

Loyola University Chicago Computer Science Colloquium

Wednesday, December 16, 2009

6:30 PM

Lewis Towers Ballroom (Beane Hall -- 13th floor)

Water Tower Campus

"Mobile Game Development"

Speaker:

Justin C. Moore

Vice-President, Game Designer and Lead Gameplay Engineer
at Metamoorephosis

Abstract:

Justin will show you how his intuitive team approach can cover game development on the iPhone, Android, and consoles like the Xbox 360. He applies simple, iterative, and flexible methods with an emphasis on "meta-prototyping" to the design and development of fun and challenging games.

Bio Sketch:

Justin is an MIT graduate with formal training in video game development from Flashpoint Academy.

Sponsored by Loyola's Department of Computer Science
and the Chicago Chapter of the ACM.

For more information, see <http://www.cs.luc.edu> (Upcoming Events)