

	Monday 16/08	Tuesday 17/08	Wednesday 18/08	Thursday 19/08	Friday 20/08								
13:00-14:00 CET		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		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 Jurie Horneman	Keynote by Lana Sinapayen	Keynote by Petri Purho	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 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			