



Prof. Michael Zyda

Expert in the Future of Video Games



CSA CELEBRITY SPEAKERS

Michael Zyda is Director of the USC GamePipe Laboratory, and a Professor of Engineering Practice in the USC Department of Computer Science. At USC, he created the 'Bachelor of Science' (BA) in Computer Science (Games) and 'Master of Science' (MS) in Computer Science (Game Development) cross-disciplinary degree programs and doubled the incoming undergraduate enrolment of the Computer Science Department. He was the Founding Director of The MOVES Institute, located at the Naval Postgraduate School, Monterey, California and a Professor in the Department of Computer Science at NPS as well.

Michael Zyda opens up the world of virtual reality and 3 dimensional networks

In detail

From 1986 until the formation of the MOVES Institute, he was the Director of the NPSNET Research Group. His research interests include computer graphics, large-scale, networked 3D virtual environments, modelling human and organisational behaviour, interactive computer-generated story, video production, and entertainment games. He holds a lifetime appointment as a National Associate of the National Academies, an appointment made by the Council of the National Academy of Sciences in November 2003. He is a member of the Academy of Interactive Arts & Sciences.

What he offers you

Professor Zyda is a pioneer in the fields of computer graphics, networked virtual environments, modelling and simulation, and defence entertainment collaboration. Drawing upon his considerable expertise Michael offers great insights into the future of computer applications and decision makers from all fields are able to benefit from his highly informative presentations.

How he presents

Professor Zyda's colourful and dynamic presentations combined with his in depth knowledge of future developments, make him one of the most sought after speakers in his field.

Topics

The Future of Computer Games
Virtual Reality
Virtual Environments and Simulation
Human and Organizational Behaviour

Languages

He presents in English.

Want to know more?

Give us a call or send us an e-mail to find out exactly what he could bring to your event.

How to book him?

Simply phone, fax or e-mail us.

Publications

1999

Networked Virtual Environments - Design and Implementation
Advanced Engineering Environments - Achieving the Vision

1997

Modelling and Simulation: Linking Entertainment and Defence
Mobile Agents
Virtual Reality: Scientific and Technological Challenges