EAI Intetain 2023 will be held as an onsite conference at IMT – School for Advanced Studies Lucca, with the option to attend and present remotely via Zoom.
The conference will start at 9 AM local time (GMT+1)
November 27, 2023

Time	Event
9:00 – 9:30	**Opening**
9:30 – 10:50	**Session 1** **Games and Game-Based Learning — Chair: Vittorio Mattei**
	Toward a Better Measurement of Strategic Skills: The Multiple Choice Strategic Quotient (MCSQ) (Andrea Piazzoli)
	Exploring the Effectiveness of Game-Based Learning in Teaching the 2030 Agenda to Middle School Students (Pietro Cappelli)
	Introducing a Videogame Project in a Mobile Software Development Academic Course (Fabrizio Balducci)
	Artificial Intelligence in Video Games 101: An Easy Introduction (Vittorio Mattei)
10:50 – 11:10	**Coffee Break**
11:10 – 12:30	**Session 2** **Motion Capture — Chair: Giorgio Gnecco**
	A Somaesthetic Based Approach to the Design of Multisensory Interactive Systems (Silvia Ferrando)
	GFTLSTM: Dynamic Graph Neural Network Model Based on Graph Framelets Transform (Ming Li)
	Advancing Multi-Actor Graph Convolutions for Skeleton-Based Action Recognition (Wu Song)
	Improving Output Visualization of an Algorithm for the Automated Detection of the Perceived Origin of Movement (Giorgio Gnecco)
12:30 – 14:00	**Lunch Break**
14:00 – 15:00	**Keynote Talk: Music and AI: What's Going On? (François Pachet, online)**
15:00 – 16:20	**Session 3** **Sports and Competitions — Chair: Francesco Biancalani**
	Biases in Micro-level Probabilistic Reasoning and its Impact on the Spectators' Enjoyment of Tennis Games (Stephen Y. Zhu)
	A PLS-SEM Approach for Composite Indicators: An Original Application on the Expected Goal Model (Mattia Cefis)
	On Home Advantage with In-Game Variables from Commentary Data in the Italian Serie A (Gery A. Diaz Rubio)
	A Comparison of Hosting Techniques for Online Cybersecurity Competitions (Niccolò Maggioni)
16:20 – 16:40	**Coffee Break**
16:40 – 18:00	**Session 4** **Interfaces and Applications — Chair: Daniele Masti**
	Increasing Accessibility of Online Board Games to Visually Impaired People via Machine Learning and Textual/Audio Feedback: The Case of "Quantik" (Francesco Biancalani)
	A Novel Approach to 3D Storyboarding (Federico Manuri)
	The WebCrow French Crossword Solver (Kamyar Zeinalipour)
	Evaluating Touchless Haptics for Interaction with Virtual Objects (Ana M. Bernardos)
18:00 – 18:30	**Awards and Closing**
19:30	**Social Dinner**