About Me

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Research Interests

- Various aspects of game design and implementation
  - Game analytics
  - Artificial intelligence for games
  - Storytelling in games
  - Procedural content generation
  - Music in games
  - Networking supports for games
  - Virtual and augmented realities
The video game industry is a significant component of the software industry:

- Several billions of dollars in sales each year, and still growing very rapidly.
- More units distributed each year than virtually any other category of software product.
- Studies indicate that the video game industry generates more revenue than the movie and television industries combined.
- For the last several years, video games have been selected as the “most fun entertainment activity” of all North Americans.
This course focuses on the creation of the experience within a game.

- Gameplay design
- Story design
- Environment design
- Challenge design

We study the theoretical and technical challenges in bringing all of this together.

- We do so looking at both entertainment and serious games