

# SCHEDULE OVERVIEW

Day 1

Monday, November 10th

9:00-9:30 am	Opening
9:30-10:45 am	EXAG Paper Session 1: Led by Kaylah Facey
10:45-11:15 am	Break
11:15-12:45 pm	Game Jam: Led by Fiona Shyne
12:45-1:45 pm	Lunch
1:45-3:00 pm	EXAG Paper Session 2: Led by Kaylah Facey
3:00- 3:30 pm	Break
3:30-5:00 pm	Demo Session: Led by Fiona Shyne

Day 2

Tuesday, November 11th

9:00-10:00 am	Keynote: Mike Cook
10:00-10:30 am	Break
10:30-11:30 am	INT Paper Session 1: Led by Olga Koldachenko
11:30-12:00 pm	Break
12:00-1:15 pm	EXAG Paper Session 3: Led by Kaylah Facey
1:15-2:15 pm	Lunch
2:15-3:30 pm	EXAG Paper Session 4: Led by Kaylah Facey
3:30-4:00 pm	Break
4:00-5:00 pm	Community Session Led by Kaylah Facey

# Meet the Team

## EXAG Organizers



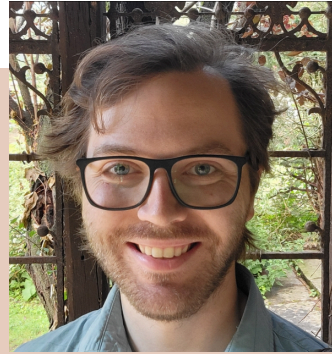
Fiona Shyne

Northeastern University



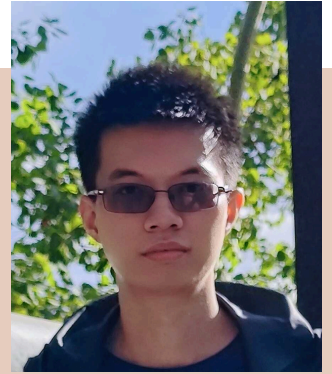
Kaylah Facey

Northeastern University



Joshiah Boucher

Worcester Polytechnic  
Institute



Junwen Shen

University of Alberta

Image not  
available

Johor Jara Gonzalez

University of Alberta

## INT Organizers



Mahdi  
Farrokhmaleki  
University of Calgary



Parsa Rahmati  
University of Calgary

Image not  
available

Olga Koldachenko  
University of Calgary



Setareh Abhari  
University of Calgary

# Full Schedule

## Day 1: Monday November 10th

### 9:00 - Opening

*Led by Fiona Shyne*

Opening Remarks from EXAG and INT committees

### 9:30 - Exag Paper Session 1

*Led by Kaylah Facey*

#### **Papers**

Playtrace Arc Search: A Tool to Explore and Evaluate Large Spaces of

Playtrace Metrics Through User-Defined Curves

*Samuel Shields, Noah Wardrip-Fruin and Edward Melcer*

Evaluating the impact of MDP-based level assembly on player experience

*Colan Biemer and Seth Cooper*

Using Exploratory Agents to Evaluate Game Environments

*Bobby Khaleque, Mike Cook and Jeremy Gow*

Voxel-Based Spatio-Temporal Visualization of Gameplay Traces with

Anomaly Detection

*Ling Liu, Colan Biemer, Günter Wallner and Seth Cooper*

Quest to Dungeon (QtD): Towards a Tool that Supports Collaboration  
between Narrative and Level Designers

*Oscar Boutani, Sam Shariati and Alberto Alvarez*

### 10:45 - Break

*With Coffee*

## 11:15- Game Jam

*Led by Fiona Shyne*

Participate in a exploratory game jam session

## 12:45 - Lunch

*Lunch not provided*

## 1:45 - Exag Paper Session 2

*Led by Kaylah Facey*

### **Papers**

Unifying Behavior Trees and Logic Programming

*Samuel Hill and Ian Horswill*

Controllable, Demographically-Guided Character Generation using  
Stochastic Logic Programming

*Ian Horswill*

PCG-SAF: Procedural Content Generation via Self-Assembling Figures for  
Tabletop Games

*Fiona Shyne and Seth Cooper*

A Constraint-Based Graph Grammar Approach Unifying Level and  
Playthrough Generation

*Seth Cooper and Mahsa Bazzaz*

Procedural Level Generation via Program Inversion

*Harper Noteboom, Kalyani Nair and Seth Cooper*

## 3:00 - Break

*With Coffee*

## 3:30 - Demo Session

*Led by Fiona Shyne*

Explore works in progress and interactives

# Day 2: Tuesday November 11th

## 9:00 - Keynote Speaker

*From Mike Cook*

## 10:00 - Break

*With Coffee*

## 10:30 - INT Paper Session 1

*Led by Olga Koldachenko*

### **Papers**

Amorphous Interpretations: Diverse Narrative Generation for Open-Ended Simulation Environments

*Dipika Rajesh, Julian Togelius and M Charity*

Designing a Modular, Scalable Benchmark for Narrative Experience Management

*Molly Siler, Stephen G. Ware, Gage Birchmeier, Mira Fisher and Lasantha Senanayake*

## 11:30 - Break

*With Coffee*

## 12:00 - Exag Paper Session 3

*Led by Kaylah Facey*

### **Papers**

We Call This Controller Skip: AI for Speedrunning

*Michael Cook, M Charity, Maren Awiszus, Alexander Dockhorn and Filippo Carnovalini*

Pretraining Graph State Encoders for Real-Time Strategy Games using Graph Self-Supervised Learning

*Pavan Kantharaju*

Detecting Neural Network Driven Bots in Super Mario Bros

*Caleb Cavilla and Jonathan Hudson*

Towards Cognitive-Plausible Explanations for Board Game Agents with Genetic Programming

*Manuel Eberhardinger, Florian Rupp, Florian Richoux, Johannes Maucher and Setareh Maghsudi*

## 1:15 - Lunch

*Lunch not provided*

## 2:15 - Exag Paper Session 4

*Led by Kaylah Facey*

### **Papers**

Procedural Content Generation in Minecraft via Disentangled Representation Learning Models

*Tim Merino, Yifan Zhang and Julian Togelius*

Narrative-to-Scene Generation: An LLM-Driven Pipeline for 2D Game Environments

*Yi-Chun Chen and Arnav Jhala*

A Markovian Framing of Wave Function Collapse for Procedurally Generating Aesthetically Complex Environments

*Franklin Yiu, Mohan Lu, Nina Li, Kevin Joseph, Tianxu Zhang, Julian Togelius, Timothy Merino and Sam Earle*

Generating Three-Star System Puzzles using Solution Enumeration Fitness for a Lattice Protein Folding Game

*Yaejie Kwon, Fiona Shyne and Seth Cooper*

The Nintendo Artificial Neural Network System

*Carmine Guida and Lauren DeMaio*

## 3:30 - Break

*With Coffee*

## 4:00 - Community Session

*Led by Kaylah Facey*

Townhall to give feedback about the workshop