

# Tue 20th August 2019 (Industry Day)

All sessions, unless otherwise specified, are held at the Great Hall

| Time     | Start Time | What   | Duration (minutes) |
|----------|------------|--|--------------------|
| 08:00:00 | 08:00:00   | Arrival and Registration   | 00:40:00           |
| 08:10:00 |            |  |                    |
| 08:20:00 |            |  |                    |
| 08:30:00 |            |  |                    |
| 08:40:00 | 08:40:00   | Opening  | 00:20:00           |
| 08:50:00 |            |  |                    |
| 09:00:00 | 09:00:00   | <b>Keynote 1</b><br>David Silver (Google Deepmind)   | 00:50:00           |
| 09:10:00 |            |  |                    |
| 09:20:00 |            |  |                    |
| 09:30:00 |            |  |                    |
| 09:40:00 |            |  |                    |
| 09:50:00 | 09:50:00   | Sponsor: Creative Assembly   | 00:10:00           |
| 10:00:00 | 10:00:00   | <b>How developers analyse AI behaviour in Total War games</b><br>Csaba Toth and Duygu Çakmak (Creative Assembly)   | 00:25:00           |
| 10:10:00 |            |  |                    |
| 10:20:00 |            |  |                    |
| 10:25:00 | 10:25:00   | 20 min Break   | 00:20:00           |
| 10:35:00 |            |  |                    |
| 10:45:00 | 10:45:00   | <b>What gap? Bringing Game AI research to industry challenges</b><br>Christoffer Holmgård (modl.ai)                | 00:25:00           |
| 10:50:00 |            |  |                    |
| 11:00:00 |            |  |                    |
| 11:10:00 |            |  |                    |
| 11:10:00 | 11:10:00   | Sponsor: Unity   | 00:10:00           |
| 11:20:00 | 11:20:00   | <b>Keynote 2</b><br>Theresa Duringer (Temple Gate Games)   | 00:50:00           |
| 11:30:00 |            |  |                    |
| 11:40:00 |            |  |                    |
| 11:50:00 |            |  |                    |
| 12:00:00 |            |  |                    |
| 12:10:00 | 12:10:00   | <b>Lunch Break</b><br>(People's Palace Foyer)  | 01:00:00           |
| 12:20:00 |            |  |                    |
| 12:30:00 |            |  |                    |
| 12:40:00 |            |  |                    |
| 12:50:00 |            |  |                    |
| 13:00:00 |            |  |                    |
| 13:10:00 | 13:10:00   | <b>Keynote 3</b><br>Katja Hofmann (Microsoft Research)   | 01:00:00           |
| 13:20:00 |            |  |                    |
| 13:30:00 |            |  |                    |
| 13:40:00 |            |  |                    |
| 13:50:00 |            |  |                    |
| 14:00:00 | 14:00:00   | Sponsor: Microsoft   | 00:10:00           |
| 14:10:00 | 14:10:00   | <b>Making one design a thousand: making For Honor's Arcade Mode</b><br>Ben Andrews (Studio Gobo)                   | 00:25:00           |
| 14:20:00 |            |  |                    |
| 14:30:00 |            |  |                    |
| 14:35:00 | 14:35:00   | Coffee and Demos<br>(Location: Graduate Centre GC201)  | 00:35:00           |
| 14:45:00 |            |  |                    |
| 14:55:00 |            |  |                    |
| 15:05:00 |            |  |                    |
| 15:10:00 | 15:10:00   | <b>Transforming fitness with VR, Exergaming, and Zombies, Run!</b><br>Adrian Hon and Abigail Fisher (Six to Start) | 00:25:00           |
| 15:20:00 |            |  |                    |
| 15:30:00 |            |  |                    |
| 15:35:00 | 15:35:00   | Sponsor: Wargaming   | 00:10:00           |
| 15:45:00 | 15:45:00   | <b>Personalised Content in Mobile Games</b><br>Marko Knezevic (Nordeus)  | 00:25:00           |
| 15:50:00 |            |  |                    |
| 16:00:00 |            |  |                    |
| 16:10:00 | 16:10:00   | 25 min Break   | 00:25:00           |
| 16:20:00 |            |  |                    |
| 16:35:00 | 16:35:00   | <b>Regression Tests for Character Animation Systems</b><br>Hubert Mohr-Daurat (Creative Assembly)                  | 00:25:00           |
| 16:40:00 |            |  |                    |
| 16:50:00 |            |  |                    |
| 17:00:00 | 17:00:00   | <b>Keynote 4</b><br>Jon Paul Schelter (Ubisoft Toronto)  | 00:50:00           |
| 17:10:00 |            |  |                    |
| 17:20:00 |            |  |                    |
| 17:30:00 |            |  |                    |
| 17:40:00 |            |  |                    |
| 17:50:00 | 17:50:00   | Closing Remarks  | 00:10:00           |