

# CIG 2017 Schedule

	Monday	Tuesday	Wednesday	Thursday	Friday
<b>8:00</b>		<u>08:30 - Registration</u>			
<b>9:00</b>		<u>09:15 - Opening</u> <u>09:30 - Keynote</u> <i>Murray Campbell</i>	<u>09:00 - Registration</u> <u>09:30 - Keynote</u> <i>Joanna Bryson</i>	<u>09:00 - Registration</u> <u>09:30 - Keynote Panel</u>	<u>09:00 - Registration</u> <u>09:30 - Keynote</u> <i>Mitu Khandaker</i>
<b>10:00</b>		<u>10:30 - Coffee</u>	<u>10:30 - Coffee</u>	<u>10:30 - Coffee</u>	<u>10:30 - Coffee</u>
<b>11:00</b>		<u>11:00 - Session 1</u> <i>Tree search and multiple worlds</i>	<u>11:00 - Session 3</u> <i>Best paper nominees</i>	<u>11:00 - Short Papers</u>	<u>11:00 - Session 8</u> <i>General Video Game AI</i>
<b>12:00</b>		<u>12:40 - Lunch</u>	<u>12:40 - Lunch &amp; GTC Meeting</u>	<u>12:40 - Lunch</u>	<u>12:40 - Lunch</u>
<b>1:00</b>		<u>01:40 - Session 2</u> <i>Player Modeling</i>	<u>01:40 - Session 4</u> <i>Intentional and believable behavior</i>	<u>01:40 - Tutorials/Competitions</u>	<u>01:40 - Session 9</u> <i>PCG II</i>
<b>2:00</b>					
<b>3:00</b>		<u>03:20 - Coffee</u>	<u>03:20 - Coffee</u>	<u>03:20 - Coffee</u>	<u>03:20 - Coffee</u>
<b>4:00</b>	<u>04:00 - Registration</u>	<u>03:50 - Tutorials/Competitions</u>	<u>03:50 - Session 5</u> <i>RTS games</i>	<u>03:50 - Session 7</u> <i>PCG I</i>	<u>03:50 - Session 10</u> <i>Frameworks and formalisms</i>
<b>5:00</b>		<u>05:30 - End</u>	<u>05:30 - Session 6</u> <i>Learning to play</i>	<u>05:30 - End</u>	<u>05:30 - Closing Remarks</u> <u>05:45 - Conference Ends</u>
<b>6:00</b>	<u>06:00 - Registration Ends</u>	<u>06:00 - Reception</u>	<u>06:20 - End</u> <u>08:00 - Social Breakout</u>	<u>06:30 - Banquet</u>	
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