

CA22145 (GameTable) WG1-3 Meeting: *Search, Planning, Learning, and Explainability and Automated Game and Puzzle Design*

Final GP2 Meeting (September 8–10, 2025)

Meet: <https://meet.google.com/quc-ybip-tgv>
Institute of Computer Science, University of Wrocław
Fryderyka Joliot-Curie 15 Wrocław, Poland,
Rooms: 119, 140, 141

Schedule Day 1 (Tuesday, September 9, 2025)

(all times are in Wrocław local time (CEST))

Opening with coffee and snacks. 09:30 – 10:00

Welcome and introduction. 10:00 – 10:20

Session 1: Games and Humans. 10:20 – 12:00

- Contributed talk by Ivan Bratko (*approx. 10:20 – 10:50*)
“Predicting and Explaining Difficulty in Chess”
- Contributed talk by Jean-Emmanuel Barbier (*approx. 10:50 – 11:20*)
“Sociology’s Take on Tactical Knowledge Learning in Games”
- Contributed talk by Tiago Hirth (*approx. 11:20 – 11:50*)
“Cognitive Blocks From Recreational Mathematics for Human-like Play”

Lunch break. 12:00 – 13:30

Session 2: Explainability and Design. 13:30 – 15:00

- Contributed talk by Riccardo Seppe (*approx. 13:30 – 14:00*)
“Minimal, Sufficient and Confident Explanations for Monte Carlo Tree Search”
- Contributed talk by Kinga Skorupska (*approx. 14:00 – 14:30*)
“From Paper to Play: A Two-Year Retrospective on Boardgame Prototyping in Computer Game Design Education”
- Contributed talk by Tim Penn and Summer Courts (*approx. 14:30 – 15:00*)
“JOCCH Special Issue and Collaborations”

Coffee break. 15:00 – 15:30

Session 3: Discussions and Plans. 15:30 – 16:45

- Discussion session 1 (multiple parallel discussion groups) (*approx. 15:30 – 16:00*)
- Interdisciplinary collaboration perspectives for GP3 (*approx. 16:00 – 16:45*)

Day 1 closing. 16:45 – 16:55

Schedule Day 2 (Wednesday, September 10, 2025)*(all times are in Wrocław local time (CEST))*

Opening with coffee and snacks. *09:30 – 10:00*

Day 2 introduction. *10:00 – 10:15*

Session 1: Playing and Benchmarking. *10:20 – 12:00*

- Contributed talk by Bart Von Meijenfeldt (*approx. 10:20 – 10:50*)
“Algorithm Configuration in Sequential Decision-Making”
- Contributed talk by Manuel Eberhardinger (*approx. 10:50 – 11:20*)
“From Code to Play: Benchmarking Program Search for Games Using Large Language Models”
- Contributed talk by Mateusz Rzepecki (*approx. 11:20 – 11:50*)
“Mastering Azul Boardgame”

Lunch break. *12:00 – 13:30*

Session 2: Imperfect-information games. *13:30 – 15:00*

- Contributed talk by Achille Morenville (*approx. 13:30 – 14:00*)
“Constraint-based Belief Representation for Imperfect-Information Games in GGP”
- Contributed talk by David Milec (*approx. 14:00 – 14:30*)
“Using Different Function Approximators with DeepCFR Instead of NN”
- Brainstorm session: what topics do you want to discuss? (*approx. 14:30 – 15:00*)

Coffee break. *15:00 – 15:30*

Session 3: Summary and Plans. *15:30 – 16:45*

- Discussion session 1 (multiple parallel discussion groups) (*approx. 15:30 – 16:00*)
- Discussion session 2 (multiple parallel discussion groups) (*approx. 16:00 – 16:30*)
- Plenary session 1 (report on discussion sessions) (*approx. 16:30 – 16:45*)

Day 2 closing. *16:45 – 16:55*
