Morning session (9:30-13:00)
- Computer Entertainment in Cars and Transportation
- Social Believability in Games
- Workshop XIMPEL
- The ToyVision toolkit for tangible games
- Touch, Taste, & Smell: Multi-Sensory Entertainment

Afternoon session (14:00 - 17:00)
- Space Entertainment
- Tinkering in Scientific Education
- Workshop XIMPEL
- How to Make Tangible Games and not Die in the Attempt