

	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: <b>General Board Game concept</b> Sponsor: King	Opening Vision: <b>Adaptive General Search Framework for Games and Beyond</b> Sponsor: Nethone	Opening Vision: <b>The Social Responsibility of Game AI</b> Sponsor: DaftMobile	Opening Vision: <b>Procedural Content Generation: Better Benchmarks for Transfer Reinforcement Learning</b> 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 <b>Matt Delbosch</b>	Keynote by <b>Lana Sinapayen</b>	Keynote by <b>Petri Purho</b>	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 <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	