynote by <b>Jurie Horneman</b>			Keynote by <b>Lena Sinapayen</b>			Keynote by <b>Petri Purho</b>			Comp.	Analyt.	Tutorial
16:00-17:00 CET	IEEE Student Activities Session	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 <b>Victoria Tran</b>	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			