O_HAI ④ Games - Project deadlines

Events

Summary: Deadline - A1.1. Initial workshop and project presentation
Description: Upload project presentations and materials to Website
Deadline: 2020-02-29

Summary: Deadline - A5.7. Annual dissemination plan
Description: Define 1st annual dissemination plan
Deadline: 2020-02-29

Summary: Deadline - A5.1. Website
Description: Initial project website up and running
Deadline: 2020-03-31

Summary: Deadline - A5.2. Report HAI Literature review
Description: Report on HAI literature review uploaded to website; paper sent to A1 / Scopus journal / conference.
Deadline: 2020-04-30

Summary: Deadline - A2.1. HAI as MAS model
Description: Ontology and meta-model on HAI as MAS uploaded to website
Deadline: 2020-07-31

Summary: Deadline - A2.2. Distributed orchestration platform v1
Description: Distributed orchestration platform (1st version) code on project GitHub
Deadline: 2020-12-31

Summary: Deadline - A5.7. Annual dissemination plan
Description: Define second annual dissemination plan
Deadline: 2021-02-28

Summary: Deadline - A3.1. HoloGame hardware
Description: HoloGame console hardware finished and ready for testing
Deadline: 2021-02-28

Summary: Deadline - A4.1. 1st case study (MMORPG)
Description: Code for first case study (related to MMORPGs) on project code repository
Deadline: 2021-07-31

Summary: Deadline - A5.3. Report on 1st case study (MMORPG)

Description: Report about first case study (MMORPGs) uploaded to project website; paper submited to A1 / WoS journal / conference
Deadline: 2021-07-31

Summary: Deadline - A2.3. Distributed orchestration platform v2
Description: Code for second version of orchestration platform on project code repository
Deadline: 2021-09-30

Summary: Deadline - A1.3. Mid-term workshop on project results
Description: Presentations on project results uploaded to website
Deadline: 2021-11-30

Summary: Deadline - A5.7. Annual publication plan
Description: Define 3rd annual publication plan
Deadline: 2022-03-31

Summary: Deadline - A3.2. HoloGame software
Description: HoloGame console software implemented and code available on project code repository
Deadline: 2022-03-31

Summary: Deadline - A4.2. 2nd case study (gamification & virtual assistants)
Description: 2nd case study (gamification & virtual assistants) implemented and code available on project code repository
Deadline: 2022-05-31

Summary: Deadline - A4.5. Report on 2nd case study (gamification & virtual assistants)
Description: Report on 2nd case study (gamification & virtual assistants) uploaded to project website; paper submitted to A1 / WoS journal / conference
Deadline: 2022-05-31

Summary: Deadline - A2.4. Distributed orchestration platform v3
Description: 3rd version of distributed orchestration platform implemented and code available on project code repository
Deadline: 2022-07-31

Summary: Deadline - A5.7. Annual dissemination plan
Description: Define 4th annual dissemination plan
Deadline: 2023-02-28

Summary: Deadline - A4.3. 4th case study (autonomous vehicles / serious gaming)
Description: 4th case study related to serious gaming and autonomous vehicles implemented and code available on project's code repository

Deadline: 2023-02-28

Summary: Deadline - A5.5. Report on 4th case study (autonomous vehicles / serious gaming)
Description: Report on 4th case study related to serious gaming and autonomous vehicles uploaded to website; paper submitted to A1 / Scopus journal / conference
Deadline: 2023-02-28

Summary: Deadline - A2.5. Distributed orchestration platform v4
Description: 4th version of distributed orchestration platform implemented and code available on project's code repository
Deadline: 2023-03-31

Summary: Deadline - A3.3. HoloGame API
Description: HoloGame API for a number of game engines implemented and code available on project's code repository
Deadline: 2023-05-31

Summary: Deadline - A5.5. Report on 4th case study (HoloGame)
Description: Report on 4th case study (HoloGame) uploaded to website; paper submitted to A1 / WoS journal / conference
Deadline: 2023-10-31

Summary: Deadline - A1.6. Final workshop
Description: Presentations from final workshop uploaded to website
Deadline: 2023-11-30

Summary: Deadline - A2.6. Distributed orchestration platform v5-final
Description: Final version of distributed orchestration platform implemented and code available on project code repository
Deadline: 2023-12-31

Summary: Deadline - A4.4. 4th case study (HoloGame)
Description: Final version of 4th case study (HoloGame) implemented and code available on project code repository
Deadline: 2023-12-31

Summary: Deadline - A5.1. Final website
Description: Website with all project related materials finalized
Deadline: 2024-01-31