

Invited Speakers

Game Design and Innovative Inter-disciplinary Industry Opportunities Targeting Societal Impact across UAE and Middle East Educations

Abstract

This talk will discuss games design past, present and future with an emphasis on contributing to optimising AE Nationals' Education targeting Societal Impact via original industry-leading initiatives. Further it will discuss programming of games, with special emphasis on simulation, physics modelling, AI techniques and Methodology applied to gaming, computational intelligence, and physics related computer graphics.

Curriculum Vitae

This speaker for the 6th GAME-ON-ARABIA'2019 is Editor-in-Chief of the Serious Games Journal published by The European Alliance for Innovation (EAI.EU). He is active across game genres internationally, consulting both in academia and industry, and has been plenary keynote, reviewer, and steering/organising chair for other leading game and game-related conferences around the world. He is active as PhD Viva examiner of game-based doctoral thesis as well as European Commission Expert and Funded Project Assessor since 2004. His four-decades of research led to international and national € multimillion funded projects at the turn of the twentieth century and credits include a published patent on method and apparatus; realisation of a game-based industrial company; commercial product; and industrial adoption of product targeting social impact. The resulting product - a computer-feedback game system that utilised bespoke natural interface interactions in healthcare - was subject of scientific investigations whereby a randomized intervention study, reported "the computer feed-back training group showed a marked improvement that was up to 400% in the training specific performance" concluding "a remarkable increase in training specific performance. Clinical Rehabilitation Impact."

A leading contribution was in co-establishing a specific education relating creativity and technology within game-based design strategies across undergraduate, graduate, and doctoral levels. The Medialogy education became the largest recruiter of students (international and national) across three university campuses in Denmark - his specific design resulted in low student drop-outs and high employment of graduates (including student own company industry start-ups - in Games, Virtual Reality, Augmented Reality and more). Under the Medialogy education, he founded, funded, designed, manned and directed the "SensoramaLab Games, Virtual Reality, and Human Behaviour complex" in 2004.



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