On April 12, 2013 undergraduate and graduate students of the Computer Science Department, attended a Research Seminar sponsored by STAIRSTEP on procedural generation of video game content. This presentation was named “Three Topics in Procedural Content Generation” and presented by distinguished speaker Dr. Ian Parberry of University of North Texas.

Once a year, Lamar’s Computer Science STAIRSTEP hosts a Research Seminar. For this seminar STAIRSTEP invited a Computer Science related speaker to give a presentation to students that give further insight into computer science. This year’s distinguished speaker, Dr. Ian Parberry spoke to roughly thirty undergraduate and fifteen graduate students of the CS department. Of these students in attendance, there were seven members of STAIRSTEP. These seven members were Billy Newman, John Tyler, Matthew Williamson, Sean Smith, Tyler Drews, Cody Worth, and Markus Schultz. They all enjoyed the experience and felt the event and information was beneficial.

Dr. Parberry spoke on video game content and current research topics involving game development. Many of the research topics presented brought out the interest of John, Matthew and Tyler. They all had similar feelings that, “there are a ton of research opportunities in procedural generated game content,” said Matthew. While the others thought he explained “certain technical aspects of the computer science field vs. game creation field,” said Sean.