**Professor Ian Parberry**  
Department of Computer Science and Engineering  
ACM Distinguished Scientist  
Game Development, Procedural Content Generation  
Research Group: 4 Ph.D. Students

**Procedural Content Generation**
- Generation of realistic content for video games using minimal computational resources
- Real-time generation of infinite terrain
- Generation and solution of puzzle instances.
- Procedural texture generation
- RPG quest generation
- RPG economics
- Procedural meteorology