	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: **DaftMobile**			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			