

## Computer Games & Viz:

If you can't beat them,  
join them.

www

### Panelists:

- Theresa-Marie Rhyne
- Peter Doenges
- Bill Hibbard
- Hanspeter Pfister
- Nate Robins
- Chris Hecker

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How do trends and advances  
in computer games  
impact the  
scientific & information  
visualization community?

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How are visualization displays  
and paradigms influenced by  
interactive user interfaces & visual  
metaphors of game design?

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### Screen Shot from "Virtual U": a simulation game



Virtual U simulates building and managing a University or College.  
Image shown courtesy of the Virtual-U team,  
<http://www.virtual-u.org>

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### Urban Planning Visualization influenced by Computer Games



Image courtesy of Andy Smith of the Centre for Advance Spatial Analysis  
at the University College London,  
(<http://www.casa.ucl.ac.uk/public/meta.htm>).

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Are 3D visual thinking  
and visualization  
hindered or enhanced  
by  
3D computer games?

Chemistry Visualization  
influenced by 3D Game Design

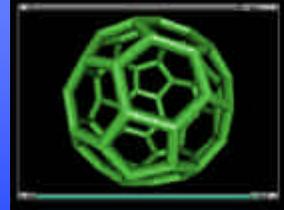


Image shown courtesy of Shawn Sapp, Colorado State University,  
(<http://lamar.colostate.edu/%7Eesasapp/metamol-gallery.html>).

To what extent are  
visualization  
requirements altered by  
computer games driven  
enhancements to major APIs?

How do games' short release  
cycles impact driver stability and  
completeness of driver  
implementations with regard to  
visualization criteria?

Will a computer games focus  
result in a lack of  
advanced rendering features  
that could stifle  
visualization research?

Is there a conflict  
between the acceptable  
levels of accuracy  
& quality of artifacts  
between game development  
versus scientific & information  
visualization?

Will the rapid pace  
associated with computer  
games development be  
compatible or in conflict with  
the requirements of the  
visualization community?

Will the computer games arena  
provide the funding & research  
to improve graphics performance  
for the computer graphics field  
in general & visualization  
specifically?