

5 September, 2022	
10:00 - 11:00	Opening Ceremony
11:00 - 11:30	Coffee Break
11:30 - 13:00	I session Importance of Natural Language Processing in games and mobile applications by Nigar Ismayilova
13:00 - 14:00	Lunch
14:00 - 15:30	II Session Overview of parallel programming on multicore and multinode computer systems based on OpenMP, MPI, and C/C++ Multithreading technologies by Samir Quliyev
15:30 - 16:00	Coffee Break
16:00 - 17:00	Placeholder - Baku State University

6 September, 2022	
10:00 - 11:30	Online Session - procedural generation of textures and geometry by Ingemar Ragnemalm
11:30 - 12:00	Coffee Break
12:00 - 13:00	Online Session - procedural generation of textures and geometry by Ingemar Ragnemalm
13:00 - 14:00	Lunch
14:00 - 15:30	Online Session - procedural generation of textures and geometry by Ingemar Ragnemalm
15:30 - 16:00	Coffee Break
16:00 - 17:00	Online Session - procedural generation of textures and geometry by Ingemar Ragnemalm

7 September, 2022	
10:00 - 11:30	Face to Face Session by Martin Sillaots
11:30 - 12:00	Coffee Break
12:00 - 13:00	Face to Face Session by Martin Sillaots
13:00 - 14:00	Lunch
14:00 - 15:30	Face to Face Session by Martin Sillaots

15:30 - 16:00	Coffee Break
16:00 - 17:00	Face to Face Session by Martin Sillaots

8 September, 2022	
10:00 - 11:30	Interactive projects in areas of Education and Automobile Driving Analysis Face to Face Session by João Patricio Instituto Politécnico de Tomar, Portugal
11:30 - 12:00	Coffee Break
12:00 - 13:00	Online Session by Maria Goncalves Tomar, Portugal
13:00 - 14:00	Lunch
14:00 - 15:30	Online Session by Maria Goncalves Tomar, Portugal
15:30 - 16:00	Coffee Break
16:00 - 17:00	Online Session by Maria Goncalves Tomar, Portugal

9 September, 2022	
10:00 - 11:30	Online Session The development of a high-precision Virtual Reality simulator designed to be used in professional simulation and gaming environments associated with real events by Sandra from Tomar
11:30 - 12:00	Coffee Break
12:00 - 13:00	Online Session The development of a high-precision Virtual Reality simulator designed to be used in professional simulation and gaming environments associated with real events by Sandra from Tomar
13:00 - 14:00	Lunch
14:00 - 15:30	Placeholder - Baku State University
15:30 - 16:00	Coffee Break
16:00 - 17:00	Closing Ceremony