



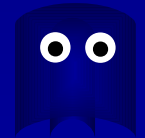
About Me

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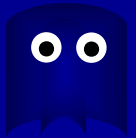


Research Interests

- 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
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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 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.
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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
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