

# CA22145 GameTable Meeting

## Prague (February 19–20, 2026)

Faculty of Electrical Engineering, Czech Technical University,  
České vysoké učení technické v Praze, Technická 1902/2 166 27 Praha 6 - Dejvice-Praha 6 - **Room C4-80**

---

### Schedule Day 1 (Thursday, February 19, 2026)

*(all times are in Prague local time (CET))*

---

Walk-in.	09:15 – 09:30
Opening, make plans for the two days.	09:30 – 10:00
Session 1a: Ongoing and planned AI + cultural heritage projects.	10:00 – 10:30
Coffee break.	10:30 – 11:00
Session 1b: Ongoing and planned AI + cultural heritage projects.	11:00 – 12:00
Lunch break.	12:00 – 13:30
Session 2: Playing ancient games with Walter.	13:30 – 15:00
Coffee break.	15:00 – 15:30
Session 3: Collaborating & sharing materials for Game AI education.	15:30 – 16:30
Wrap-up & second day planning.	16:30 – 16:55

---

---

### Schedule Day 2 (Friday, February 20, 2026)

*(all times are in Prague local time (CET))*

---

Walk-in.	09:15 – 09:30
Session 4: Imperfect-information AI & GameTable.	09:30 – 10:30
Coffee break.	10:30 – 11:00
Session 5: Human-like game playing AI (part 1).	11:00 – 12:00
Lunch break.	12:00 – 13:30
Session 6: Human-like game playing AI (part 2).	13:30 – 15:00
Coffee break.	15:00 – 15:30
Session 7: What other activities should we organise?	15:30 – 16:30
Wrap-up.	16:30 – 16:55

---