

JIWC 2026 International Training Program

Training Schedule (Day 1)

Training Date: Saturday, 15 August 2026

Training Duration: 09:00–17:00 (7 Hours)

(Morning Session: 3 Hours | Afternoon Session: 4 Hours)

Instructor:

Asst. Prof. Yoothapong Tongpaeng, Ph.D.

Mae Fah Luang University, Thailand

Time (Thailand Time)	Activity
08:00 – 08:30	Registration
08:30 – 09:00	Opening Ceremony, Introduction to the Training Program, and Introduction of the Speaker
09:00 – 09:30	Welcome Address and Opening Lecture by Asst. Prof. Pruet Putjorn, Ph.D. , Mae Fah Luang University, Thailand
09:30 – 10:30	Emerging Trends in Artificial Intelligence (AI) • Introduction to AI tools and practical applications • AI technologies and their implementation in various domains • Current trends and future directions of AI adoption in Thai industries
10:30 – 10:45	Break
10:45 – 12:00	Workshop: AI-assisted Game Storytelling and Character Design • Applying AI technologies to create game storylines • Designing game characters using AI • Integrating AI-generated content into game design workflows
12:00 – 13:00	Lunch Break
13:00 – 14:30	Hands-on Workshop: AI-generated Images and Scene Creation for Game Development • Creating concept art using AI • Designing game environments and visual assets
14:30 – 14:45	Break
14:45 – 17:00	Hands-on Workshop (Continued): AI-assisted Character, Enemy, and Environment Design for Games • Designing playable characters • Creating enemy characters using AI • Developing game scenes and visual environments • Best practices for integrating AI-generated assets into game development

Training Schedule – Day 2

Training Date: Saturday, 16 August 2026

Training Duration: 09:00–17:00 (7 Hours)

(Morning Session: 3 Hours | Afternoon Session: 4 Hours)

Instructor:

Kemachart Kemavuthanon, Ph.D.

Mae Fah Luang University, Thailand

Afternoon Session (13:00–17:00)

Instructor:

Asst. Prof. Yootthapong Tongpaeng, Ph.D.

Mae Fah Luang University, Thailand

Time (Thailand Time)	Activity
08:30 – 09:00	Registration
09:00 – 10:30	Hands-on Workshop: AI-assisted Video Production for Game Promotion and Storytelling • Creating promotional videos for games using AI technologies • Developing engaging visual narratives and storytelling through AI-generated multimedia
10:30 – 10:45	Break
10:45 – 12:00	Hands-on Workshop (Continued): AI-assisted Video Production for Game Promotion and Storytelling • Refining AI-generated video content • Enhancing storytelling techniques for interactive media and digital content
12:00 – 13:00	Lunch Break
13:00 – 14:30	Introduction to 3D Interactive Technologies • Fundamentals of interactive 3D technologies • Applications of 3D interactive media in games, education, and digital experiences
14:30 – 14:45	Break
14:45 – 17:00	Introduction to 3D Game Development and Extended Reality Technologies • Fundamentals of 3D game development • Understanding the differences among Augmented Reality (AR), Virtual Reality (VR), Mixed Reality (MR), and Extended Reality (XR) • Hands-on experience with immersive Virtual Reality (VR) environments

Training Schedule – Day 3

Training Date: Saturday, 22 August 2026

Training Duration: 09:00–17:00 (7 Hours)

(Morning Session: 3 Hours | Afternoon Session: 4 Hours)

Instructor:

Kemachart Kemavuthanon, Ph.D.

Mae Fah Luang University, Thailand

Time (Thailand Time)	Activity
08:30 – 09:00	Registration
09:00 – 09:30	Introduction to Accessible 3D World Creation • Opening remarks and overview of the session • Creating simple interactive 3D environments using modern development tools
09:30 – 10:30	Practical Session: Building Simple Interactive 3D Worlds • Designing interactive 3D scenes • Fundamental techniques for creating immersive digital environments
10:30 – 10:45	Break
10:45 – 12:00	Hands-on Workshop: AI-assisted 3D Character Generation and Animation • Creating 3D characters using Artificial Intelligence • Applying basic character animation techniques • Exporting and preparing 3D assets for integration into game development projects
12:00 – 13:00	Lunch Break
13:00 – 14:00	Introduction to Spline for Interactive 3D Content Development • Overview of Spline as a web-based platform for interactive 3D design • Creating 3D scenes directly within a web browser • Applications of Spline for games and online interactive media
14:00 – 14:15	Break
14:15 – 17:00	Hands-on Workshop: Developing Interactive 3D Scenes with Spline • Creating and editing 3D scenes using Spline • Designing basic 3D objects and animations • Understanding different approaches to interactive game development • Best practices for developing web-based 3D experiences

Final Project Submission

Submission Deadline: Saturday, 22 August 2026, 18:00 (Thailand Time)

Each participating team is required to submit the following:

1. **A video presentation** demonstrating the game concept, gameplay, and development process.
2. **The completed playable game** developed during the training program.

Project Theme: Medical and Healthcare Innovation

Participants are expected to develop an interactive game related to healthcare, medicine, disease prevention, patient care, or medical education by applying the knowledge and practical skills acquired throughout the training program.

Training Schedule – Day 4

Training Date: Sunday, 23 August 2026

Training Duration: 09:00–17:00 (7 Hours)

Time (Thailand Time)	Activity
09:00 – 09:30	Registration
09:30 – 10:45	Competition consideration by committees
10:45 – 11:00	Break
11:00 – 12:00	Emerging Trends in Artificial Intelligence (AI) in Taiwan
12:00 – 13:00	Lunch Break
13:00 – 14:00	Emerging Trends in Artificial Intelligence (AI) for Healthcare
14:00 – 15:00	Emerging Trends in Artificial Intelligence (AI) in Healthcare (Cont.)
15:00 – 15:15	Break
15:15 – 17:00	Competition announcement
17:00 - 17:30	Group Photo

Closing Ceremony

The JIWC 2026 International Training Program concludes with a **Final Project Showcase**, during which participants present their completed projects to the judging panel. Outstanding projects will be recognized during the **Award Ceremony**, followed by the official closing of the program and a **group photograph** to commemorate the successful completion of the international training.