

some conferences have become write-only

a successful exception:

Games for Design and Verification
2002-2013

had an annual workshop, on games, automata, logic
without published proceedings

2002 Edinburgh	2008 Warsaw
2003 Vienna	2009 Udine
2004 Bordeaux	2010 Oxford
2005 Cambridge	2011 Paris
2006 Paris	2012 Napoli
2007 Lausanne	

Highlights of Logic, Games and Automata

(intended to be repeated annually)

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Games, FMT, Logic & Algorithms, “LICS track A”

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Three days, possibly overlapping a weekend

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Hugo Gimbert, Christof Loeding, Nello Murano

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Everybody can talk, no proceedings

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