

	17:30	17:45	18.00	18.15	18.30	18.45	19.00	19.15	19.30	19.45	20.00	20.15	20.30	20.45	21.00	21.15	21.30	21.45	22.00	22.15	22.30	22.45	23.00	23.15	23.30	23.45	00.00-02.00	
<b>Cube</b>																												
Coffee corner		Coffee corner																										
Bar			Cube Plaza																									
Architectuur rondleiding										Start @ foyer Cube																		
Kunstroute campus						Start @ foyer Cube																						
Art route campus										Start @ foyer Cube																		
Let's Play a Chess Champion!										Cube foyer																		
Fortissimo Duet						Coffee corner																						
Fortissimo orchestra											Coffee corner																	
Tilburgs Studentenkoor / classical student choir (TISK)													Coffee corner							Coffee corner								
Omroep Tilburg Talkshow Live							Cube plaza								Cube plaza													
Junior-college: Speel samen met je vrienden			Cube 1																									
Junior-college: Kun je de wereld verbeteren door te gamen?						Cube 1																						
Junior-college: Bordspellen voor je brein!										Cube 1																		
Herman Pleij: De Noodzaak van Spelen in de Middeleeuwen - En Daarna (HOVO & SQ)											Cube 1																	
Ireen Wust: Tussen Spel & Topsport (SG & Dual Careers)																		Cube 1										
Daniël Verlaan: Speel niet met je wachtwoord! (SG & team Privacy/Security)																								Cube 1				
Talentgesprek: Zoektocht naar jouw talent! (vrije inloop)			Cube 15																									
Demonstratie: Praten met een robot (vrije inloop)			Cube 16																									
Demonstratie: Prikangst onderzoek + game (vrije inloop)			Cube 17																									
Brain Buzz: Enactus PubQuiz																		Cube 17										
Het stikstof rollenspel (Magister   Juribes)											Cube 20																	
The Ultimate Team Puzzle! (IDEA)																		Cube 20										
GO-lab: Games in Psychologische Experimenten			Cube 21			Cube 21			Cube 21				Cube 21		Cube 21		Cube 21	Cube 21										
CO-lab: Games in Psychological Experiments											Cube 21				Cube 21											Cube 21		
Samenwerking, Communicatie & Bamboestokken (EDU/LAB)											Cube 35																	
Collaboration: Communication & Bamboo sticks (EDU/LAB)																		Cube 35										
The Psychological Background of Games (Complex)						Cube 102-115 corridor																						
Workshop: Bouw je eigen toekomst met LEGO® (max. 10 kids)			Cube 212			Cube 212			Cube 212																			
Workshop: Bordspel Magic Maze (max. 20 kids)			Cube 213			Cube 213			Cube 213																			
Workshop: Ingepakt door influencers? (ouder-kind workshop) (max. 15 kids)			Cube 214			Cube 214			Cube 214																			
Workshop: Het Toverboek: de wonderde wereld van belastingen			Cube 215			Cube 215			Cube 215																			
Workshop: Superdiversiteit (met quiz!)			Cube 216			Cube 216			Cube 216																			
A language of Economics: puzzles and games (TISEM)													Cube 216															
Junior-college: Hoe spelletjes de wetenschap helpen						Cube 219																						
Making play out of work! (Dept. HR studies, Input, Polis)									Cube 219																			
Geo-politics: The play between North-Brabant and China (Brabant Kennis)													Cube 219															
Playing during Crisis (Science Café on new media & digital culture)								Cube 220																				
Playing for meaning (Science Café - philosophy)													Cube 220															
Learning from gaming (Science Café on game development & mental health)																									Cube 220			
Junior-workshop: Maak je eigen videogame			Cube 241																									
<b>Warande</b>	17:30	17:45	18.00	18.15	18.30	18.45	19.00	19.15	19.30	19.45	20.00	20.15	20.30	20.45	21.00	21.15	21.30	21.45	22.00	22.15	22.30	22.45	23.00	23.15	23.30	23.45	00.00-02.00	
Israël van Dorsten: Leren spelen na Ruinerwold (SG & Complex)							Warande																					
<b>Esplanade building</b>	17:30	17:45	18.00	18.15	18.30	18.45	19.00	19.15	19.30	19.45	20.00	20.15	20.30	20.45	21.00	21.15	21.30	21.45	22.00	22.15	22.30	22.45	23.00	23.15	23.30	23.45	00.00-02.00	
Bar Grand Café open			Grand Café Esplanade																									
Profs of Karaoke (Dept. Sociology)											Grand Café Esplanade / walk-in																	
De Jongens van je Weet Wel																												Grand Café Esplanade / walk-in
Workshop Zumba fiesta latina (Sports Center)			Ballet room																									
Workshop Contemporary Dance (Sports Center)							Ballet room																					
Workshop Mindfulness in Movement (Sports Center)											Ballet room																	
Workshop Club Yoga (Sports Center)																Ballet room												
Workshop Mindfulness (Sports Center)																				Ballet room								
Workshop Latin (Sports Center)																										Ballet room		
The Social Sorting Experiment												Black Box						Black Box							Black Box			
<b>Zwijzen</b>	17:30	17:45	18.00	18.15	18.30	18.45	19.00	19.15	19.30	19.45	20.00	20.15	20.30	20.45	21.00	21.15	21.30	21.45	22.00	22.15	22.30	22.45	23.00	23.15	23.30	23.45	00.00-02.00	
Schiller & Nietzsche op Noppen: Filosoof van het Voetbal (Dept. Filosofie)											Zwijzen building																	
Bingot Een voorbeeld van 'heilig spel' in een beleevingscultuur (TST)																												
Pop Ploaaz: the ultimate pop culture trivia quiz (Animo)																												Zwijzen building
<b>Dante</b>	17:30	17:45	18.00	18.15	18.30	18.45	19.00	19.15	19.30	19.45	20.00	20.15	20.30	20.45	21.00	21.15	21.30	21.45	22.00	22.15	22.30	22.45	23.00	23.15	23.30	23.45	00.00-02.00	
Science Slam (SG & TIPP)							DZ-1																					
Gamifying Life & the Darker Sides of Technology (TILT / TIS)												DZ-1																
Stanley's Choice? (TST & Animo)																												
Last lecture Hans Dooremalen: Stop bullshitting! (Extra Muros)																												DZ-1
Food for Thought with Hulan, serious gaming & gamification (Asset)							DZ-2																					
'Live streaming': Why we watch others play games (Kweek)												DZ-2																
Video gaming to understand Port complexity (Flow)																												DZ-2
How to legally get away with Murder (ELSA)								DZ-3																				DZ-3
How to win every argument! (Cicero)												DZ-3																
Interactive storytelling: Bringing traditional African Folklore to life (ASAT)																												DZ-3
Kan een robot de Nobelprijs voor literatuur winnen? (TICLS & DCC)													DZ-4															
Should international borders be abolished? (MUN)																												DZ-4
ESN Quiznight																												
'Sjoelen' with SPS-NIP								DZ-5 / walk-in																				DZ-4
Come play the We Activate Tilburg Boardgame! (WAT)								DZ-5 / walk-in																				
Ready to start? Let's Mario Kart! (TSEA Link & Front)								DZ-6 / walk-in																				
Unicef's interactive expo								DZ-7 / walk-in																				
Playing with gender roles in children's literature (TSHD & Animo)																												DZ-8 (if full: also DZ-4)
Workshop: Lighting up the right audience (Asset)																												DZ-8
Let's Play some improv games! (Rataplán)																												DZ-8
Come, Create with Kaleidoscope! (Acting club Kaleidoscope)																												DZ-8
Let Your Failures Come Out to Play! (University College & Extra Muros)																												