CG 2022 Schedule

DAY 1: North America friendly times (day 1 times shown in MST)
10:50 Nov 22-16:00 Nov 22 in MST; 09:50 Nov 22-15:00 Nov 22 in PST; 12:50 Nov 22-18:00 Nov 22 in EST;
18:50 Nov 22-00:00 Nov 23 in CET; 02:50 Nov 23-08:00 Nov 23 in JST

Opening Remarks (10:50 Nov 22-11:00 Nov 22 MST) Cameron Browne

Keynote 1 (11:00 Nov 22-12:00 Nov 22 MST) Introduced by Martin Mueller
• Matt Ginsberg What I Learned from Dr.Fill

Session 1: Classic Games (12:20 Nov 22-13:20 Nov 22 MST) Chair: Jos Uterwijk
• Todd Neller and Taylor Neller: FairKalah: Towards Fair Mancala Play
• Owen Randall, T.-H. Wei, R. Hayward and M. Müller: Improving Search in Go Using Bounded Static Safety
• Nathan Sturtevant: Chinese Checkers Bitboards for Move Generation and Ranking Using Bitboards

Session 2: Multi-Player and Multi-Action Games (13:40 Nov 22-14:40 Nov 22 MST) Chair: Todd Neller
• Daniel Collins: Solving Chainmail Jousting
• K. Sacks and Brayden Hollis: An Algorithm for Multiplayer Games Exploiting Opponents' Interactions with the Player
• Nathan Lervold, G. Peterson and D. King: Incentivizing Information Gain in Hidden Information Multi-Action Games

Keynote 2 (15:00 Nov 22-16:00 Nov 22 MST) Introduced by Jonathan Schaeffer
• Murray Campbell The Evolving Role of Games in AI

DAY 2: Asia friendly times (day 2 times shown in JST)
22:00 Nov 23-01:40 Nov 24 in MST; 21:00 Nov 23-00:40 Nov 24 in PST; 00:00 Nov 24-03:40 Nov 24 in EST;
06:00 Nov 24-09:40 Nov 24 in CET; 14:00 Nov 24-17:40 Nov 24 in JST

Keynote 3 (14:00 Nov 24 - 15:00 Nov 24 JST) Introduced by Akihiro Kishimoto
• Tao Qin Deep Reinforcement Learning for Game Playing and Testing

Session 3: Solving Games (15:30 Nov 24-16:30 Nov 24 JST) Chair: Michael Hartisch
• Yifan He and Abdallah Saffidine: QBF solving using Best First Search
• Xavier Blanvillain: Oware is Strongly Solved
• Jos Uiterwijk and Lianne Hufkens: Solving Impartial SET using Knowledge and Combinatorial Game Theory

Session 4: Measuring Games (17:00 Nov 24-17:40 JST) Chair: Reijer Grimbergen
• Cameron Browne: Which Rules for Mu Torere?
• Matthew Stephenson, Dennis J. N. Soemers, Eric Piette and Cameron Browne: Measuring Board Game Distance

DAY 3: Europe friendly times (day 3 times shown in CET)
07:00 Nov 24-10:00 Nov 24 in MST; 06:00 Nov 24-09:00 Nov 24 in PST; 09:00 Nov 24-12:00 Nov 24 in EST;
15:00 Nov 24-18:00 Nov 24 in CET; 23:00 Nov 24-02:00 Nov 25 in JST;

Keynote 4 (15:00 Nov 24 - 16:00 Nov 24 CET) Introduced by Cameron Browne
• Olivier Teytaud AI and Games: New Directions

Session 5: Decision Making in Games and Puzzles (16:30 Nov 24 - 17:50 Nov 24 CET) Chair: Matthew Stephenson
• Stefan Edelkamp: Improving Computer Play in Skat with Hope Cards
• Tristan Cazenave: Batch Monte Carlo Tree Search
• T. Laarhoven and Aditya Ponukumati: Human and Computer Decision-Making in Chess ... Online Cheat Detection
• G. Trenquelleon, A. Choukarah, M. Roucairol, M. Addoum, T. Cazenave: Procedural Generation of Rush Hour Levels

Closing Remarks (17:50 Nov 24-18:00 Nov 24 CET) Jonathan Schaeffer