

SCHEDULE OVERVIEW

Day 1

Monday, November 9th

9:30 - 10:00	Opening
10:00 - 10:45	Paper Session 1
10:45 - 11:15	Break
11:15 - 12:15	Birds of a feather
12:15 - 1:45	Lunch
1:45-3:45	Exag Et. AI
3:45 - 4:15	Break
4:15-5:00	Paper Session 2

Day 2

Tuesday, November 10th

9:30 -10:00	Opening
10:00 - 10:45	Paper Session 3
10:45 - 11:15	Break
11:15 - 12:45	Mini Game Jam
12:45 - 2:30	Lunch
2:30 - 3:15	Paper Session 4
3:15 - 3:45	Break
3:45 - 4:30	Community Session

Meet the Team



Fiona Shyne

Northeastern University



Kaylah Facey

Northeastern University



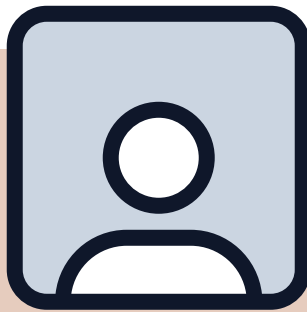
Gage Birchmeier

University of Kentucky



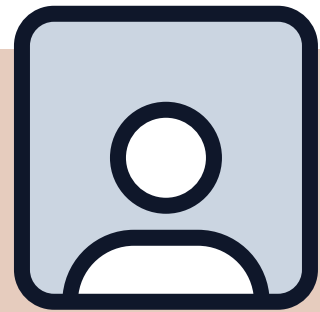
ravyn Hardcastle

University of Alberta



Ross Mawhorter

University of Alberta



Dave Goel

University of Alberta

Full Schedule

Day 1: Monday November 9th

9:30 - Opening

Led by Fiona Shyne

Opening Remarks from EXAG committee

10:00 - Paper Session 1

Led by ravyn Hardcastle

Papers

Behavior Cloning of Human Play in osu!

Mohamed Amine Kebouchi

In the Balance: A Multidimensional Taxonomy of Game Balance for Design and Research

Samuel Shields and Edward Melcer

Local Target Reaching in Games with VLM-Based Initial Detection and Online Object Tracking

Ken Kidokoro and Hiroshi Iwasaki

10:45 - Break

Enjoy coffee and conversation

11:15 - Birds of a Feather

Led by Fiona Shyne

Break into small groups to discuss the important topics to the EXAG community

12:15 - Lunch

Refuel for more EXAG, lunch not provided

1:45 - EXAG Et Al.

Led by Fiona Shyne

Celebrate works outside of traditional research, followed by a informal demo session

3:45 - Break

With Coffee

4:15- Paper Session 2

Led by Kaylah Facey

Papers

Hybrid LLM-Deterministic Game Agents: Bounded Reasoning with Selective Escalation

Aakash Bajpai

Reinforcement Learning for the Game of Balatro: A Fast Simulator and Two-Policy Training Approach

Ajay Vikram Periasami, Anjaneya Gupta, Ethan Cheng and Ivan Rosales

Adaptability of Unity ML-Agent Sensors for Dynamic Game Environments

Lauren DeMaio and Carmine Guida

Full Schedule

Day 2: Tuesday November 10th

9:30 - Opening

Led by Fiona Shyne

Opening Remarks from EXAG committees

10:00 - Paper Session 3

Led by Ross Mawhorter

Papers

A Rational Reconstruction of Ensemble Social Physics

Ian Horswill and Samuel Hill

Tandem Tales: A Paired Storytelling Research Platform

Stephen Ware, Lasantha Senanayake and Molly Siler

Dragon Babble: Utilizing an Extremely Small Language Model for NPCs on Constrained Hardware

Andrew Dinspechin, Michael Layne, Jaskarn Mann and Carmine Guida

10:45 - Break

Enjoy coffee and conversation

11:15 - Mini Game Jam

Led by Fiona Shyne

Sketch out a game in small groups with a given theme

12:45 - Lunch

Refuel for more EXAG, lunch not provided

2:30 - Paper Session 4

Led by Kaylah Facey

Papers

Terrain-Adaptive Settlement Placement in Minecraft

Aakash Bajpai Conner Tusso, Raymon Sadhra and Markus Eger

Generate, Repair, and Validate: A Hybrid Pipeline for Voxel-Based 3D Platforming Environments

Luis Eduardo Rasch, Daniel Barretos and Anderson Ferrugem

AIPAGE: The AIIDE Paper Generator

Markus Eger

3:15 - Break

Enjoy coffee and conversation

3:45 - Community Session

Led by EXAG committee

Dicuss how EXAG went and how to improve for future years