CA22145 (GameTable) WG1: *Search, Planning, Learning, and Explainability*
Working Group 1 Meeting (January 20–21, 2025)

Zoom:
Graduate Centre, Queen Mary University of London, Mile End Rd,
Bethnal Green, London, United Kingdom, E1 4NS - **Room GC701**

Schedule Day 1 (Monday, January 20, 2025)	*(all times are in London local time (GMT))*

Opening with coffee and snacks.	*09:30 – 10:00*
Welcome and introduction.	*10:00 – 10:20*
Session 1: Imperfect-information games.	*10:20 – 12:00*

- Contributed talk by: Achille Morenville *(approx. 10:20 - 10:50)*
- Contributed talk by: Karolina Drabent *(approx. 10:50 - 11:20)*
- Contributed talk by: David Milec *(approx. 11:20 - 11:50)*

Lunch break.	*12:00 – 13:30*
Session 2: How humans and AI experience game playing.	*13:30 – 15:00*

- Contributed talk by: James Goodman *(approx. 13:30 - 14:00)*
- Contributed talk by: Aloïs Rautureau *(approx. 14:00 - 14:30)*

Coffee break.	*15:00 – 15:30*
Session 3: Generalisation and Explainability.	*15:30 – 16:45*

- Contributed talk by: Manuel Eberhardinger *(approx. 15:30 - 16:00)*
- Contributed talk by: Spyridon Samothrakis *(approx. 16:00 - 16:30)*

Day 1 closing.	*16:45 – 16:55*

Note: we expect that much of the program of day 2 will be difficult to follow remotely.

Schedule Day 2 (Tuesday, January 22, 2025)	*(all times are in London local time (GMT))*

Opening with coffee and snacks.	*09:30 – 10:00*
Day 2 introduction.	*10:00 – 10:15*
Brainstorm session: what topics do you want to discuss?	*10:15 – 11:00*
Discussion session 1 (multiple parallel discussion groups)	*11:00 – 12:00*
Lunch break.	*12:00 – 13:30*
Plenary session 1 (report on discussion session 1)	*13:30 – 14:00*
Discussion session 2 (multiple parallel discussion groups)	*14:00 – 15:00*
Coffee break.	*15:00 – 15:30*
Plenary session 2 (report on discussion session 2)	*15:30 – 16:00*
How can we continue and improve collaborations?	*16:00 – 16:45*
Day 2 closing.	*16:45 – 16:55*