	Plenary Room	Dilovo Room	Foyer	Library Room	Exhibition Hall
	Top Floor			Mezzanine	Ground Floor

Tuesday 14

	Plenary Room	Dilovo Room	Foyer	Library Room	Exhibition Hall
08:00-08:50	Registration (Foyer)				
08:50-09:00	Welcome by General Chairs (Plenary Room)				
09:00-10:20	Game Studies (Humanities)	Workshop: Intelligent Cinematography and Editing			Workshop: Intelligent Digital Games for Empowerment and Inclusion
10:20-10:40	Coffee Break				
10:40-12:20	Game Design	Workshop: Intelligent Cinematography and Editing			Workshop: Intelligent Digital Games for Empowerment and Inclusion
12:20-13:40	Lunch Break				
13:40-14:40	Game Education	Workshop: Global Game Jam			Workshop: Intelligent Digital Games for Empowerment and Inclusion
14:40-15:20	Bot Artificial Intelligence				
15:20-15:40	Coffee Break				
15:40-17:00	Game Studies (Social Sciences)	Workshop: Global Game Jam			Workshop: Intelligent Digital Games for Empowerment and Inclusion
17:00-18:00	Serious Games				
18:30-19:30	Social Event - Meet Old Town of Chania				

Wednesday 15

	Plenary Room	Dilovo Room	Foyer	Library Room	Exhibition Hall
09:00-10:00	Keynote: Ken Stanley (Plenary Room)				
10:00-10:20	Coffee Break				
10:20-12:00	Game-Based Learning		Demos	Workshop: Eve Online	Workshop: Procedural Content Generation
12:00-12:40	Short Papers				
12:40-14:00	Lunch Break				
14:00-15:00	Panel: EVE Online		Demos	Workshop: Eve Online	Workshop: Procedural Content Generation
15:00-15:40	Games for Health				
15:40-16:00	Coffee Break				
16:00-16:40	Game Studies (Humanities)		Demos	Workshop: Eve Online	Workshop: Procedural Content Generation
16:40-17:20	Game Studies (MMOs)				
17:20-17:50	Poster Madness				
17:50-19:30	Poster Session - Reception (Foyer)				
19:30-22:00	Reception (Foyer)				

Thursday 16

	Plenary Room	Dilovo Room	Foyer	Library Room	Exhibition Hall
09:00-10:00	Keynote: Hanna Wirman (Plenary Room)				
10:00-10:20	Coffee Break				
10:20-11:40	AI for Game Design	Workshop: Design Patterns for Games	Research and Exp. Games		Workshop: Games for Learning
11:40-12:40	Interaction & Player Experience				
12:40-14:00	Lunch Break				
14:00-15:00	Panel: Creativity and Games	Workshop: Design Patterns for Games	Research and Exp. Games		Workshop: Games for Learning
15:00-15:40	Interaction & Player Experience				
15:40-16:00	Coffee Break				
16:00-17:20	Doctoral Consortium (AI & Serious Games)	Workshop: Design Patterns for Games	Research and Exp. Games		Workshop: Games for Learning
17:20-18:20					
20:00-22:00	Banquet (Busses leave from Agora Square)				

Friday 17

	Plenary Room	Dilovo Room	Foyer	Library Room	Exhibition Hall
09:00-10:00	Keynote: Rosa Thomas (Plenary Room)				
10:00-10:20	Coffee Break				
10:20-11:20	Game Analytics		Research & Exp. Games / Demos	Mini Game Jam	Doctoral Consortium (Game Studies and Game Design)
11:20-12:00	Interaction & Player Experience				
12:00-13:00	Panel: TBA				
13:00-14:00	Lunch Break				
14:00-15:00	SASDG discussion				
15:00-15:20	Closing Remarks				
16:30-19:00	Social Event - Ag. Triada Monastery (Busses leave from Agora Square)				