

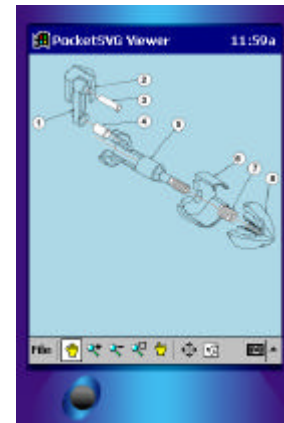
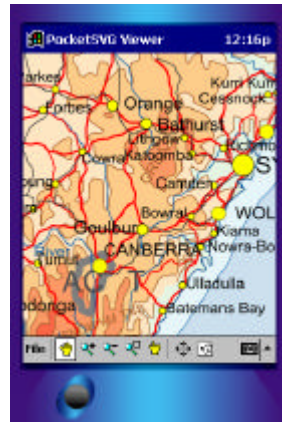


# **IMGD MQP Interests 2007-2008**

by Emmanuel Agu

# Outline of Talk

- My Target: 1 IMGD MQP
- Area:
  - Energy efficient game engine on mobile devices





## Power consumption

- Game engines optimized for speed, image quality
- Battery energy is main mobile problem on
- **MQP focus:** reduce energy usage of game engine
  - Study architecture of available game engine (e.g. C4)
  - Understand energy usage of game engine's parts
  - Strategies to reduce the game engine's energy consumption



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