

WED 28 NOVEMBER

11:00	11:00 Registration, Tea & Coffee Available	
12:00		
	12:45 Welcome and Conference Opening - S05 QCA Lecture Theatre, Room 2.04	
1:00	1:00 Keynote - Massimo Banzai S05 QCA Lecture Theatre, Room 2.04	
2:00	2:15 Algorithmically Generating Musical Complexity Based on Textual Complexity; A Case Study Daniel Field	
3:00	3:00 Afternoon Tea, S02 Webb Centre Room 4.05B	
4:00	3:30 Papers Track Creativity, People and Ideas S02 Webb Centre, Room 4.02E	3:30 Community Principles Powering the... Mars Geldard 4:15 Mobile Technologies Supporting Creativity: Brett Voss S02 Webb Centre, 4.02F
5:00	5:00 Exhibition Performances and Opening S02 Webb Centre, Room 4.02A	
6:00		

THU 29 NOVEMBER

10:00	10:00 Papers Track People, Creation & Play S02 Webb Centre, Room 4.02E	10:00 Adobe Workshop S02 Webb Centre, Room 3.07 Mac Lab	10:00 How Do I Game Design? Workshop S02 Webb Centre, 4.02C
11:00			
12:00	12:00 Lunch S02 Webb Centre, Room 4.05B		
1:00	1:00 Papers Track Building Games S02 Webb Centre, 4.02E	1:00 Adobe Workshop S02 Webb Centre, Room 3.07 Mac Lab	
2:00			
3:00	3:00 Afternoon Tea - S02 Webb Centre, Room 4.05B		
4:00	3:30 Abstract/Poster Track Creative Sound S02 Webb Centre, Room 4.02E	3:30 Digital Art Out West Iain Anderson 4:15 Game Engines and Machine Learning Paris Buttfield-Addison S02 Webb Centre, 4.02F	
5:00			
6:00	6:00 Conference Dinner Ship Inn		
7:00			
8:00			
9:00			

FRI 30 NOVEMBER

10:00	10:00 Abstract/Poster Track S02 Webb Centre, Room 4.02E	10:00 DIY PCB – Designing & Manufacturing Your Own Printed Circuit Boards S02 Webb Centre, 4.02C	10:00 Game Development on macOS with Godot S02 Webb Centre, Room 3.07 Mac Lab
11:00			
12:00	12:00 Lunch S02 Webb Centre, Room 4.05B		
1:00	3:30 Abstract/Poster Track S02 Webb Centre, Room 4.02E	1:00 RoboCoder: Robotics and Visual Programming Workshop S02 Webb Centre, Room 3.07 Mac Lab	
2:00			
3:00	3:00 Conference Close - S02 Webb Centre, Room 4.02F		
4:00			