

<b>SUBJECT</b>	CONBOTS Virtual Plenary meeting – AGENDA
<b>Date / Place</b>	July, 6 <sup>th</sup> 2020 / Microsoft Teams ( <a href="#">link</a> )
<b>Participants</b>	CONBOTS Teams from UCBM, ICL, GU, ARVRtech, IBM, SSSA, IUVO

Agenda:

SESSION 1: 9:00 – 11:00

- 1) Introduction to the meeting (UCBM: 20 min)
  - Proposed Agenda
  - COVID emergency: Original VS New workplan
  - Organization in working groups
  - News and Next deadlines
- 2) Transversal activities:
  - Machine learning model for estimating mental state (IBM: 20 min)
  - Game theory of human-human interaction (ICL: 20 min)
  - Plan for preliminary experiments (UCBM: 20 min)
  - Data management plan (IBM: 10 min)
  - Open discussion (ALL: 30 min)

COFFE BREAK: 11:00 – 11:30

SESSION 2: 11:30 – 12:50

- 3) Handwriting scenario:
  - Requirements and possible tasks for handwriting (UCBM-Laura: 20 min)
  - Dual planar robotic devices (ICL: 20 min)
  - Game theory of human-human interaction (ICL: 20 min)
  - AR/VR serious games for Handwriting (ARVR: 10 min)
  - Open discussion (ALL: 30 min)

LUNCH BREAK: 12:50 – 14:00

SESSION 3: 14:00 – 15:20

- 4) Music scenario:
  - Requirements and possible tasks for Music experiments (GU: 20 min)
  - Exoskeletons for music experiments (SSSA/IUVO: 20 min)
  - AR/VR serious games for music experiments (ARVR: 10 min)
  - Open discussion (ALL: 30 min)

COFFE BREAK: 15:20 – 15:50

SESSION 4: 15:50 - 17:00

- 5) Deliverable D2.1: current draft and discussion for finalization (ALL: 40 min)
- 6) Next deadlines, next meetings and final decisions (ALL: 30 min)