

**Annual Young Scientists Congress**
**April 18-21, 2017**
**10th session of Research Workshop in HPC and Simulation in  
Game Worlds creation: from math models to artistic images**
<http://school.escience.ifmo.ru/>
<http://kmu.ifmo.ru/>
**Venue:**
**4, Birzhebaya liniya, Saint Petersburg, 199034**
**April 18<sup>th</sup>**

<b>14:20 – 15:00</b>	<b>Registration for the participants of 10th session of Research Workshop in HPC and Simulation in</b>  Game Worlds creation: from math models to artistic images
<b>15:00 – 15:20</b>	<b>Opening of the 10<sup>th</sup> session of Spring School (Research Workshop) in HPC and Simulation @Conference hall</b>
<b>15:20 – 16:00</b>	<b>Prof Dr Alexander Boukhanovsky</b> Virtual World with your own hands: computer simulation in game industry <b>Conference hall</b>
<b>16:00– 16:20</b>	Coffee break <b>Atrium</b>
<b>16:20 – 17:40</b>	<b>Artur Tokhtash and Alexander Kozlov, Wargaming</b> Soundscape and Sound Technology in Computer Games <b>Conference hall</b>
<b>17:40 – 18:20</b>	Speed-Dating + Coffee break <b>Atrium</b>
<b>18:20 – 19:40</b>	<b>Roman Goroshkin, Epic Games</b> Modern game market, peculiarities, instruments and technologies
<b>19:40 – 21:00</b>	<b>GameDev Time: Game Project Team Work</b> <b>Computer class, Atrium</b>

<b>April 19<sup>th</sup></b>	
<b>10:00 – 11:20</b>	<b>GameDev Time: Game Project Team Work</b> <b>Computer class, Atrium</b>
<b>11:20–11:40</b>	Coffee break <b>Atrium</b>
<b>11:40–13:00</b>	<b>Young Scientists Research Papers’ presentations:</b> <b>Artyom Gafurov</b> Audiovisual perception and urban security <b>Oksana Severyukhina</b> Influence of object spotting over the crown dynamics <b>Pavel Tikhonov</b> Synthesis of the algorithm for physically correct motion and interaction of two-legged creatures <b>Stepan Rakitin</b> Design of distributed meteo data storage <b>Teplyansky Pavel</b> In The Sphere: Multiplayer step by step turn based strategy for Mobiles and PCs <b>@Conference hall</b>
<b>13:00–14:00</b>	<b>Lunch break</b>
<b>14:00 – 15:20</b>	<b>Alexey Myodov, Inlingo Game Localization Studio</b> Compute games localization: language of the virtual world <b>Conference hall</b>
<b>15:20 – 15:40</b>	Coffee break Atrium
<b>15:40 – 17:00</b>	<b>Alexey Vinogradov, Wargaming</b> Graphic Technologies in multiuser online games <b>Conference hall</b>
<b>17:00 – 18:20</b>	<b>Zhan Tyulegenov, Nival</b> What is the Project vision and why to consider the targets <b>Conference hall</b>
<b>18:30 - 19:30</b>	<b>Anna Ganshina, Saint Petersburg State University of Film and Television</b> Introduction to screenwriting for games and media projects <b>Conference hall</b>
<b>19:30 – 21:00</b>	<b>GameDev Time: Game Project Team Work</b> <b>Computer class, Atrium</b>