Videogames at Uniandes

Activites at the Computing and Systems Engineering Dept.

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Associate Professor
2011
Contents

- Education
- Community
- Projects
- Research
Education

- Game Development
  - Game Engines (2009)
  - Summer Course (2010)
  - Fall 2011 (synced with a course in Design)
- Culture on Videogames
Community

- Game Room at the Library
- Usability Studies at Colivri
- IGDA Student Chapter at Uniandes
Projects

- **Course Projects**
- **Final project for BSc**
- **Research on Serious Games**
Research

- Research Plan on Animation and Videogames
- ~$2.5M during 3.5 years
- In collaboration with Oruga Touching Dreams, Colombia Games, e-NNOVVA, and Quantica Studios

Product Pipeline

- Videogames and Animation
- Internationalization
- Open Source Based Product Line
- Paper based Animation
- New curricula
The Future

- Industry partners in education, research, and development
- Research in Serious Games
- Applications in 3D Interaction

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