

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*
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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 Uterwijk** 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. J. Soemers, Eric Piette and Cameron Browne: *Measuring Board Game Distance*
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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. Trenquellion, **A. Choukara**, 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