

# Game Technologies Summer School Program

May 2019

	Monday 20	Tuesday 21	Wednesday 22	Thursday 23
<b>09:00-10:15</b>	Arrival	Keynote Jonas Beskow (KTH)	<i>Activity 5</i> Maha Elgarf and Sahba Zojaji	Keynote Gabriel Skantze (KTH/Furhat)
<b>10:15-10:30</b>		Coffee Break	Coffee Break	Coffee Break
<b>10:30-12:00</b>	Introduction Session The organisers	<i>Activity 3</i> Fangkai Yang (KTH)	Communication methods Annika Engström (KTH)	<i>Activity 6</i> Ludvig Linse (Furhat)
<b>12:00-13:30</b>	Lunch	Lunch	Lunch	Lunch
<b>13:30-14:30</b>	Keynote Sean Andrist (Microsoft)	<i>Activity 4</i> Himangshu Saikia (KTH)	Keynote André Pereira (KTH)	Ethics and Gender Åsa Cajander (Uppsala Uni.)
<b>14:30-15:00</b>	<i>Activity 1</i> Sean Andrist (Microsoft)		Game Design Documents Bjorn Thuresson (KTH)	Karim Jebari (Institute for Futures Studies)
<b>15:00-15:30</b>	Coffee Break	Coffee Break	Coffee Break	Closing session
<b>15:30-15:45</b>	<i>Activity 2</i> Fangkai Yang, Unity	Keynote Julien Castet (Immersion SAS)	<i>Round table</i> Bilge Mutlu (WISC) + all	
<b>15:45-17:15</b>		Special Dinner at Ulla Winbladh	<i>ESR Social Activity:</i> Archipelago dinner cruise	Departure
<b>19:00-21:00</b>				
				Presentation
				Activity
				Keynote
				Coffee Break

[See Detailed Schedule for more details.](#)