

Data Science Seminar Series

Wednesday, March 1, 11:30-12:30 pm, virtual/Teams

TITLE

The Intersection of Data Science and Video Games

SPEAKER

Nolan Bushnell (Co-Founder of Atari), Matt deFouw (CEO, Moxy.io), Tony Bickley (CPO, iMoxy)

ABSTRACT

Video Games have been employing Data Science and AI/ML principals from the genesis of the industry. Video Games are a relatively new storytelling medium and an increasingly prevailing source of entertainment in our culture. NPC behavior, environments, and procedural generation are just the start of how Data Science and AI/ML can impact a very important industry.

BIOGRAPHY

Mr. Matt deFouw is a technology visionary with more than 20 years of proven leadership. Matt has been working in the technology sector since 2000 and has always been an enthusiastic evangelist of new technology. As the current CEO of Moxy, Matt is bringing eSports to the masses.

Mr. Nolan Bushnell is an American entrepreneur and businessman. He left a major mark in multiple fields, both related to entertainment. He is best known for the founding of Atari, the massive video game system that ultimately helped to push the video game revolution of the 1980s. However, Bushnell has also enjoyed a variety of other business successes that have left a major mark on America, including with the creation of Chuck E. Cheese. He has been inducted into the Video Game Hall of Fame and was named one of Newsweek's "50 Men Who Changed America". He has started more than 20 companies and is one of the founding fathers of the video game industry.

Mr. Tony Bickley has been instrumental in a great number of well known classic gaming titles over the past 35+ years. Ranging from the Apple II and the Atari 400 to modern PlayStation and mobile platforms, Tony has numerous producer credits in the game industry. As European Head of Konami games development, Tony has had a wide range of successful product launches across a broad array of platforms. Tony's list of delivered titles include everything from Pitfall, Ultima, Pirates!, and Elder Scrolls to Street Fighter 2, Baldur's Gate, Silent Hill and Castlevania. Tony ensures that large-scale projects are delivered on time and on budget with the focus being put on the player. If it's not FUN, it's not a success.

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