CA22145 (GameTable) WG1: *Search, Planning, Learning, and Explainability*
First Meeting for Working Group 1 (January 31, 2024)

Zoom: https://universiteitleiden.zoom.us/j/62906063948?pwd=VEx2TlhNeGpHMWt2WURYQVQxR2dkZz09

Niels Bohrweg 1, 2333 CA, Leiden, the Netherlands - Room 4.13 (Snellius building)

Note: all times shown are in Central European Time (CET).

Schedule (Wednesday, January 31, 2024)

Welcome (9:30 – 9:40)   *10 minutes*

Goals of the Day (9:40 – 10:00)   *20 minutes*

Human-like Game Playing AI (part 1) (10:00 – 10:45)   *45 minutes*

Coffee Break (10:45–11:15)   *30 minutes*

Human-like Game Playing AI (part 2) (11:15 – 11:45)   *30 minutes*

What Would You Like to Discuss in WG1? (11:45 – 12:15)   *30 minutes*

Lunch Break (12:15–13:45)   *1 hour and 30 minutes*

Imperfect Information Games (in a General Game Playing Context)) (13:45 – 15:00)   *1 hour and 15 minutes*

Coffee Break (15:00–15:30)   *30 minutes*

Explainable Search and Reinforcement Learning (in Games) (15:30 – 16:45)   *1 hour and 15 minutes*

Closing (16:45 – 16:55)   *10 minutes*