When: Tuesday, October 13, 2015: 2:30-3:30 pm
Where: Science and Engineering Building (SEB) #2251

“VIDEO GAMES AS CATALYSTS FOR INTERDISCIPLINARY RESEARCH AND CREATIVE WORK”

Dr. Frank Lee
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Abstract: Video games are ideal catalysts for interdisciplinary research and creative work. This is best reflected in my own work as the founding director of the Entrepreneurial Game Studio at the ExCITe Center, a university-wide multidisciplinary research center at Drexel University. Recent collaborators have included scholars and practitioners from Theater, Psychology, Education, Computer Science, Medicine, Entrepreneurship, and Biomedical Engineering. My work includes a large public installation of Pong and Tetris, games that help kids with ADHD develop better executive functioning, and games that teach arithmetic to elementary and middle school kids. My talk will explore how video games can function as conduits for interdisciplinary collaboration.

Speaker Bio: Dr. Frank J. Lee is an Associate Professor of Digital Media in the Antoinette Westphal College of Media Arts and Design at Drexel University with appointments in Psychology, Computer Science, and Biomedical Engineering. Lee received his Ph.D. in Cognitive Psychology in 2000 from Carnegie Mellon University, and his B.A. in Cognitive Science in 1994 from UC Berkeley. Lee co-founded Drexel’s Game Design Program in 2008, currently ranked as one of the Top 5 Best Game Design Programs in U.S. He is also the founding director of the Entrepreneurial Game Studio at Drexel University, a unique university initiative to teach students entrepreneurship and gaming by helping them to create their own game companies. His past projects have won national and international awards and recognitions and have received extensive media coverage. His most recent project, Skyscraper Tetris, was mentions in over 1500 news stories worldwide with an estimated 2.2 Billion views. It was also recognized as a Guinness World Record as the Largest Architectural Video Game Display. He was selected as one of the 50 most admirable gaming people of 2014 by Polygon, and one of the Top Innovators in Philadelphia by Philadelphia Magazine in 2012.