

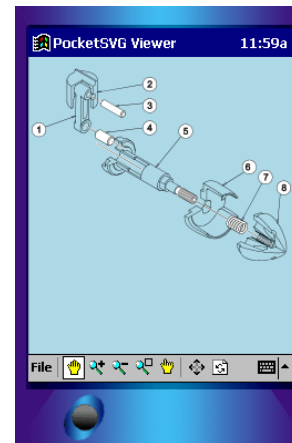
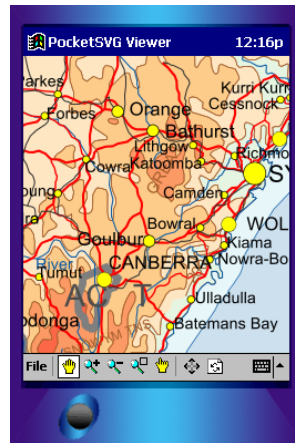
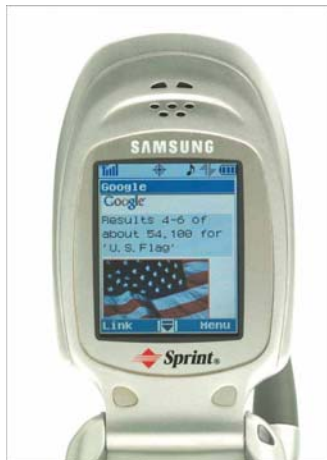


# **CS MQP Interests 2007-2008**

by Emmanuel Agu

# Outline of Talk

- Two topics:
  - Perceptual issues in games
  - Energy efficient game engine on mobile devices



## MQP 1: Perceptual Issues

- Question: how do various graphics/visual effects affect playability/outcome of games
- Answer through experiments:
  - Study architecture of available game engine (e.g. C4)
  - Change lighting
  - Add fog
  - Add smoke
  - Vary resolution
  - Substitute textures with images
  - Many variables!! Which one affect players most?

## MQP 2: Power consumption

- Game engines optimized for speed, image quality
- Battery energy is main mobile problem on
- **MQP focus:** reduce energy usage of game engine
  - Understand energy usage of game engine's parts
  - Strategies to reduce the game engine's energy consumption

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