

Dr. Ian Parberry, Professor, University of North Texas

TITLE: Research and Education in Game Development at UNT LARC

ABSTRACT:

Game development is a hot topic in Computer Science departments all over the country for good reason: It is a rich source of research problems and a strong motivator of students. I will discuss activities in research and education in game development at the Laboratory for Recreational Computing at the University of North Texas. In the area of research I will discuss recent and current research topics, including questions in rendering, special effects, and level design. In the area of education we will share our experience with game programming classes over the last decade, including outcomes and effective class design.

BIO:

Ian Parberry, a pioneer of game programming education at the undergraduate level, has been teaching game programming classes at the University of North Texas since 1993. One of the primary features of these classes is the opportunity for students in the computer science program to undertake collaborative interdisciplinary work with art students in UNT's College of Visual Arts and Design.

He is the author of three books on game programming. His most recent research includes work on procedural generation of game assets, visibility determination, cloud generation and rendering, audio games, procedural clutter, and GPGPU. Ian Parberry directs the Laboratory for Recreational Computing (LARC) at UNT, a crucible in which graduate and undergraduate students learn and conduct research in game development.

In five successive years, 2004-2008, Ian Parberry was named a Microsoft Most Valued Professional (MVP) for his work in teaching and promoting DirectX. In 2004 he was named UNT Honor Professor, an award given annually for high quality teaching.