

11.00am

Welcome - Michael Cook

11.10am

*Artificial Intelligence for Games
- An Introduction*

Tommy Thompson

*How to Archaeologically Record a
Videogame*

Florence Smith Nicholls

12.20pm

*What games can do for quantum
computing, and what quantum
computing can do for games*

James Wootton

*Everyone Plays Games: Modern
Videogames QA*

Lisa Kasatkina / Fed Kasatkin

1.20pm

Lunch - available outside the Great Hall

2.30pm

*Girders, Gum and Gargoyles:
combining old-school generativity
with new models for the best of both!*

Kate Compton

*Co-gnito: a participatory
physicalization game for urban
mental mapping*

Sinem Görücü

3.45pm

*Empowering Tabletop Game
Designers with Automatic
Playtesting*

Raluca Gaina

*I Made This: AI, Invention and Game
Design*

Michael Cook