MAD 2024 TIMETABLE: V 24.04.2024

MAIN AUTHOR	COUNTRY	TITLE OF PRESENTATION	START (CEST+2)	STOP (CEST+2)	BOOK CHAPTER?
			Google: „What is the time in Vienna, Austria?" 😊		
OPENING WORDS		**JOIN ZOOM ROOM / VENUE AND OPENING WORDS**	**10:20**	**10:40**	
Max Resch	Austria	Blurring Lines: The Role of AI through the Lens of Science Fiction	10:40	11:00	NO
Stephanie Wössner	Germany	Everyday Heroes: Empowering Lifelong Learners through SERASUM's Game-Based Learning Adventure	11:05	11:25	Y: EDITOR
MINI BREAK			11:30	11:40	
John Carmel Aquilina	Malta	Enhancing Teacher Evaluation through Class Simulations with Large Language Models (Poster)	11:45	11:55	NO
Hannes Waldner	Italy	Prerequisites for integrating video game culture in open youth work. (Poster)	12:15	12:25	Y: EDITOR SHORT PAPER
Alexander Seewald	Austria	2024 vs. The Walking Dead: Technological and Sociological Insights into a Modern Zombie Apocalypse	12:30	12:50	Y: EDITOR
Hana Pokojna	Czech Republic	ESCape: personal experiences shown through visual storytelling during COVID	12:55	13:15	NO
Joachim Tacha	Austria	Admiral Tegetthoff – a virtual experience	13:20	13:40	Y: EDITOR
Benjamin Joseph Spiteri	Malta	Digital Autonomous Virtual Educator - D.A.V.E. (Poster)	13:40	13:50	Y: EDITOR SHORT PAPER
Chairs		**WELCOME WORDS AFTERNOON**	**13:50**	**13:55**	
David Seelow	United States of America	Design and Subversive Media Arts in Public Spaces 4 Heroic Examples	14:00	14:20	Y: EDITOR

Kevin Mercer	United States of America	Reflections in Silicon: The Emergence of the Artificial Intelligence Archetype in Creative Media	14:50	15:10	Y: PEER
Linh Dao	United States of America	Breaking Through the Signage: Augmented Reality Portals to a New Queer Art Archive	15:15	15:35	NO

Drexel University Westphal College of Media Arts & Design special track

Golshid Jaferian	United States of America	Smart Contracts and their Transformative Role in Blockchain Gaming	15:40	16:00	Y: PEER
Darya Ramezani	United States of America	Exploring the Integration of Non-Fungible Tokens in Blockchain Gaming	16:05	16:25	Y: PEER
Arefeh Ahmadi	United States of America	Emphasizing Function in Design for Disabilities: The Role of AI and ML in Assistive Wearable Technology	16:30	16:50 *(short break after)*	Y: PEER
Sasan Bahrami	United States of America	Sound Sponges: A Speculative Approach to Tangible Urban Interaction and Urban Prosthetics for Persons with Hearing Impairment	17:05	17:25	Y: PEER
Nicolas Eduardo Losada Martinez	United States of America	Hearing Silence: The Absence of Sound as a Tool for Communicating Meaning in Video Games	17:30	17:50	Y: PEER
Abdulrahman Alhamdan	United States of America	Advancing Dementia Care Through Integrated Technology: Exploring The Use of Neural Radiance Fields and Three Dimensional Gaussian Splatting	17:55	18:15	Y: PEER
Yiyang Shang	United States of America	Patient Modeling with patient profile and biometric signals for stroke rehabilitation	18:20	18:40	Y: PEER
Anuraj Bhatnagar	United States of America	Presto Manifesto: Using Game Design Lenses to Boost Self-Efficacy in Addressing Climate Change	18:45	19:05	Y: PEER
Dorsa Charkhian	United States of America	Feminism, Media, and Technology: Navigating the Digital Landscape	19:10	19:30	Y: PEER
Tony A. Rowe	United States of America	A New Charter on the Preservation of Digital Game Heritage	19:35	19:55	Y: PEER
Faisal Abdulhadi Almutairi	United States of America	Visualizing Historical Narratives: Challenges, Methodologies, and Technological Innovations	20:00	20:20	Y: PEER

Rghad Balkhyoor	United States of America	Beyond the Coffee Shop: The Transition of Third Places in the Digital Age	20:25	20:45	Y: PEER
Darren Woodland Jr.	United States of America	Motifs of the Future Metamorphosis: Afrofuturism in Media Arts and Design	20:50	21:10	Y: PEER
David Hannon	United States of America	Julia's Room: Moments of Disorientation in Imagined Worlds	21:15	21:35	NO
Chairs		**CLOSING WORDS**	**21:35**		
Book contribution only:					
Karl Chetcuti	Malta	Using Generative AI to Evaluate an Academic Thesis			Y: EDITOR
Nanditha Krishna	India	Speculating the Future of Media, Arts, and Design in the Late 2040s: Insights from Speculative Fiction			Y: EDITOR
Olivia Hartig	Germany	Real Art as NFTs, a perspective from Amateur Artists			Y: EDITOR SHORT PAPER
Sandra Stella-Pfeiffer	Austria	AI-assisted iteration of class-room material			Y: EDITOR SHORT PAPER
Colby Jennings	United States of America	Adrift in the Anthropocene: Reconnecting through Art and Design			Y: EDITOR
Jasmina Alam-Yalcin	Austria	Umwelt-Medienzentrum (environmental-media-center) (Poster)	12:00	12:10	Y: EDITOR SHORT PAPER