

Computational Theories of Interactive Behavior

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Schedule at a Glance

	Mon 19	Tue 20	Wed 21	Thu 22	Fri 23
09:00	Topic introduction by the organizers	Findings Day 1, initial roadmap	Plenary: General architecture discussion	Plenary: Roadmap and curriculum discussion	Plenary: Progress on each goal and expected results
10:00	Speed Discussion: G1 Challenges	Planning discussions (1 group per goal), Iteration #1	Planning discussions (1 group per goal), Iteration #2	Planning discussions (1 group per goal), Iteration #3	Wrap-up: review, next steps, follow-up activities
10:30					
11:00	Speed Discussion: G2 Architecture				
12:00	Lunch	Lunch (Roadmap boards review)	Lunch (Roadmap boards review)	Lunch (Roadmap boards review)	Lunch (optional)
14:00	Speed Discussion: G3 Roadmap	Expert/Action group work, Iteration #1	Social event	Expert/Action group work, Iteration #3	Departure
15:00	Speed Discussion: G4 Curriculum				
15:30	Coffee & cake	Coffee & cake		Coffee & cake	
16:00	Speed dating results (G1–G4)	Expert group work, Iteration #2; expert group presentations		Expert group work, Iteration #3; expert group presentations	
17:00	Charting the path for the week				
17:30	Composition of expert groups				
18:00	Dinner	Dinner	Dinner	Dinner	

Arrival is on Sunday, 18 October. Times may shift during the week; the latest schedule is posted on site.