

## Schedule for Monday, August 5

09:15 – 09:30	<b>Welcome and Award Presentation</b>
09:30 – 10:30	<b>Session 1: Reasoning I</b> <ul style="list-style-type: none"> <li>• Comparison of GDL Reasoners <i>Yngvi Björnsson, Stephan Schiffel</i></li> <li>• High Speed Forward Chaining for General Game Playing <i>Michael Schofield, Abdallah Saffidine</i></li> </ul>
10:30 – 11:00	<b>Coffee Break</b>
11:00 – 12:30	<b>Session 2: Reasoning II</b> <ul style="list-style-type: none"> <li>• Stratified Logic Program Updates for General Game-Playing <i>David Spies</i></li> <li>• A Legal Player for GDL-II Based on Filtering With Logic Programs <i>Michael Thielscher</i></li> <li>• Model Checking for Reasoning About Incomplete Information Games <i>Xiaowei Huang, Ji Ruan, Michael Thielscher</i></li> </ul>
12:30 – 13:30	<b>Lunch Break</b>
13:30 – 15:30	<b>Session 3: Search</b> <ul style="list-style-type: none"> <li>• Sufficiency-Based Selection Strategy for MCTS <i>Stefan Freyr Gudmundsson, Yngvi Björnsson</i></li> <li>• Online Adjustment of Tree Search for GGP <i>Jean Méhat, Jean Noel Vittaut</i></li> <li>• Decaying Simulation Strategies <i>M.J.W. Tak, Mark H. M. Winands, Yngvi Björnsson</i></li> <li>• Lifting HyperPlay for General Game Playing to Incomplete-Information Models <i>Michael Schofield, Timothy Cerexhe, Michael Thielscher</i></li> </ul>
15:30 – 16:00	<b>Coffee Break</b>
16:00 – 17:00	<b>Session 4: Panel Discussion</b> <i>The Future of General Game Playing</i>
19:00 –	<b>Workshop Dinner</b>