

Formats of CEDEC sessions

Regular Session (60mins)

Regular lecture sessions provided by speakers.

Short Lecture (25mins)

Shorter lecture sessions than a regular session.

Panel Discussion (60mins)

In the panel discussion, selected panels will have a facilitated discussion on a given topic in front of the audience. Where appropriate, the session becomes open to the audience for dynamic exchanges of opinions and Q&A.

Round-table Discussion (60mins)

Participants sit at the table along with a presenter of a topic and will have discussions as equal participants.

Interactive Session

Interactive sessions including display of presentation materials and demonstrations will be held at designated exhibition areas in the venue. will be a great opportunity for in-depth communication with visitors, which may be limited at lecture-type sessions, and present hands-on experience of technologies.

<Examples of effective topics for the Interactive Session (appropriate exhibition content)>

- An example that helps to strengthen the understanding of technology by watching and listening to how it actually works and operates
- Publish research results and prototypes, and discuss applications with participants
- Propose and demonstrate new user interfaces
- A virtual world where people can participate on a network
- Share ideas and demonstrate game production such as modeling
- Examples of utilizing new sensing and display technologies
- Examples of utilizing new devices that participants can actually pick up, touch, and feel

For specific examples, please refer to the "Interactive session's regulations".

*) Details of booth configurations and regulations are subject to change.

We will notify selected applicants of the official details and make arrangements after public application has closed.

Hands-on workshop

Participatory sessions where a facilitator helps participants learn through experience in a provided work environment.

Tutorial

Speakers give a lecture and explanation along a theme as lecturer.

In particular, we welcome presentations which are in line with development trends at the time of the presentation, which provide detailed explanations starting from the basics, and which provide examples of approaches to topics with little shared knowledge.

Lightning Talk Session

Speakers give a 5-minute presentation in a rapid, consecutive format. This session will be held on-site only. Topics can cover any theme related to games or computer entertainment, regardless of category or content. We welcome anyone, including first-time speakers, to share niche discussions or their personal thoughts on topics that may be difficult to cover in other session formats. For more details, please see [here](#).