

Department of Electrical Engineering and Computer Science

Fall 2000

Distinguished Lecture Series



Computer Games

University of Michigan
College of Engineering
1013 Dow (North Campus)
3:30 p.m. to 4:30 p.m.



Matt Toschlog, Outrage Entertainment
Lessons Learned: A Post-Mortem of Descent 3 and Fourteen Years of Developing Games
Friday, 9/15/00



Jesyca C. Durchin, Nena Media
Beyond the Chick Flick: The Growing Influence of Women in Entertainment Technology
Friday, 10/13/00



Craig Reynolds, Sony Computer Entertainment America
Reactive Autonomous Characters
Friday, 10/20/00



Jonathan Knight, Activision
The Interactive Entertainment Business
Friday, 11/3/00



Scott Herrington, Turbine Games
Asheron's Call: A case study in developing massively multiplayer games
Friday, 11/10/00



David Krohn, Jellyvision
The Jack Principles of interactive design for creating immersive experiences
Friday, 12/8/00