About Me

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Research Interests

- Various aspects of game design and implementation
  - Artificial intelligence for games
  - Storytelling in games
  - Procedural content generation
  - Music in games
  - Networking supports for games
  - Virtual and augmented realities

CS4483/9541b: Game Design

- The video game industry is a significant component of the software industry:
  - Several billions of dollars in sales each year, and 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.

CS4483/9541b:
Game Design

- 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