09:00  **GSS 2011 Opening** (Philip Tan, Singapore-MIT GAMBIT Game Lab)

09:15  Keynote: Scot Osterweil (Education Arcade):
"Educational Games: Stop Being Serious"

10:15  **Singapore-MIT GAMBIT Game Lab Game Projects 2011 Panel:**
- Mia Consalvo "The Social Social Game"
- Todd Harper "Gender and sexual identity game project"
- Clara Fernández-Vara "Aunt MeeMaggi's Cleaning School"
- Mark Sullivan "Softbody Physics"
- Matt Weise "Narrative Design"
- Andrew Haydn Grant "Human Trainer AI"

11:15  Coffee Break

11:30  Owen Macindoe, Singapore-MIT GAMBIT Game Lab:
"Cooperative planning for AI in games"

12:00  Li Zhuoru, National University of Singapore
"Context-sensitive Markov Decision Processes"

12:30  Bai Haoyu, National University of Singapore:
"Planning and Decision Making under Uncertainty in Complex Worlds"

13:00  Lunch break

13:45  Fredo Durand, MIT / CSAIL:
"Volumetric shadows, motion blur and depth of field."

14:15  Nguyen Thi Nhat Anh, Nanyang Technological University:
"Interactive multi-view image segmentation"

14:45  Shu Ke, Singapore Management University:
"K-Sketch: A simple animation tool using in game design"

15:15  Konstantin Mitgutsch, Singapore-MIT GAMBIT Game Lab:
"Afterland Revisited. A theory-based game development research circle"

15:45  Coffee Break

16:00  Jason Haas, Education Arcade / MIT Scheller Teacher Education Program:
"The More We Know: Inside NBC News' iCue, and Why It Didn't Work"

16:30  **Singapore-MIT GAMBIT Game Lab Alumni panel**
- Mark Sullivan (Singapore-MIT GAMBIT Game Lab)
- Sharat Bhat (Fire Hose)
- Genevieve Conley (ImaginEngine)

17:15  Closing Keynote: Jeff Orkin (MIT Media Lab / Cognitive Machines)
"Next Generation A.I. & Gameplay: Big Data, Big Opportunities"

18:15  **GSS 2011 Game Over**

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**Venue:** MIT Campus E51-325, Cambridge, MA  
**Date and Time:** July 6 2011 from 9am - 6pm; Coffee and Cake will be served  
**Registration:** Free entry (wow); Please register ASAP till 7/5 via email: k_mitgut@mit.edu  
**http://gambit.mit.edu/gss11**