



IEEE International Games Innovation Conference · November 2-3, 2011

City of Orange · Chapman University · California USA

Opening Ceremony at 9 am on November 2nd in Sandhu Conference Center on Chapman Campus



Brian Winn
Michigan State University



Ohad Shvueli
Vice President
PrimeSense



Robert Mical
Video Game
Industry Pioneer



Trip Hawkins
Founder, EA
Digital Chocolate



Craig Hampel
Rambus Fellow
Rambus



Dave Durnil
Qualcomm



Susan Bonds
CEO
42 Entertainment



Wolfgang Engel
Confetti Special
Effects



Ben Jun
Cryptography
Research Inc.



Steven Woo
Rambus



Phaedra Boindiris
IBM



Li-Te Cheng
IBM



Adrian Cheok
National University
of Singapore



William Fisher
Quicksilver
Software

Opening Keynote by Trip Hawkins: The Next Big Thing in Games

Advance Registration till October 28 (Single Day and Full Registration) <http://ice-gic.ieee-cesoc.org>

Keynote and Summit Presentations

- The Next Big Thing In Games - Trip Hawkins (Opening Keynote)
- Free Transistors: How Gaming Can Benefit From The Plenty
– Craig Hampel, Rambus (Award Keynote)
- Introducing a 3rd dimension to Natural Interaction
– Ohad Shvueli , PrimeSense
- Security, Complexity, the Future of Games – Ben Jun, Cryptography Research
- ARG - Susan Bonds, 42 Entertainment
- Finding Moments of Play in the Enterprise – Li-Te Cheng, IBM
- Serious Games Untie the Gordian Knot – Phaedra Boindiris, IBM
- The Process of Innovation In Game Design – Brian Winn, MSU
- High Speed Memory for Games – Steven Woo, Rambus
- Keynote by Robert Mical, Pioneer of Video Game Industry
- Innovation and Gaming – The Anytime, Anywhere Player
– Dave Durnil, Qualcomm

Tutorial

- Culture, Learning, Play in Radically Connected Era
– Adrian Cheok, National University of Singapore

Special Sessions

- Advanced Graphics Programming on Next-Gen Mobile Platforms – Wolfgang Engel, Confetti Special Effects
- High Quality Mobile Experience (HQME) IEEE P2200 – William Fisher, Quicksilver Software
- Playing with Reality, Alternate Reality Games, Urban and Serious Play – Patricia Gouveia, Portugal, Jeff Watson, USC
- No Storage - No Games: The Role of Memory and Storage Architectures in Game Design and Performance - Tom Coughlin, Coughlin Associates

Paper Presentations

- Design of Games and Player Modeling
- Learning, Training, Health and Exercise Games
- Lessons from Games and Social Impacts of Games
- Interface Device, Location Awareness and Security

For more information , go to <http://ice-gic.ieee-cesoc.org>

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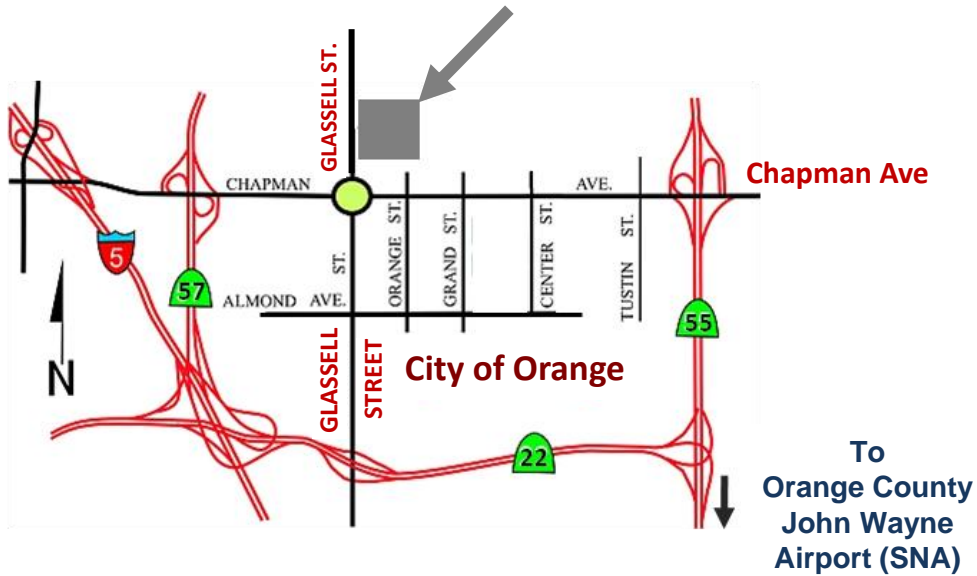
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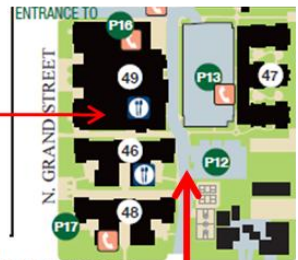
Sandhu Conference Center
Chapman University, City of Orange, CA 92688 USA



Chapman University

Additional parking in
P11 Cypress Lot and
P8 Knott Studios Lot

IGIC 2011 Opening Ceremony
9 am on November 2nd
Sandhu Conference Center
(Entrance on Center Street)



IGIC 2011 Parking in P3 Orange Lot

