

Dr. Edward M. Robinson, President, EMR7 Inc.

TITLE: Taking A Chance On Computer Science, An Indie Game Investor's Perspective

ABSTRACT:

My interest in game technology and the game development community is its regular use of advanced computer science concepts. These concepts include massively distributed systems, regular use of artificial intelligence techniques, immersive 3D environments and virtual reality, and aggressive use of high performance optimization. In this talk, I will discuss the path that has led me to investing in and producing a music video game. We'll also look at the branches of computer science utilized in delivering a common music game such as the Guitar Hero franchise, a popular series of music video games published by RedOctane and Activision.

BIO:

Ed Robinson recently started EMR7 Inc., a media production company, and is the executive producer of a music oriented video game being developed by Monstrous Company, an "indie" game company. The game will be released on the Nintendo Wii platform and is targeted for release in early 2009. He is also producing special music content for the game using musicians from the Austin and South Texas areas. He holds a Ph.D. in Computer Science from the University of Houston as well as BS and MS in Physics from Texas A&M University-Kingsville.

Prior to starting EMR7, Dr. Robinson was CTO and co-founder of Binary Group, an enterprise-oriented company that focuses on the IT business transformation needs of customers in the federal government and commercial sectors. In addition to several other enterprise and IT architecture services, he assisted Air Force and Army executives in understanding the potentials of game technology as applied to the Defense IT sector. He has participated in the past three Serious Games Summits in Washington DC, served as a panelist on the 2007 Defense Modeling and Simulation Conference (DMSC) panel on "Leveraging Gaming Technology", and was invited to participate in the the Second Annual Modeling & Simulation Leadership Summit organized by the Congressional Modeling & Simulation Caucus. All of these efforts focus on bringing game technology, occasionally disguised as "interactive, competitive simulations", to the workplace.