

Europython 2006

Monday, 3 July 2006

Games - 40-S2-B01 (16:00 - 17:40)

time	[id] title	presenter
16:00	[47] Pre-Mapping a GSM Network Environment for a Pervasive Game using Python for Series 60 Phones	Mr OPPERMANN, Leif
16:35	[48] Bub-n-bros = Bubble Bobble + 10 players + general craziness from Python's flexibly	Mr RIGO, Armin
17:10	[78] LLG Python: Geometric Computing in Python for next generation games and entertainment	Mr FARRET, Jérémie