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**Virtual Apocalypse: Managing Business Risks in Video Games**

- **Eugene Fiume**
  - Event Chair, Professor, Department of Computer Science, University of Toronto
  - Eugene Fiume is Professor and past Chair of the Department of Computer Science at the University of Toronto, where he also co-directs the Dynamic Graphics Project. Eugene’s research interests include most aspects of realistic computer graphics, including computer animation, modeling natural phenomena, and illumination.

- **Stavros Vassos**
  - PhD. Graduate, Department of Computer Science, Faculty of Arts and Sciences, UofT
  - Stavros Vassos received his BSc. at the Electrical and Computer Engineering Department of the National Technical University of Athens in Greece. His MSc is from Department of Computer Science Department at University of Toronto. His research interests include the use of color in scientific visualization, the role of color in visual memory, and the navigation of very large websites.

**Event Details**

- **Venue:** University of Toronto
- **Date:** May 13th, 2008
- **Time:** 8:30 AM to 5:00 PM

**Agenda**

- **8:30 - 8:50:** Coffee
- **8:50 - 9:00:** Welcome remarks – Eugene Fiume
- **9:00 - 9:20:** Exploiting multicores for 3D game engines – Greg Steffan
- **9:20 - 9:40:** Support systems for scalable massively multiplayer online games – Cristina Amza
- **9:40 - 10:00:** Publishing/subscribe messaging layer for multiplayer online gaming – Eleni Manolakou, Alex Cheung and Hans-Arno Jacobson
- **10:00 - 10:20:** Character motion content models for motion editing and interactive visualization – Patrick Coleman
- **10:20 - 10:30:** Break
- **10:30 - 10:40:** Data driven character animation – Aaron Hertzmann
- **10:40 - 11:10:** Identifying practical AI modules for the development of non-player characters in video games – Stavros Vassos
- **11:10 - 11:30:** Challenges of designing a video gaming course at the undergraduate level – Steve Engels
- **11:30 - 11:50:** What can social research tell us about the “non-traditional gamer?” – Ian Spence
- **11:50 - 12:10:** Introduction to Networking partners
- **12:00 - 1:30:** Lunch and Networking Fair
- **1:30 - 1:50:** Video games and spatial cognition – Ian Spence
- **1:50 - 2:10:** Video games to fight cognitive decline – Ron Baecker and Kevin Tonon
- **2:10 - 2:20:** Cognitive gaming research and parametrized game development – Kevin Tonon and Ron Baecker
- **2:20 - 2:30:** Break
- **2:30 - 2:50:** Do violent video games cause aggression and violent crime? – Jonathan Freedman
- **2:50 - 3:10:** Virtual Property, Real Law: The Regulation of Property in Video Games and Preparing for the virtual apocalypse: Managing business risks in virtual worlds – Susan Abramovich
- **3:10 - 3:45:** Industry Panel
- **3:45 - 4:30:** Networking session, tour of Dynamic Graphic Project (DGP) Lab

**Speakers**

- **Eugene Fiume**
- **Stavros Vassos**
- **Patricia Reed**
- **Aaron Hertzmann**
- **Steve Engels**
- **Patrick Coleman**
- **Jan Spence**
- **Greg Steffan**
- **Jonathan Freedman**
- **Suzan Abramovich**

**Contact Information**

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Ron Baecker
Professor, Department of Computer Science, Faculty of Arts and Science, UofT
Ronald Baecker is Professor of Computer Science, Bell University Laboratories Chair in Human-Computer Interaction, and founder and Chief Scientist of the Knowledge Media Design Institute at the University of Toronto. He has been named one of the 60 Pioneers of Computer Graphics by ACM SIGGRAPH, has been elected to the CHI Academy by ACM SIGCHI, and has been awarded the Canadian Human Computer Communications Society Achievement Award.

Alex Cheung
PhD candidate, Department of Computer Science, Faculty of Arts and Science, UofT
Alex Chung’s research interests centre on distributed systems, publish/subscribe, enterprise application integration, security, routing, and load balancing. His past M.A.Sc thesis involved building a dynamic load balancing algorithm for heterogeneous content-based publish/subscribe systems.

Kevin Tonon
Master student, Department of Computer Science, Faculty of Arts and Science, UofT
Kevin’s research interests include exploring the relationships between game playing, learning, and cognitive health.

Please visit us at www.bul.utoronto.ca/events/videogaming to register for event and other details.

presenter

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