

10 th -WORKSHOP: “SOLVING A CRUCIAL PROBLEM”			
TIME	SUBJECT	CONTENT	BY
8:00 to 8:15	A. Introduction;	Workshop’s Aim and Schedule;	Moderator
8:15 to 8:30	1 st Pause		
8:30 to 9:30	B. Knowledge of participants about the steps that aid in dealing with a crucial challenge;	The differences between autistic and nonautistic children may help in selecting what leads to solving a problem; every group will also present a chosen problem	Each Speaker of two groups
9:30 to 10:45	C. The principles behind the logos heuristics;	The moderator reviews briefly here the history that led to defining the principles that rule classical computing, quantum computing, and their combination;	Moderator
	D. The onset of crucial challenge;	The audience will introduce the specific problem to be addressed by the participants to the workshop;	Moderator and participants
	E. The environment of a crucial challenge;	This part will center on the known facts that surrounds the challenge; the imaginative existence of potential ramifications and people involved will also be considered;	
	F. Rise of contrasting strategies	The moderator will try to collect any strategy related to the challenge under consideration; and especially those that seem to embrace madness;	
	G. Discussion about each strategy;	Instead of validating a particular strategy, the audience will explore its particular impact;	
10:45 to 11:00	2 nd Pause	Coffee or Tea	
11:00 to 11:30	H. Networks of strategies;	An effort will be made to compose the strategies arrived at previously in meaningful clusters	Moderator and Assistants
11:30 to 12:45	I. Final discussion and conclusion;	The group will eliminate the clusters that make no sense. There is no way to know before hand the collective results of the creative effort of the attendants. The arrival of a solution will come serendipitously out of nowhere.	Moderator and assistants
12:45 to 13:00	J. Closing and evaluation	Workshop worthiness	Assistants and Organizing Concern