

## ICLS 2008 – ERRATA

There have been some programme changes. Please read the information below. Programme changes during the conference will be announced on the bulletin board.

### WORKSHOP - CHANGE OF ROOMS

#### **Workshop 1** – Multiple Modes

Monday: Room 036 BG

#### **Workshop 3** – Common Representation

Monday: Room 111

Tuesday: room 222 VU

#### **Workshop 4** – Conference Formats

Tuesday: room 115 a

#### **Workshop 5** – Scalable Architecture

Tuesday: room 116

#### **Workshop 7** – Design workshop

Tuesday: Room 101

#### **Workshop 8** – First Timers

Tuesday: room 115a

#### **Workshop 10** – Missing Chapters

Thursday: Room 119

### PAPERS

#### **Thursday**

#### **Withdraw**

#298 Playing to learn game design skills in a game context Torres, Robert panel symposium

Thursday, 10.30 - 12.00, Room D

#### **Change in programma**

626 "Design of Agent Tutee's Question Prompts to Engage Student's Role-Playing as Tutor in a Learning-by-Teaching Agent Environment", Chee-Kit Looi

From: 28 Jun Saturday 11 am.

To: 27 June Friday 3.15 pm, room D