







HALL E (B2F, E Block) EXPERIENCE HALL TALK STAGE
GAMES GALLERY SCHEDULE

 Session Screened Onsite;
Live from TIF, Japan

All sessions available on-demand viewing on our virtual platform after the live session unless otherwise stated

Japan Time	WEDNESDAY, 15 DECEMBER 2021
11:00 - 12:00 	Bandai Namco Studios Live Drawing Performance
12:45 - 13:45 	Ubisoft Live Drawing Performance
Japan Time	THURSDAY, 16 DECEMBER 2021
11:00 - 12:00 	SQUARE ENIX Live Drawing Performance
12:45 - 13:45 	SAFEHOUSE Live Drawing Performance

**VIRTUAL PLATFORM – ON DEMAND
GAMES SCHEDULE** Presented Virtually

All sessions available on-demand viewing on our virtual platform

GAMES
[MYDCF2021] Technical Paper Presentation
Motion Matching and Machine Learning for Video Game Animation
Lighting in 'New Pokémon Snap'
Machine Learning Aided Content Creation In 『Love Live ! School Idol Festival ALL STARS』 ~ Automatic rhythm game charts generation with deep learning
Grow Your AI Characters: Emotional Decision Making with GOAP