

Time	Length	Presenter
Tuesday		
6:30pm	120	Soar Technology

Wednesday		
8:00-9:00	60	
9:00-10:15	75	
	15	John Laird
	30	Bob Marinier
	15	Deryle Lonsdale
10:15-10:45	30	
10:45-12:00	75	
	15	Andrew Nuxoll
	15	Yongjia Wang
	15	Shelley Nason
	15	Nick Gorski
	15	
12:00-1:15	75	
1:15-2:45	90	
	5	David Ray
	5	Alan Vayda
	5	Jong Kim
	15	Elyon DeKoven
	30	Joseph Xu
	15	Sam Wintermute
	15	
2:45-3:15	30	
3:15-5:00	105	
	30	Scott Lathrop
	30	Jonathan Beard
	25	Brian Magerko
	20	

Thursday		
9:00-10:15	75	
	20	Brian Magerko
	15	Jim Rosbe
	25	Brian Stensrud
	15	Jonathan T. Beard
10:15-10:45	30	
10:45-12:00	75	
	15	John Laird
	45	Douglas Pearson
	15	
12:00-1:15	75	
1:15-2:45	90	
	15	Scott Wallace
	15	Robert Wray
	30	Randolph M. Jones
	15	Robert Wray
	15	Jacob Crossman
2:45-3:15	30	
3:15-4:30	75	
	15	John Laird
	15	Rick Lewis

	30	Rick Lewis
	15	
6:30-9:00	180	
Friday		
9:00-10:00	180	

Topic
Pizza House

<i>Registration and Bagels</i>
<i>Cognitive Modeling</i>
Introductions
Unifying Agent Processing and Emotion
Update on Soar-based language processing
<i>Break</i>
<i>Learning and Memory</i>
Episodic Memory with other Learning Mechanisms
Semantic Memory in Soar
Hierarchical Reinforcement Learning in Soar
Methods for Transfer Learning using Soar
Discussion
<i>Lunch</i>
<i>Learning and Advanced Capabilities</i>
Soar Technology/Soar Community Liaison
Self Introduction
Soar FAQ
Participatory scenario design and simulation
ORTS: A case study of multi-tasking in Soar
Visual Attention for a Real-Time Strategy Game
Discussion
<i>Break</i>
<i>Advanced Capabilities</i>
Mental Imagery
Spatial & Temporal Reasoning (SPAT-R)
Player Modeling in IDA
Discussion

<i>Applications</i>
ISAT
Soar Technology Update
IF-Soar: A Soar Agent for Indirect Fire Training
JFETS (Joint Fires & Effects Training System)
<i>Break</i>
<i>Soar Architecture</i>
A proposal for changing Soar's decision cycle
What's new in Soar 8.6.2
Discussion
<i>Lunch</i>
<i>Soar from an AI perspective</i>
Agent Self-Assessment and Soar
Preliminary ideas on relevance estimation for evidence marshaling
Compiling a High Level Language (HLSR) to Soar
Whither modularity in a Soar-based application?
SoarML: A Graphical Modeling Language for Agents
<i>Break</i>
<i>Control and Architecture</i>
The Pyramid Problems: Soar & ACT-R
Control in Cognitive Architectures

Cognitive Constraint Modeling
Discussion
<i>Dinner at Island Park</i>
<i>Brain inspired computation</i>