



- 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**

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>