

## DIGITAL GAMES RESEARCH CENTER

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*The Liquid Narrative research group uses techniques from Artificial Intelligence, Computer Gaming, Human-Computer Interaction, Virtual Reality and Cognitive Psychology to model narrative aspects of human interaction with computer systems.*



### Co-Directors

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## Exploring the Sciences of Digital Games

The Center for Digital Entertainment is a multi-disciplinary center for investigating the scientific, design, social and educational challenges in the construction of games and games technologies. Faculty from the colleges of Education, Engineering, Design and Humanities and Social Sciences collaborate on a wide range of research and educational initiatives that focus on new modes of interaction in digital game environments.

DGRC initiatives are designed to

- deepen the understanding of the arts and sciences of game development
- enhance the quality of games-related education
- improve the exchange of information between researchers, educators and game development practitioners in North Carolina and across the nation.

Some of the initiatives are

- North Carolina Serious Games Initiative, including the Center's workshops
- Future of Games speaker series—invited talks by local and national leaders in research and development of computer games. Companion series of interview-based podcasts
- Planet Academic web community.