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.

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Exploring the Sciences of Digital Entertainment

The center for digital entertainment is a multi-disciplinary center whose focus investigates the scientific, engineering, social and educational challenges of digital entertainment. 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 entertainment and interaction in digital media.

The goals of the CDE involve national leadership in

- the creation of new knowledge in all aspects of digital entertainment through a world-class research program spanning a range of disciplines relevant to learning, cognition, social interaction
- the design of courses and programs to educate the citizens of North Carolina in the technologies, theories and methods relevant to computer games, their development and their integration into the broad range of social life
- the development of innovative models for academic/industrial cooperation that serve to strengthen our state’s industry and advance the state of the art in game-related research