

## Schedule for Monday, July 18

09:00 – 09:30	<b>Welcome</b>
09:30 – 11:00	<b>Session 1: Knowledge Representation</b> <ul style="list-style-type: none"> <li>• Distance Features for General Game Playing <i>Daniel Michulke, Stephan Schiffel</i></li> <li>• Neural Networks for High-Resolution State Evaluation in General Game Playing <i>Daniel Michulke</i></li> <li>• On the Complexity of BDDs for State Space Search: A Case Study in Connect Four <i>Stefan Edelkamp, Peter Kissmann</i></li> </ul>
11:00 – 11:30	<b>Coffee Break</b>
11:30 – 13:00	<b>Session 2: Search</b> <ul style="list-style-type: none"> <li>• Game-Tree Properties and MCTS Performance <i>Hilmar Finnsson, Yngvi Björnsson</i></li> <li>• Tree parallelization of Ary on a cluster <i>Jean Méhat, Tristan Cazenave</i></li> <li>• MCTS: Improved Action Selection Techniques for Deterministic Games <i>Stefan Freyr Gudmundsson, Yngvi Björnsson</i></li> </ul>
13:00 – 14:30	<b>Lunch Break</b>
14:30 – 15:30	<b>Session 3: Short Presentations</b> <ul style="list-style-type: none"> <li>• Heuristic Interpretation of Predicate Logic Expressions in General Game Playing <i>Daniel Michulke</i></li> <li>• On the Comparative Expressiveness of Epistemic Models and GDL-II <i>Ji Ruan, Michael Thielscher</i></li> <li>• Extending the General Game Playing Framework to Other Languages <i>Xinxin Sheng, David Thuent</i></li> <li>• A Forward Chaining Based Game Description Language Compiler <i>Abdallah Saffidine, Tristan Cazenave</i></li> <li>• First-Order Logic with Counting for General Game Playing <i>Łukasz Kaiser, Łukasz Stafiniak</i></li> <li>• Translating the Game Description Language to Toss <i>Łukasz Kaiser, Łukasz Stafiniak</i></li> </ul>
15:30 – 16:30	<b>Poster Session</b>
16:30 – 17:00	<b>Coffee Break</b>
17:00 – 18:30	<b>Panel Discussion</b> <i>The Future of General Game Playing</i>
20:30 –	<b>Workshop Dinner</b>