

Schedule for Monday, August 5

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