

<b>06 Nov 2019</b>		<b>MFF, Malostranské náměstí 25, Malá aula (1st floor)</b>	
9:00-9:30	Good morning snack time!		
9:30-10:30	Welcome speech & CU presentation		Jakub Gemrot
10:30-11:30	Gamedev Bc./MSc. (programming) specialisation curriculum overview		Jakub Gemrot
11:30-11:45	Coffee / Mingle time		
12:45-13:00	Lunch		<a href="#">Konírna restaurant</a>
13:00-13:30	Moving to Karlovo náměstí		
13:30-14:30	Visiting Amanita Design studio		
14:30-15:00	Getting back to Malostranské nám.		
15:00-15:30	Coffee / Mingle time		
15:30-16:30	Building a game design curriculum at the FAMU film school & History of computer games in Communist Czechoslovakia		Jaroslav Švelch
16:30-17:30	State of the Game Studies Research at CU		Vít Šisler
17:30-18:00	Coffee / Mingle time		
18:00-20:00	Free time		
20:00-22:00	Official meet-up with representatives of Game industry		<a href="#">U Tunelu pub</a>
			<i>Game Beer event</i>
<b>07 Nov 2019</b>		<b>MFF, Malostranské náměstí 25, S510 (at the attic)</b>	
9:30-10:00	Good morning snack time!		
10:00-10:20	Charles Games presentation		Lukáš Kolek
10:20-10:45	Game Jams @ CUNI		Lukáš Kolek
10:45-11:00	Coffee / Mingle time		
11:00-12:00	Music and Sound in Games		Adam Sporka
12:00-13:00	Lunch		
<b>07 Nov 2019</b>		<b>MFF, Malostranské náměstí 25, Malá aula (1st floor)</b>	
13:00-14:00	In-depth Computer Game Development course - Dirty tricks		Jakub Gemrot
14:00-15:00	Application of gaming tech: Virtual Battlespace 4		Petr Mácha

15:00-15:30	Coffee / Mingle time	
15:30-16:30	GDACZ Presentation	Pavel Barák
16:30-17:30	National Register of Qualifications - Describing gamedev jobs, panel	moderator: Vladimír Geršl
17:30-18:00	Coffee / Mingle time	
18:00-19:00	Industry Panel on Gamedev Education	moderator: Jakub Gemrot
20:00+	Official dinner	Jam and Co. Krymská 152/1 101 00 Praha 10 - Vršovice Tram line 22 to Krymská stop
<b>08 Nov 2019</b>	<b>MFF, Malostranské náměstí 25, S510 (at the attic)</b>	
09:00-12:00	SCS Software visit	
12:00-13:00	NÚDZ - National Institute of Mental Health	Iveta Fajnerová
13:00-14:00	Lunch	
18:00-18:30	Game Jam Welcome speech by Bohemia Interactive (optional)	
FRI-SUN	<a href="#">Game Jam Schedule</a>	
<b>09 Nov 2019</b>		
10:15-12:00	<a href="#">VR Golem visit</a>	
<b>10 Nov 2019</b>	<b>MFF, Malostranské náměstí 25, S1</b>	
10:00-10:30	New course: Procedural Content Generation for Video Games	Vojtěch Černý
10:30-11:30	Round table - Lessons learnt from the field study	
11:30-12:30	Plans for IO7 & Round table	
12:30-13:30	Lunch	
13:30-14:30	Plans for IO8 & Round table	
14:30-15:30	Visits to Finland and Turkey agenda	
15:30-16:30	Erasmus+ Organization details	
16:30-17:00	Wrap-up	