Presentations are 20 mins. (max) including Q&A
6-Sept, Tue
3. Beyond 2 (1/7)
Room 1
Coffee
Kutub Gandhi, Josh Aaron Miller and Seth Cooper. "Philosophy is
Johanna Pirker, Enrica Loria, Alexander Kainz, Johannes Kopf and
WS Room 1
WS Room 1
Lunch Break
Room 2

10:00:00  Opening Remarks + Keynote: Kristine Jørgensen (Debugging
Transparency in Games and Play)
11:00:00  Doctoral Consortium
LEGEND
New Sessions  |  Law Sessions  |  Green Sessions  |  Venice Sessions

Date
Place  Room 1  Room 2  MS Room 1  PCG Workshop
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7-Sept, Wed:
- **Panel 1:** Research-creation as an Applied Method in Game Studies
- **Panel 2:** Game Criticism and Analysis
- **Panel 3:** Digital Games in and for Academic Context
- **Panel 4:** Game AI 1
- **Panel 5:** Game AI 2
- **Panel 6:** Game AI 3
- **Panel 7:** Game AI 4

**10:00:**
- **Session:** Research-creation as an Applied Method in Game Studies
- **Speakers:** Jean-Baptiste Herli and Christophe Salge, Automated toolset: Computation for Minecraft
- **Speakers:** Dagmar Lusthoff and Matthew Guizilini, Sketch2Video: Video-Synthesis for Sprite Animation via Sketches
- **Speakers:** Miguel Freitas, Filipe Pereira and Helen Batarina, Music-Interaction co-creation with TiamatAI

**11:00:**
- **Session:** Game AI 2
- **Speakers:** Mark Ferguson, Seth Dunten, Daniel Academic and James Walker, Making Playable with Dynamic Time Warping
- **Speakers:** Albert Knier, Jurev Kant and Julian Togelius, Story-Designer: Towards a Mixed-Initiative Tool to Create Narrative Structures
- **Speakers:** Wimona Vakeva, Paris Manouhouri-Erkm and Katey Spinn, on Internet-assisted Data-playing AI

**12:00:**
- **Session:** Game AI 3
- **Speakers:** Matthew Barthet, Ahamed Khalifa, Marta Lupia and George de Villarreal, Generative Personas That Behave and Experience Like Humans
- **Speakers:** Michael Green, Ahmed Khalifa, M Cherry and Joseph Toohey, Person-person Interaction/Simulation (PIS) for Tutorials
- **Speakers:** Robert Proctor, Luis Salto, Jim Hoare, Soohak Shin, Dima El-Had and Ray Manx, Evolving Behavior: Tornwards Co-Creative Evolution of Behavior Trees for Game NPCs

**13:00:**
- **Session:** Game AI 4
- **Speakers:** Robert Singe, Insted Architecture in Minecraft using Bin-Split Shaders
- **Speakers:** Robert Singe and Mariel Church, The Effects of Humanlike Modifiers to Heuristic Action Evaluation in Video-Game Pathfinding
- **Speakers:** Alejandro Maldonado, Emily Reynolds and Casey Storewai, Towards Non-Technical Designer Control over PCG Systems: Investigating an Example-Based Mechanism for Controlling Graph Generating

**16:00:**
- **Session:** Keynote: Konstantinos Dimopoulos (Playing with the Building Blocks of Utopia)

**EVENING:**
- **Event:** Guided tour of the old city

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8-Sept, Thu:
- **Panel 8:** LBW Session 4
- **Panel 9:** Reflection Papers
- **Panel 10:** Metaverse
- **Panel 11:** Metaverse
- **Panel 12:** Metaverse

**09:00:**
- **Session:** LBW Session 4
- **Speakers:** Helen Thebaut, RCOV, Woodland Environments in a Fantasy Game
- **Speakers:** Rik Herbst, Riccardo Pistone and Mary Yallop, Video games as a Corpus: Sentiment Analysis using Fallout: New Vegas Dialog
- **Speakers:** Megan Fernández Zafra, Maria Díaz and Katarina Kuzmec, Chulu Zhou, Matta Thibault, Nikole Antal and John Harrison, Understanding the Game-based Learning Experience: A Framework of Friction Between Design and Play

**10:00:**
- **Session:** Metaverse
- **Speakers:** Christopher Sigala, Niall Arnon, Alistair Brightman, Sean Walker, Rodrigo de Jesus Casas, Michael Cox, Michael Green, Egen Fischer, Christian Mucke, Jupiter Harley, Jean-Baptiste Herli, Sara Johnson, Quinn Keyhap, David Wilson, Mike Puco, Tristan Smith, Robin Thewens and Rachel Toohey, Impressions of the GDSC AI Settlement Generation Challenge in Minecraft
- **Speakers:** Mirco Wеньjarch, A Gap in Games Research - Reflecting on Two Camps and a Bridge

**11:00:**
- **Session:** Coffee

**12:00:**
- **Session:** Keynote: Katta Spiel (The (Disabled) Surrogate Body in Play)

**13:00:**
- **Session:** Lunch Break

**14:00:**
- **Session:** Closing + Presentation and launch of #FDG23