



Videogames at Uniandes

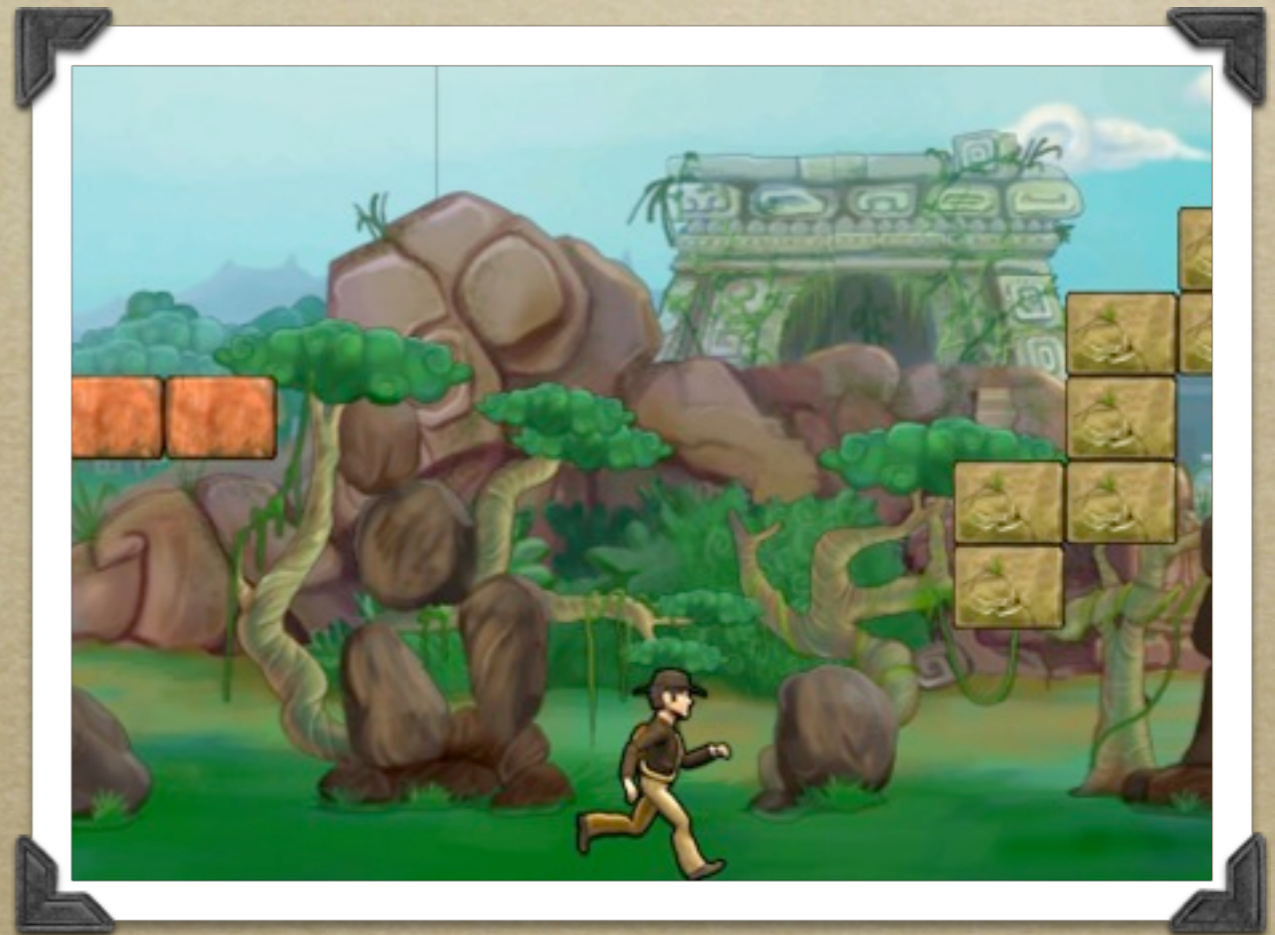
Activites at the Computing and Systems Engineering Dept.

*Pablo Figueroa, PhD
Associate Professor
2011*



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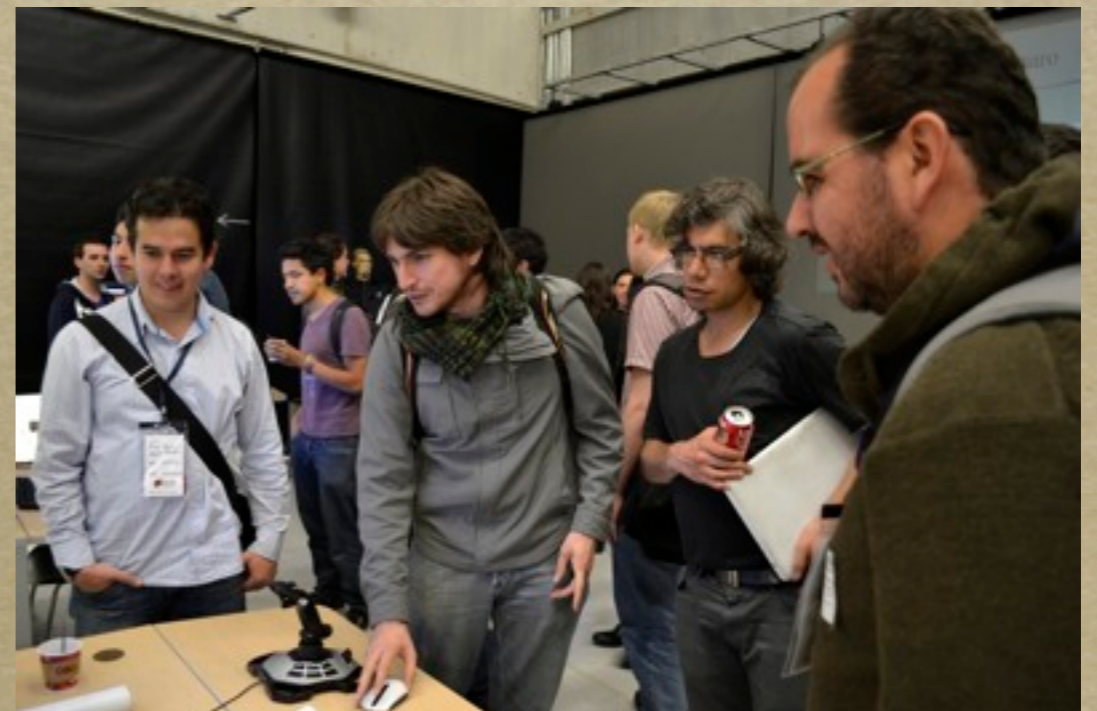
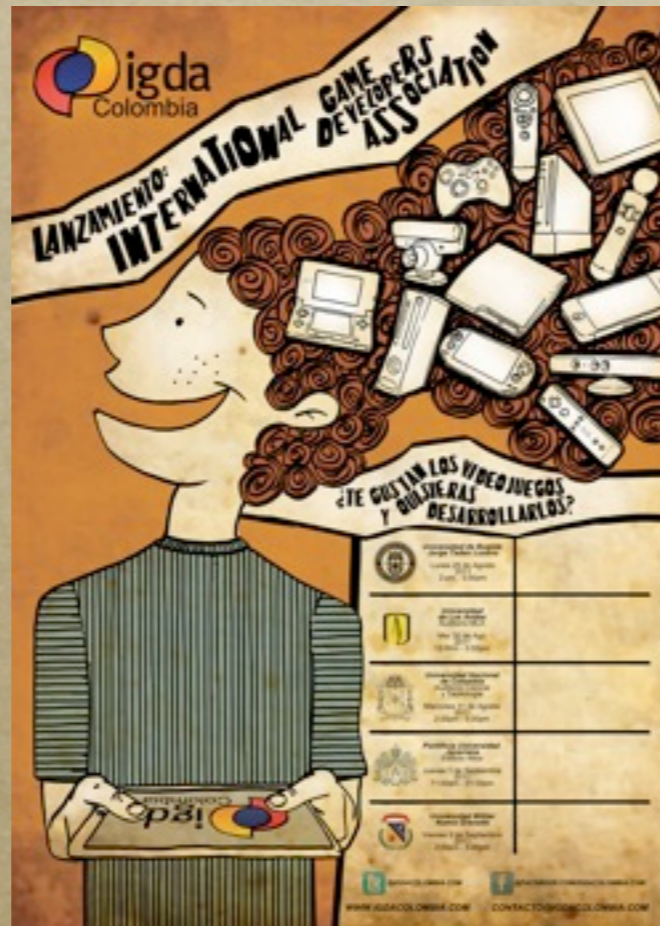
- *Education*
- *Community*
- *Projects*
- *Research*



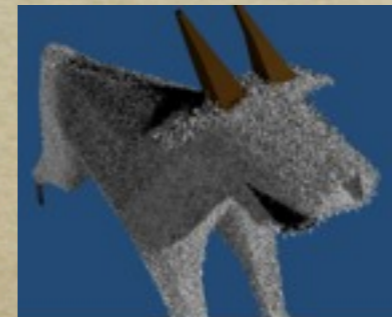
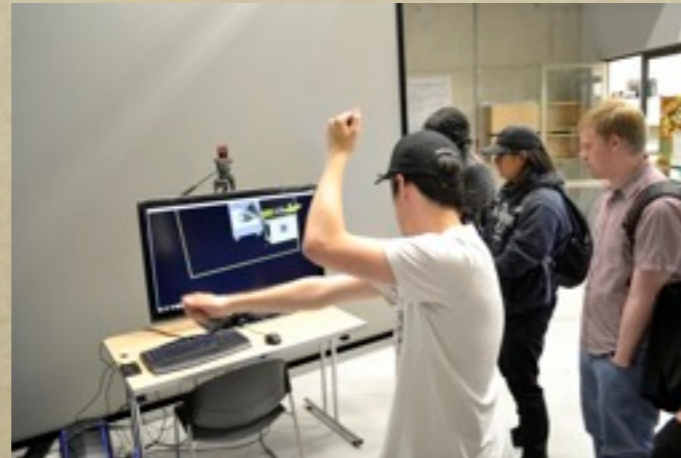
- *Game Development*
 - *Game Engines (2009)*
 - *Summer Course (2010)*
 - *Fall 2011 (synced with a course in Design)*
- *Culture on Videogames*



- *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*
- *~U\$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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