Symposium on Education
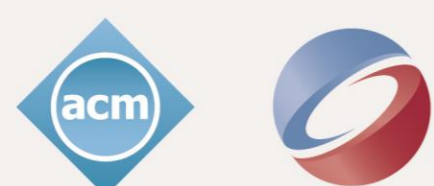
Monday, 02 November	Session
09:00 – 10:45	**Kobe Int'l Exhibition Hall No. 2, Meeting Room 2A, Level 2** **Opening and Keynote** **Game Over? New Approaches to Teaching Engineering Courses** - Joaquim Jorge, Instituto Superior Tecnico, Lisboa, Portugal *In English with Japanese Translation*
11:00 – 12:45	**Kobe Int'l Exhibition Hall No. 2, Meeting Room 2A, Level 2** **Education Talk** - EDUCATIONAL ESCARGORE: Visual Effects Education Practices at Media Design School *In English with Japanese Translation*
14:15 – 16:00	**Kobe Int'l Exhibition Hall No. 2, Meeting Room 2A, Level 2** **Education and CG/Interactive Techniques, Curriculum Development and Applications** **Education Papers** - Development and Evaluation of Education Materials for Stereoscopic 3D Computer Graphics Animation - A Dynamic, Flexible & Interactive Display Method of Paintings for Communicative Art Appreciation among Students - Teaching Visual Storytelling for Virtual Production Pipelines Incorporating Motion Capture and Visual Effects
16:15 – 18:00	**Kobe Int'l Exhibition Hall No. 2, Meeting Room 2A, Level 2** **Education and CG/Interactive Techniques, Curriculum Development and Applications** **Education Talks** - Taking Animation Project Learning into the Virtual Environment - Learning Hawaiian Hula Dance by Using Tablet Computer - Courses on 3D Image Display for Students Who Aim to Become Information Media Engineers and Creators

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Tuesday, 03 November	Session
11:00 – 14:00	**Kobe Int'l Exhibition Hall No. 2, Meeting Room 2A, Level 2** **Education Workshop** - Innovation in the Age of Virtual Reality through Organizing International Student Competition Akihiko Shirai, Kanagawa Institute of Technology
14:30 – 16:15	**Kobe Int'l Exhibition Hall No. 2, Meeting Room 2A, Level 2** **Education Workshop** - SQUARE ENIX AI Academy: AI Workshop for Blackboard Architecture *In English and Japanese Language- English Presentation; Suitable for Japanese Attendees
16:30 – 18:00	**Kobe Int'l Exhibition Hall No. 2, Meeting Room 2A, Level 2** **Student Focus Session** **Education Talk** Pixar's Abstract Thought - Educational Journeys from Inside Out Artists *In English with Japanese Translation

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Wednesday, 04 November	Session
09:00 – 10:45	**Kobe Int'l Exhibition Hall No. 2, Meeting Room 2A, Level 2** **Game and Education** **Education Papers** - Game Jam Based Iterative Curriculum for Game Production in Japan - Future Delta 2.0: An Experiential Learning Context for a Serious Game about Local Climate Change - SQUARE ENIX AI ACADEMY: A Seminar Series for the Introduction of Digital Game AI
11:00 – 12:45	**Kobe Int'l Exhibition Hall No. 2, Meeting Room 2A, Level 2** **Education Panel** Tomorrow's Digital Content Leaders in Asia
13:45 – 16:15	**Kobe Int'l Exhibition Hall No. 2, Meeting Room 2A, Level 2** **Education Workshop** "KOTOBA SHINTAI": A Workshop to Explore the Interconnectivity Between Words and Body Movements
16:30 – 18:00	**Kobe Int'l Exhibition Hall No. 2, Meeting Room 2A, Level 2** **Education Panel and Closing** - PreVisualization: How to Develop PreVis in Asia? - Closing Remarks, Zhigeng Pan, SIGGRAPH Asia 2016 Symposium on Education Co-Chair

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