

Andrew Nealen

Computer Science and Engineering
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Prof. Dr.-Ing. Andrew Nealen
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RESEARCH INTERESTS Computational modeling in games, game programming and design, computer aided game design, computer graphics, interactive techniques, geometric modeling, human perception, computer animation, physically-based modeling, artificial intelligence and evolutionary computation, game technology

CURRENT POSITION(S) Assistant Professor of Computer Science at NYU
Co-director of the NYU Game Innovation Lab

EDUCATION

- ◇ **Technische Universität Berlin**, Germany.
Ph.D. (Dr.-Ing.) in Computer Science (Summa Cum Laude), 2003 – September 2007. Thesis title: *Algorithms and Interfaces for the Creation, Modification and Optimization of Surface Meshes*.
- ◇ **University of British Columbia**, Canada.
Fall 2001 – Spring 2002. Graduate Computer Science studies.
- ◇ **Technische Universität Darmstadt**, Germany.
M.Sc. (Dipl.-Inform.) in Computer Science, 1999 – May 2003.
Thesis title: *Hybrid Texture Synthesis*.
- ◇ **Technische Universität Darmstadt**, Germany.
Spring 1997 – Summer 1999. Graduate studies in Material Science.
- ◇ **Technische Universität Darmstadt**, Germany.
M.Sc. (Dipl.-Ing.) in Civil Engineering (Structural Engineering and Architecture), 1989 – 1996. Thesis title: *Energy Conserving Construction Design*.

GRANTS

- ◇ NSF grant for research on *General Intelligence through Algorithm Invention and Selection* (\$427,000, co-PI with PI Julian Togelius (50/50 split of funds), start: september 2017, finish: august 2020)
- ◇ Honda Research Institute (HRI) sponsored grant for research on *Cooperative Design Innovation Games* (\$270,792, solo PI, start: march 2017, finish: february 2020)
- ◇ SoftBank Group Corp. sponsored grant for research on extracting *3D Modeled, Rigged, and Animated Characters from 2D Video* (\$664,020, solo PI, start: september 2016, finish: august 2019)

- ◇ Winston Foundation grant for the development of *Game Design for Citizen Science* (\$75,000, co-PI with Frank Lantz, start: jan 2015, finish: dec 2015)
- ◇ *Goddard Junior Faculty Fellowship* (\$4,000, start: july 2014, finish: july 2015)
- ◇ NSF grant for research on *Thermodynamic Cycles and Relaxation Timescales in Surface Hybridization* (\$53,934 total funds for my lab, co-PI with PI Rastislav Levicky, start: may 2013, finish: may 2014)
- ◇ NSF grant for research on *Dynamic Skeletal Part Hierarchies for Sketching 3D Shapes and Their Animations* (\$499,272 total (\$363,110 at Rutgers + \$136,162 at NYU), solo PI, start: september 2009, finish: august 2014)

AWARDS
AND
SCHOLARSHIPS

- ◇ *Best Paper Award* for the paper *Exploring Game Space Using Survival Analysis at Foundations of Digital Games* (June 2015)
- ◇ *Apple Design Award 2011* for *Osmos* (June 2011)
- ◇ Awarded *iPad Game of the Year* for *Osmos* by Apple Computer Inc. (December 2010)
- ◇ Awarded *best of show* and *most fun/compelling* at IndieCade for videogame *Osmos* (October 2009)
- ◇ D2D vision award at the Independent Games Festival (IGF) for videogame *Osmos* (March 2009)
- ◇ INI-GraphicsNet best paper award (2006)
- ◇ JSPS scholarship for research at The University of Tokyo, Japan (2005)
- ◇ INI-GraphicsNet best thesis award (2003)
- ◇ DAAD graduate scholarship for the University of British Columbia (2001/2002)
- ◇ Highest ranked graduate student in Civil Engineering, TU Darmstadt (1997)

PUBLICATIONS
(NAMES OF MY
GRADUATE
STUDENTS
UNDERLINED)

Google Scholar Page

<https://scholar.google.com/citations?user=YjpanIYAAAAJ>

Journal papers (11)

[J11] Aaron Isaksen, Christoffer Holmgård, Julian Togelius, and Andy Nealen. Characterising Score Distributions in Dice Games. *Game and Puzzle Design*. vol. 2, no. 1, 2016, pp. 24–37. <http://game.engineering.nyu.edu/characterizing-dice-games/>

[J10] Aaron Isaksen, Mehmet Ismail, Steven J. Brams, and Andy Nealen. Catch-up: A Game In Which the Lead Alternates. *Game and Puzzle Design*. vol. 1, no. 2, 2015, pp 38–49. <http://game.engineering.nyu.edu/projects/catch-up/>

[J9] Ming Jin, Dan Gopstein, Yotam I. Gingold and Andrew Nealen. Animesh: Interleaved Animation, Modeling and Editing. *ACM Transactions on Graphics (SIGGRAPH Asia)*. Vol. 34, Issue 6, 2015, pp. 207:1-207:8. <http://game.engineering.nyu.edu/projects/animesh/>

- [J8] Timothy Gerstner, Adam Finkelstein, Marc Alexa, Doug DeCarlo, Yotam I. Gingold and Andrew Nealen. Pixelated Image Abstraction with Integrated User Constraints. *Computers & Graphics*. Vol. 37, Issue 5, 2013, pp. 333–347.
- [J7] Péter Borosán, Ming Jin, Doug DeCarlo, Yotam I. Gingold and Andrew Nealen. RigMesh: Automatic Rigging for Part-Based Shape Modeling and Deformation. *ACM Transactions on Graphics (SIGGRAPH Asia)*, Vol. 31, Issue 6, 2012, pp. 198:1–198:9. <http://game.engineering.nyu.edu/rigmesh/>
- [J6] Adrian Secord, Jingwan Lu, Adam Finkelstein, Manish Singh and Andrew Nealen. Perceptual Models of Viewpoint Preference. *ACM Transactions on Graphics*, Vol. 30, Issue 5, 2011, pp. 109:1–109:12.
- [J5] Kenshi Takayama, Olga Sorkine, Andrew Nealen and Takeo Igarashi. Volumetric Modeling with Diffusion Surfaces. *ACM Transactions on Graphics (SIGGRAPH Asia)*, Vol. 29, Issue 6, 2010, pp. 180:1–180:8. <https://www.youtube.com/watch?v=gFQKMCF2jqs>
- [J4] Johannes Zimmermann, Andrew Nealen and Marc Alexa. Sketching Contours. *Computers & Graphics*, 32(5):486–499, 2008.
- [J3] Andrew Nealen, Takeo Igarashi, Olga Sorkine and Marc Alexa. Fiber-Mesh: Designing Freeform Surfaces with 3D Curves. *ACM Transactions on Graphics (Proceedings of ACM SIGGRAPH)*, 26(3), article no. 41, 2007. <https://www.youtube.com/watch?v=W0XGkS7zebo>
- [J2] Andrew Nealen, Olga Sorkine, Marc Alexa and Daniel Cohen-Or. A Sketch-Based Interface for Detail-Preserving Mesh Editing. *ACM Transactions on Graphics (Proceedings of ACM SIGGRAPH)*, 24(3):1142–1147, 2005. <https://www.youtube.com/watch?v=EMx6yNe23ug>
- [J1] Andrew Nealen, Matthias Müller, Richard Keiser, Eddy Boxerman and Mark Carlson. Physically-Based Deformable Models in Computer Graphics. *Computer Graphics Forum*, 25(4):809–836, 2006.

Refereed proceedings (27)

- [C27] Fernando de Mesentier Silva, Scott Lee, Julian Togelius, and Andy Nealen. AI-based Playtesting of Contemporary Board Games. To appear in Proceedings of Foundations of Digital Games (FDG), 2017.
- [C26] Tiago Machado, Andy Nealen, and Julian Togelius. SeekWhence: A Retrospective Analysis Tool for General Game Design. To appear in Proceedings of Foundations of Digital Games (FDG, Short Papers), 2017.
- [C25] Aaron Isaksen, Drew Wallace, Adam Finkelstein, and Andy Nealen. Simulating Strategy and Dexterity for Puzzle Games. To Appear in Proceedings of the IEEE Conference on Computational Intelligence and Games (CIG). IEEE (2017).
- [C24] Frank Lantz, Aaron Isaksen, Alexander Jaffe, Andy Nealen, and Julian Togelius. Depth in Strategic Games. Proceedings of the AAAI *What's Next for AI in Games?* Workshop, 2017, pp. 967–974.

- [C23] Fernando de Mesentier Silva, Scott Lee, Julian Togelius, and Andy Nealen. AI as Evaluator: Search Driven Playtesting of Modern Board Games. Proceedings of the AAAI *What's Next for AI in Games?* Workshop, 2017, pp. 959–966.
- [C22] Andre Mendes, Andy Nealen, and Julian Togelius. Hyper-Heuristic General Video Game Playing. Proceedings of IEEE Computational Intelligence and Games (CIG) 2016.
- [C21] Fernando de Mesentier Silva, Aaron Isaksen, Julian Togelius, and Andy Nealen. Generating Heuristics for Novice Players. Proceedings of Computational Intelligence and Games (CIG). IEEE (2016).
- [C20] Matt Stanton, Sascha Geddert, Adrian Blumer, Paul Hormis, Andy Nealen, Seth Cooper, and Adrien Treuille. Large-scale finite state game engines. Proceedings of the Eurographics/ACM SIGGRAPH Symposium on Computer Animation 2016, pp. 221–229.
- [C19] Aaron Isaksen and Andy Nealen. A Statistical Analysis of Player Improvement and Single-Player High Scores. Proceedings of DiGRA/FDG 2016.
- [C18] Tiago Machado, Ivan Bravi, Zhu Wang, Andy Nealen, and Julian Togelius. Shopping for Game Mechanics. Proceedings of the 2016 FDG Workshop on Procedural Content Generation.
- [C17] Ahmed Khalifa, Aaron Isaksen, Julian Togelius and Andy Nealen. Modifying MCTS for Human-like General Video Game Playing. Proceedings of IJCAI, 2016, pp. 2514–2520.
- [C16] Aaron Isaksen, Julian Togelius, Frank Lantz, and Andy Nealen. Playing Games Across the Superintelligence Divide. Thirtieth AAAI Conference on Artificial Intelligence (AAAI-16) Workshop on AI, Ethics, and Society, 2016, pp. 89–97.
- [C15] Aaron Isaksen and Andy Nealen. Comparing Player Skill, Game Variants, and Learning Rates with Survival Analysis. In *Player Modeling Workshop at the AAAI Conference on Artificial Intelligence and Interactive Digital Entertainment (AIIDE)*, November 2015, pp. 15–21.
- [C14] Aaron Isaksen, Dan Gopstein, Julian Togelius, and Andy Nealen. Discovering Unique Game Variants. In proceedings of *Computational Creativity and Games Workshop*, Sixth International Conference on Computational Creativity (ICCC) 2015, July 2015.
- [C13] Aaron Isaksen, Dan Gopstein, and Andy Nealen. Exploring Game Space Using Survival Analysis. In proceedings of *Foundations of Digital Games (FDG) 2015*, June 2015. **Best Paper Award** <http://www.fdg201high5.org/program.html#bpa>. Demo <http://game.engineering.nyu.edu/projects/exploring-game-space/>
- [C12] Andy Nealen. Ascension: a Case Study in Deckbuilding Games. *Digital Games Research Association (DiGRA) 2013*, August 2013.

- [C11] Timothy Gerstner, Adam Finkelstein, Marc Alexa, Doug DeCarlo, Yotam I. Gingold and Andrew Nealen. Pixelated Image Abstraction. In proceedings of *International Symposium on Non-Photorealistic Animation and Rendering (NPAR)*, June 2012, pp. 29–36.
- [C10] Andrew Nealen, Adam Saltsman and Eddy Boxerman. Towards Minimalist Game Design. In proceedings of *Foundations of Digital Games (FDG)*, 2011, pp. 38–45.
- [C9] Péter Borosán, Reid Howard, Shaoting Zhang and Andrew Nealen. Hybrid Mesh Editing. In proceedings of *Eurographics (Short Papers)*, 2010, pp. 41–44.
- [C8] Shaoting Zhang, Andrew Nealen and Dimitris Metaxas. Skeleton Based As-Rigid-As-Possible Volume Modeling. In proceedings of *Eurographics (Short Papers)*, 2010, pp. 21–24.
- [C7] Andrew Nealen, Justus Pett, Marc Alexa and Takeo Igarashi. GridMesh: fast and high quality 2D Mesh generation for interactive 3D shape modeling. In *IEEE International Conference on Shape Modeling and Applications, 2009 (SMI 2009)*., 155–162, 2009.
- [C6] Johannes Zimmermann, Andrew Nealen and Marc Alexa. SilSketch: Automated Sketch-Based Editing of Surface Meshes. In *4th Eurographics Workshop on Sketch-Based Interfaces and Modeling*, 23–30, 2007.
- [C5] Andrew Nealen, Takeo Igarashi, Olga Sorkine and Marc Alexa. Laplacian Mesh Optimization. *ACM GRAPHITE*, 381–389, 2006.
- [C4] Anders Adamson, Marc Alexa and Andrew Nealen. Adaptive Sampling of Intersectable Models Exploiting Image and Object-space Coherence. *ACM SIGGRAPH Symposium on Interactive 3D Graphics and Games*, 2005, pp. 171–178.
- [C3] Matthias Müller, Richard Keiser, Andrew Nealen, Mark Pauly, Markus Gross and Marc Alexa. Point Based Animation of Elastic, Plastic and Melting Objects. In *ACM SIGGRAPH / Eurographics Symposium on Computer Animation*, 141–151, 2004.
- [C2] Andrew Nealen and Marc Alexa. Fast and High Quality Overlap Repair for Patch-Based Texture Synthesis. In *Computer Graphics International*, 2004, pp. 582–585.
- [C1] Andrew Nealen and Marc Alexa. Hybrid Texture Synthesis. In *Eurographics Symposium on Rendering*, 97–105, 2003.

Online Research (arXiv.org) Articles (2)

- [I2] Adam Summerville, Sam Snodgrass, Matthew Guzdial, Christoffer Holm-grd, Amy K. Hoover, Aaron Isaksen, Andy Nealen, and Julian Togelius. Procedural Content Generation via Machine Learning (PCGML). February 2017. <https://arxiv.org/abs/1702.00539>.

[I1] Michael Cook, Mirjam Eladhari, Andy Nealen, Mike Treanor, Eddy Boxerman, Alex Jaffe, Paul Sottosanti, and Steve Swink. PCG-Based Game Design Patterns. October 2016. <https://arxiv.org/abs/1610.03138>.

Book Chapters (2)

[B2] Andrew Nealen and Marc Alexa. The Creation and Modification of 3D Models Using Sketches and Curves. In *Sketch-Based Interfaces and Modeling*, Springer Berlin Heidelberg, DOI 10.1007/978-1-84882-812-4 (2011).

[B1] Marc Alexa and Andrew Nealen. Mesh Editing Based on Discrete Laplace and Poisson Models. In *Advances in Computer Graphics and Computer Vision*, Springer Berlin Heidelberg, DOI 10.1007/978-3-540-75274-5 (2008).

Games (4)

[G4] Eddy Boxerman, Dave Burke, Kun Zhang, and Andy Nealen. Osmos Multiplayer. Published on *iOS*, (2012). <https://itunes.apple.com/us/app/osmos/id382991304>

[G3] Andy Nealen and Rupert Helbig. Grow21. Published under a Creative Commons Attribution-NonCommercial-ShareAlike 3.0 Unported License. tabletop, (2011). http://www.nealen.net/projects/grow21_rules.pdf

[G2] Eddy Boxerman, Dave Burke, Aaron Barsky, Kun Zhang, and Andy Nealen. Osmos Mobile. Published on *iOS*, (2010). <https://itunes.apple.com/us/app/osmos/id382991304>

[G1] Eddy Boxerman, Dave Burke, Kun Zhang, and Andy Nealen. Osmos. Published on *Steam* PC/Mac OS/Linux, (2009/2010). <http://store.steampowered.com/app/29180/>

Technical reports (2)

[T2] Andrew Nealen and Olga Sorkine. A note on boundary constraints for linear variational surface design. Technical Report, TU Berlin, 2007.

[T1] Andrew Nealen. An as-short-as-possible introduction to the least squares, weighted least squares and moving least squares methods for scattered data approximation and interpolation. Technical Report, TU Darmstadt, 2004.

Online Articles (2)

[O2] Andrew Nealen. My Tabletop Games of 2014. Medium, 2014. <https://medium.com/board-games/my-tabletop-games-of-2014-e4f8d903ffab>

[O1] Andrew Nealen. The 10 Best Board Games of 2013. Paste, 2013. <http://www.pastemagazine.com/blogs/lists/2013/12/the-10-best-boardgames-of-2013.html>

Material science (5)

[M5] Peter Grübl, Andrew Nealen and Norbert Schmidt. Concrete made from recycled aggregate: experiences from the building project Waldspirale. In *Darmstadt Concrete – Annual Journal 14*, TU Darmstadt, 1999.

[M4] Peter Grübl and Andrew Nealen. Construction of an office building using concrete made from recycled demolition material. In *Symposium on sustainable construction*, University of Dundee, 1998.

[M3] Andrew Nealen and Sven Schenk. The Influence of recycled aggregate core moisture on freshly mixed and hardened concrete properties. In *Darmstadt Concrete – Annual Journal 13*, TU Darmstadt, 1998.

[M2] Christoph Lemmer, Markus Rühl and Andrew Nealen. Correction of consistency of concrete made with aggregates from concrete rubble. In *Darmstadt Concrete – Annual Journal 13*, TU Darmstadt, 1998.

[M1] Andrew Nealen and Markus Rühl. Consistency aspects in the production of concrete using aggregates from recycled demolition material. In *Darmstadt Concrete – Annual Journal 12*, TU Darmstadt, 1997.

WORK EXPERIENCE

- ◇ **Assistant Professor of Computer Science**
NYU Tandon School of Engineering (September 2012 – Today)
- ◇ **Core Team Member**
Hemisphere Games (September 2007 – Today)
- ◇ **Assistant Professor of Computer Science**
Rutgers University (September 2008 – July 2012)
- ◇ **Game Designer/Programmer**
Area/Code (September 2010 – May 2011)
- ◇ **Postdoctoral Researcher and Lecturer**
Technische Universität Berlin (October 2007 – August 2008)
Teaching: game design and programming
- ◇ **Research Assistant, Teaching Assistant and PhD Student**
Technische Universität Darmstadt and
Technische Universität Berlin (June 2003 – September 2007)
Teaching: introductory and advanced computer graphics, linear algebra
- ◇ **Software Developer**, Signal 7, Darmstadt, Germany (May 2002 - May 2003)
Red Bull Web-based Content Management System (www.redbull.de)
Java J2EE/XML/XSL module development for a worldwide operating intranet system
- ◇ **Research and Teaching Assistant**
Imager Computer Graphics Lab, UBC (September 2001 – April 2002)
Research: port of existing graphics demo software to SGI OS
Teaching: advanced software engineering, Java server programming

- ◇ **Software Developer**, Signal 7, Darmstadt, Germany (April 2000 - August 2001) Java module development for various content management systems
- ◇ **Research Assistant, Teaching Assistant and PhD Student**
Technische Universität Darmstadt (July 1997 – September 1999)
Teaching: material science, material mechanics, concrete construction
Research: material science, concrete construction, concrete recycling
- ◇ **Engineering/Architectural Consultant**
Reuter Architects and Engineers, Idstein, Germany (July 1989 - June 1997)
Worked in all key areas of construction planning, execution and management
Design, construction and maintenance of bridges, urban housing, and industrial buildings.

GRADUATE
AND
UNDER-
GRADUATE
CLASSES
TAUGHT

- ◇ **CS-GY 6553 / CS-UY 4553 Game Design**, Spring 2017, Enrollment: 28, Cross-listed Class, NYU
- ◇ **CS-GY 6553 / CS-UY 4553 Game Design**, Spring 2016, Enrollment: 23, Cross-listed Class, NYU
- ◇ **CS-GY 6533 / CS-UY 4533 Interactive Computer Graphics**, Spring 2016, Enrollment: 37, Cross-listed Class, NYU
- ◇ **CS-GY 9223 Game Design Research**, Fall 2015, Enrollment: 9, Graduate Seminar, NYU
- ◇ **CS-GY 9223 Game Design for Citizen Science**, Spring 2015, Enrollment: 12, Graduate Class, NYU
- ◇ **CS-GY 6553 / CS-UY 4553 Game Design**, Spring 2015, Enrollment: 16, Cross-listed Class, NYU
- ◇ **CS-GY 6533 / CS-UY 4533 Interactive Computer Graphics**, Fall 2014, Enrollment: 25, Cross-listed Class, NYU
- ◇ **CS 9223 Minimalist Game Design**, Spring 2014, Enrollment: 10, Cross-listed Class, NYU
- ◇ **CS 6533 Interactive Computer Graphics**, Fall 2013, Enrollment: 15, Cross-listed Class, NYU Poly
- ◇ **CS 9223 Minimalist Game Design**, Spring 2013, Enrollment: 13, Cross-listed Class, NYU Poly
- ◇ **CS 6533 Interactive Computer Graphics**, Fall 2012, Enrollment: 32, Cross-listed Class, NYU Poly
- ◇ **CS 672 Video Game Design and Programming**, Spring 2012, Enrollment: 16, Cross-listed Class, Rutgers
- ◇ **CS 523 Computer Graphics: Shape Modeling**, Spring 2011, Enrollment: 16, Graduate Class, Rutgers
- ◇ **CS 428 Introduction to Computer Graphics**, Fall 2010, Enrollment: 30, Cross-listed Class, Rutgers

- ◇ **CS 672 Video Game Programming and Design**, Spring 2010, Enrollment: 16, Cross-listed Class, Rutgers
- ◇ **CS 428 Introduction to Computer Graphics**, Fall 2009, Enrollment: 30, Cross-listed Class, Rutgers
- ◇ **CS 500 Computer Science Seminar: Computer Graphics: Modeling, Animation and Games**, Fall 2009, Enrollment: 8, Graduate Seminar, Rutgers
- ◇ **CS 195 Honors Seminar in Computer Science: Video Game Design**, Spring 2009, Enrollment: 12, Undergraduate Seminar, Rutgers
- ◇ **CS 523 Computer Graphics: Shape Modeling**, Spring 2009, Enrollment: 18, Graduate Class, Rutgers
- ◇ **0433 L 370 Game Programming**, Summer 2008, Enrollment: 16, Undergraduate Class, TU Berlin
- ◇ **0433 L 370 Game Programming**, Winter 2007/08, Enrollment: 16, Undergraduate Class, TU Berlin
- ◇ **0433 L 370 Game Programming**, Summer 2007, Enrollment: 16, Undergraduate Class, TU Berlin
- ◇ **Rodrigo Canaan**: Computational Co-creativity in Games. NYU, PhD Thesis, Expected Graduation: fall 2021
- ◇ **Crystal Butler**: Expressive 3D Human Avatars for Rehabilitation. NYU, PhD Thesis, Expected Graduation: fall 2021
- ◇ **Zhu Wang**: Extracting Rugged + Animated Shapes from Video. NYU, PhD Thesis, Expected Graduation: fall 2020 (Co-advisor: Prof. Ken Perlin, NYU)
- ◇ **Ahmed Khalifa**: Human-like General Video Game Playing. NYU, PhD Thesis, Expected Graduation: fall 2019 (Co-advisor: Prof. Julian Togelius, NYU)
- ◇ **Andre Mendes**: Hyper-Heuristic General Video Game Playing. NYU, PhD Thesis, Expected Graduation: fall 2019 (Co-advisor: Prof. Julian Togelius, NYU)
- ◇ **Tiago Machado**: Interfaces for Sketching Games and Mechanics. NYU, PhD Thesis, Expected Graduation: fall 2019 (Co-advisor: Prof. Julian Togelius, NYU)
- ◇ **Dan Gopstein**: Human Perception of Code Complexity. NYU, PhD Thesis, Expected Graduation: fall 2019 (Co-advisor: Prof. Justin Cappos, NYU)
- ◇ **Fernando Silva**: Computational Design of Human-Readable Heuristics for Games. NYU, PhD Thesis, Expected Graduation: fall 2018
- ◇ **Ming Jin**: User Interfaces for Rugged Character Animation. NYU, PhD Thesis, Expected Graduation: fall 2017
- ◇ **Aaron Isaksen** (graduated): Computational Modeling for Computer Aided Game Design. NYU, PhD Thesis, April 2017. Winner of the Pearl Brownstein Doctoral Research Award.

PHD
STUDENTS
ADVISED

- ◇ **Peter Borosan** (graduated): Automatic Meshing and Rigging for the Creation and Deformation of 3D Shapes. Rutgers University, PhD Thesis, 2013 (now at Google)
- ◇ **Adrian Secord** (graduated): Creating collections and evaluating viewpoints: Selection techniques for interface design. New York University, PhD Thesis, September 2010 (Co-advisor: Prof. Denis Zorin, NYU) (now at Google)

POSTDOCTORAL
FELLOWS

- ◇ **Christoph Salge**: Empowerment in Artificial Intelligence. 2016–Today.
- ◇ **Christoffer Holmgard**: Human-Like Computational Playing and Playtesting using MCTS. 2016-2017 (Assistant Professor at Northeastern University starting fall 2017)
- ◇ **Bert Buchholz**: Virtual Camera Control and Teaching with Games. 2013-2014 (now Postdoctoral fellow at TU Delft)
- ◇ **Yotam Gingold**: Interfaces and Algorithms for Meshing and Modeling Shapes. 2011-2012 (now Assistant Professor at GMU)

MSC
STUDENTS
ADVISED

- ◇ **Scott Lee**: AI for tabletop and video game design, M.Sc. Thesis, Expected Graduation: fall 2017 (Co-advisor: Prof. Julian Togelius, NYU)
- ◇ **Daniel Zhang**: Inducing Cooperation Through Virtual Reality. NYU, M.Sc. Thesis, May 2017
- ◇ **Timothy Gerstner**: Pixelated Image Abstraction. Rutgers University, M.Sc. Thesis, March 2013 (now at Google)
- ◇ **Reid Howard**: Hybrid Mesh Editing. Rutgers University, M.Sc. Thesis, March 2011
- ◇ **Kristian Bergmann**: User Interfaces Based on a Handheld Projection Screen. TU Berlin, M.Sc. Thesis (Dipl.-Inform.), March 2009 (Co-advisor: Prof. Marc Alexa, TU Berlin)
- ◇ **Justus Pett**: Sketching Meshes. TU Berlin, M.Sc. Thesis (Dipl.-Inform.), May 2008 (Co-advisor: Prof. Marc Alexa, TU Berlin)
- ◇ **Johannes Zimmermann**: Automated, Sketch Based Editing of Triangle Meshes. TU Berlin, M.Sc. Thesis (Dipl.-Inform.), July 2007 (Co-advisor: Prof. Marc Alexa, TU Berlin)
- ◇ **Falk Schaub**: Real-Time Shadow Rendering using Image and Object Space Techniques. TU Darmstadt, M.Sc. Thesis (Dipl.-Inform.), October 2004 (Co-advisor: Prof. Marc Alexa, TU Darmstadt)
- ◇ **Paulo Goncalves**: Simulating Landslides on the GPU. TU Darmstadt, M.Sc. Thesis (Dipl.-Ing.), October 2004 (Co-advisors: Prof. Stefan Schäfer, TU Darmstadt; Prof. Marc Alexa, TU Darmstadt)
- ◇ **Sven Schenk**: The Influence of recycled aggregate core moisture on freshly mixed and hardened concrete properties. TU Darmstadt, M.Sc. Thesis (Dipl.-Ing.), October 1998 (Co-advisor: Prof. Peter Grübl)

- ◇ **Norbert Schmidt:** Concrete made from recycled aggregate: Experiences from the building project Waldspirale. TU Darmstadt, M.Sc. Thesis (Dipl.-Ing.), October 1999 (Co-advisor: Prof. Peter Grübl)

UNDERGRADUATE
STUDENTS
ADVISED

- ◇ **Christian Appelt:** Real-Time 3D Vehicle Simulation. TU Berlin, Undergraduate Thesis, August 2007 (Co-advisor: Prof. Marc Alexa, TU Berlin)
- ◇ **Julien Koenen:** Image Space Smoothies for Real-Time Shadow Rendering on the GPU. TU Darmstadt, Undergraduate Thesis, February 2006 (Co-advisor: Prof. Marc Alexa, TU Darmstadt)

THESIS
COMMIT-
TEES

- ◇ **Xiaofeng Mi:** Robust, Representation and Depiction of 2D Shapes using Parts, Ph.D. Thesis, Rutgers University, 2010, Advisor: Doug DeCarlo
- ◇ **David Harmon:** Robust, Efficient, and Accurate Contact Algorithms, Ph.D. Thesis, Columbia University, 2010, Advisor: Eitan Grinspun
- ◇ **Yotam Gingold:** 2D-Centric Interfaces and Algorithms for 3D Modeling, Ph.D. Thesis, New York University, 2009, Advisor: Denis Zorin

RESEARCH
VISITS

- ◇ The University of Tokyo, research visit, Autumn 2005. Interactive mesh construction, editing and optimization (with Takeo Igarashi).
- ◇ Tel Aviv University, research visit, Autumn 2004. Sketch based modeling and interactive shape editing interfaces (with Olga Sorkine and Daniel Cohen-Or).
- ◇ ETH Zürich, research visit, January 2004. Point Based Animation of Elastic, Plastic and Melting Objects (with Matthias Müller, Richard Keiser, Mark Pauly and Markus Gross).

PROFESSIONAL
ACTIVITIES

Editorial (3)

- ◇ *Society for the Advancement of the Science of Digital Games (SASDG)*, organizers of the *Foundations of Digital Games* (FDG) conference, Board Member (since March 2017)
- ◇ *Practice: The Journal of Game Design*, NYU Press, Editor-in-Chief (EIC), (work-in-progress)
- ◇ *The Journal of Puzzle & Game Design*, <http://www.cameronius.com/gapd/>, Editorial Panel

Conference Program Co-Chair (6)

- ◇ IEEE Computational Intelligence in Games 2017, General co-chair
- ◇ BIRS Workshop on Computational Modeling in Games 2016, Co-organizer
- ◇ Foundations of Digital Games 2015, Game Technology Track Chair
- ◇ Foundations of Digital Games 2012, Game Design Track Chair
- ◇ IndieCade Conference 2011, Culver City, Los Angeles
- ◇ 2011 Symposium on Sketch Based Interfaces and Modeling, Vancouver, Canada

International Program Committee member (32)

- ◇ SIGGRAPH Asia 2017 Technical Briefs and Posters
- ◇ Eurographics Symposium on Geometry Processing 2017
- ◇ ACM SIGGRAPH/Eurographics Symposium on Computer Animation 2017
- ◇ SIGGRAPH 2016 Technical Papers
- ◇ Eurographics 2016 Papers
- ◇ ACM SIGGRAPH/Eurographics Symposium on Computer Animation 2015
- ◇ SIGGRAPH Asia 2014 Technical Briefs and Posters
- ◇ SIGGRAPH 2014 Technical Papers
- ◇ Motion in Games 2014
- ◇ SIGGRAPH Asia 2013 Technical Briefs and Posters
- ◇ SIGGRAPH 2013 Technical Papers
- ◇ Motion in Games 2013
- ◇ Independent Games Festival 2013 Technical Excellence and Grand Prize Juries
- ◇ Eurographics 2013 Papers
- ◇ Independent Games Festival 2012 Technical Excellence and Grand Prize Juries
- ◇ Eurographics Symposium on Geometry Processing 2012
- ◇ Shape Modeling International 2012
- ◇ Motion in Games 2012
- ◇ Eurographics/ACM SIGGRAPH Symposium on Geometry Processing 2011
- ◇ Pacific Graphics 2011
- ◇ Independent Games Festival 2011 Technical Excellence and Grand Prize Juries
- ◇ Eurographics/ACM SIGGRAPH Symposium on Geometry Processing 2010
- ◇ Symposium on Sketch Based Interfaces and Modeling 2010
- ◇ ACM SIGGRAPH 2009 General + Late Breaking Jury
- ◇ ACM SIGGRAPH 2009 Games Papers
- ◇ ACM SIGGRAPH/Eurographics Symposium on Computer Animation 2009
- ◇ Eurographics/ACM SIGGRAPH Symposium on Geometry Processing 2009
- ◇ Independent Games Festival Student Games Jury 2009
- ◇ ACM SIGGRAPH 2008 General + Late Breaking Jury
- ◇ ACM SIGGRAPH ASIA 2008 Sketches & Posters
- ◇ Eurographics 2008 Short Papers

- ◇ ACM SIGGRAPH 2007 Sketches & Posters

Reviewer service

- ◇ **Conferences:** ACM SIGGRAPH, ACM SIGCHI, Foundations of Digital Games (FDG), Digital Games Research Association (DiGRA), Eurographics, Eurographics/ACM SIGGRAPH Symposium on Geometry Processing, Eurographics Symposium on Rendering, Graphics Interface, Eurographics/ACM SIGGRAPH Symposium on Computer Animation, Pacific Graphics, Shape Modeling International, ACM Solid and Physical Modeling Symposium, ACM Web3D, IndieCade, Motion in Games, Sketch-Based Interfaces and Modeling, User Interface Software and Technology (UIST), Virtual Reality Software and Technology (VRST)
- ◇ **Journals:** ACM Transactions on Graphics (TOG), IEEE Transactions on Visualization and Computer Graphics, IEEE Transactions on Image Processing, IEEE Computer Graphics and Applications, Computer Graphics Forum, Computers & Graphics, Computer Aided Geometric Design, Graphical Models, The Visual Computer, Mathematical Imaging and Vision, Computing and Cultural Heritage
- ◇ **Organizations:** International Game Developers Association (IGDA) Education SIG, Independent Games Festival (IGF), National Science Foundation (NSF), IndieCade

Talks at conferences, seminars, and museums (45)

- ◇ Animation and Games: Emergent vs. Scripted, Freedom vs. Control, Ludology vs. Narratology, and Other Fun Culture Wars, *ACM SIGGRAPH/Eurographics Symposium on Computer Animation (Invited Talk)*, LA, August 2017
- ◇ Computational Exploration of Shape, Animation, and Game Design Spaces, *Game Technology Seminar*, Utrecht University, May 2017
- ◇ Indie Soapbox: Tools and Creativity, *Game Developers Conference (GDC)*, March 2016, <http://www.gdcvault.com/play/1023540/Indie>
- ◇ Exploring Game Space using Survival Analysis, *Computer Graphics Symposium*, The University of Tokyo, October 2015
- ◇ Exploring Game Space using Survival Analysis, *Tri-State Workshop on Imaging and Graphics (Invited Talk)*, Columbia University, April 2015
- ◇ An Introduction to Minimalist Game Design, *Princeton University*, Invited by Adam Finkelstein, Princeton, April 2015
- ◇ Teaching Games with Games: Flappy Bird as a Case Study in Design Education, *Game Developers Conference (GDC)*, March 2015, <http://www.gdcvault.com/play/1022280/Teaching-Games-with-Games-2>
- ◇ Game Design 101, *30 Weeks*, A Founders Program for Designers, <https://www.30weeks.com/#collaborators>, NYC, October 2014

- ◇ Graphics & Games: Learning from and Contributing to Disjoint Communities, *Tri-State Workshop on Imaging and Graphics (Invited Talk)*, Princeton, 2014
- ◇ Ascension: a Case Study in Deckbuilding Games, *Digital Games Research Association (DiGRA)*, August 2013
- ◇ RigMesh: Automatic Rigging for Part-Based Shape Modeling and Deformation (**Invited Talk**), *Tri-State Workshop on Imaging and Graphics*, MIT, 2013
- ◇ RigMesh: Automatic Rigging for Part-Based Shape Modeling and Deformation, *The University of Tokyo*, December 2012
- ◇ Inspiration, Introspection, Depth, Critique, and Insight (**Invited Talk**) *ArtsTech @ EYEBEAM*, <http://www.meetup.com/Arts-Culture-and-Technology/events/76664642/>, New York, August 2012
- ◇ The Minimalist Game Design of Osmos, *School of Visual Arts, SVA*, New York, April 2012
- ◇ Minimalist Game Design Principles, *NYU ITP*, New York, April 2012
- ◇ Minimal vs Elaborate, Simple vs Complex and the Space Between, *Game Developers Conference (GDC)*, March 2012, <http://www.gdcvault.com/play/1015535/Minimal-vs-Elaborate-Simple-vs>
- ◇ Games as Space: A dialogue between Casey Reas and Andrew Nealen (**Invited Talk**), *New Museum*, New York, December 2011, http://archive.newmuseum.org/index.php/Detail/Occurrence/Show/occurrence_id/1440
- ◇ Towards Minimalist Game Design, *Foundations of Digital Games*, Bordeaux, France, June 2011
- ◇ Minimalist Game Design (**Invited Talk**), *TEDx Rutgers*, April 2011
- ◇ Minimalism and Osmos: A Postmortem (**Invited Talk**), *Game Developers Conference China (GDC China)*, Shanghai, December 2010, <http://www.gdcvault.com/play/1013999/Minimalism-and-OSMOS-a-Post>
- ◇ Minimalist Game Design Principles, *NYU ITP*, New York, October 2010
- ◇ Minimalism and Osmos: A Postmortem, *IndieCade*, Los Angeles, Oct 2010
- ◇ Minimalist Game Design: Growing Osmos, *USC*, August 2010
- ◇ Minimalist Game Design: Growing Osmos, *Game Developers Conference (GDC)*, March 2010, <http://www.gdcvault.com/play/1012298/Minimalist-Game-Design-Growing>
- ◇ Measuring and Modeling Human Preference for Viewpoint Selection and Video Games, *MIT Computer Graphics Seminar*, Boston, February 2010
- ◇ Contemporary Video Game Design Challenges: Visualization, Interaction and Simulation, *Rutgers Perceptual Science Seminar*, September 2009
- ◇ Contemporary Video Game Design Challenges: Visualization, Interaction and Simulation, *DIMACS Workshop on Algorithmic Mathematical Art (Invited Talk)*, June 2009, <https://www.youtube.com/watch?v=5nfUA2eEeTY>
- ◇ Simple 3D Content Creation Tools (**Invited Talk**), *IGDA NY*, October 2008

- ◇ In Search of the Human Video-Out, *Rutgers*, October 2008
- ◇ FiberMesh and SilSketch, *Rutgers, The State University of New Jersey*, 2008
- ◇ FiberMesh and SilSketch, *Princeton Graphics Group*, April 2008
- ◇ Interfaces and Algorithms for the Creation, Modification, and Optimization of Surface Meshes, *Polytechnic University of Catalonia, Barcelona*, Feb 2008
- ◇ FiberMesh and SilSketch, *Université de Montreal*, August 2007
- ◇ FiberMesh: Designing Freeform Surfaces with 3D Curves, *ACM SIGGRAPH Conference*, San Diego, August 2007
- ◇ Interfaces and Algorithms for the Creation, Modification, and Optimization of Surface Meshes, *REVES/Inria Sophia Antipolis*, June 2007
- ◇ Laplacian Mesh Optimization, *ACM GRAPHITE Conference*, Kuala Lumpur, November 2006
- ◇ Sketch-Based Mesh Deformation and Optimization, *Max Planck Insitut für Informatik*, Saarbrücken, August 2006
- ◇ Physically Based Deformable Models in Computer Graphics (**Invited Talk**), *Ochanomizu University*, November 2005
- ◇ Physically Based Deformable Models in Computer Graphics, *The University of Tokyo*, October 2005
- ◇ Physically Based Deformable Models in Computer Graphics, *Eurographics Conference*, Dublin, August 2005
- ◇ A Sketch-Based Interface for Detail-Preserving Mesh Editing *ACM SIGGRAPH Conference*, Los Angeles, August 2005
- ◇ *Point Based Animation and Continuum Mechanics*, Tel Aviv University, October 2004
- ◇ Point Based Animation of Elastic, Plastic and Melting Objects, *Symposium on Computer Animation*, Grenoble, August 2004
- ◇ Fast and High Quality Overlap Repair for Patch-Based Texture Synthesis, *Computer Graphics International*, Crete, June 2004
- ◇ Hybrid Texture Synthesis, *Eurographics Symposium on Rendering*, Leuven, June 2003

Host and interviewer for the *Indie Tech Talk* series at NYU (25)

- ◇ Indie Tech Talk 27: Preserving a Sense of Discovery in the Age of Spoilers, *Jim Crawford*, https://www.youtube.com/watch?v=Rtqf51Gc_Hg, May 2015
- ◇ Indie Tech Talk 26: Teaching with Puzzles, *Itay Keren & Julia Detar Keren*, <https://www.youtube.com/watch?v=6cItzLF0Beg>, April 2015
- ◇ Indie Tech Talk 25: Minimalism and Iteration, *with Andy Wallace*, <https://www.youtube.com/watch?v=FvdJU23L56U>, March 2015

- ◇ Indie Tech Talk 24: Bending Tech to Cibeles Will, *Nina Freeman & Emmett Butler*, <https://www.youtube.com/watch?v=r9Ag5JjQSkM>, January 2015
- ◇ Indie Tech Talk 23: Cheeky Designs, *with Robert Yang*, <https://www.youtube.com/watch?v=t0ihl0A8JH0>, December 2014
- ◇ Indie Tech Talk 22: Coffee: A Misunderstanding, *with Deidra Kiai*, <https://www.youtube.com/watch?v=ydWsarBTa5Q>, November 2014
- ◇ Indie Tech Talk 21: Implementing Beat-em-up Combat Systems, *with Matthew Wegner*, <https://www.youtube.com/watch?v=XG90h-2SmUY>, October 2014
- ◇ Indie Tech Talk 20: Flailing, Screaming, and Laughing, *with Jane Friedhoff*, <https://www.youtube.com/watch?v=5BYhKHZHWg8>, October 2014
- ◇ Indie Tech Talk 19: Programmers, Who Needs Em?, *with Johnnemann Nordhagen*, <https://www.youtube.com/watch?v=GPcnQ8b2-zA>, May 2014
- ◇ Indie Tech Talk 18: Dialog Systems in Double Fine Games, *with Anna Kipnis*, https://www.youtube.com/watch?v=o76JAP_9GkA, April 2014
- ◇ Indie Tech Talk 17: Freefalling Through the Goldilocks Zone, *with Andy Hull*, <https://www.youtube.com/watch?v=6GWavyfFbIY>, March 2014
- ◇ Indie Tech Talk 16: Three Games, *with Eddo Stern*, February 2014
- ◇ Indie Tech Talk 15: Accelerometers, How Do They F*cking Work?, *with Doug Wilson*, <http://livestre.am/4I715>, December 2013
- ◇ Indie Tech Talk 14: Fat Fingers, *with Janet Gilbert*, <http://livestre.am/4GKNc>, November 2013
- ◇ Indie Tech Talk 13: Games, Exploration and Abstractions (The Toy Ball and the Moon), *with Marc Ten Bosch*, <http://livestre.am/4ES98>, October 2013
- ◇ Indie Tech Talk 12: Making Hokra, *with Ramiro Corbetta*, <https://www.youtube.com/watch?v=PBbZQS1K0jQ>, September 2013
- ◇ Indie Tech Talk 11: Humanist Game Design, *with Adam Saltsman*, <https://www.youtube.com/watch?v=FNoJay5LUio>, May 2013
- ◇ Indie Tech Talk 10: The 6502 and You, *with Don Miller*, <https://www.youtube.com/watch?v=BTHf8nLupq0>, April 2013
- ◇ Indie Tech Talk 09: Talking about CENTIPEDE +30, *with Dona Bailey*, <https://www.youtube.com/watch?v=EroNgxCsGk4>, March 2013
- ◇ Indie Tech Talk 08: Conceptual Art as Technical Practice, *with Zach Gage*, https://www.youtube.com/watch?v=N_XxwQKUoJU, February 2013
- ◇ Indie Tech Talk 07: Building BaraBariBall and Beyond, *with Noah Sasso*, <https://www.youtube.com/watch?v=lvT7PnjFLw0>, January 2013
- ◇ Indie Tech Talk 04: Engines, Frameworks and means of Production, *with Ivan Safrin*, <https://www.youtube.com/watch?v=mZOS0mfkAJA>, October 2012
- ◇ Indie Tech Talk 03: Punks not Thre(e)-D, *with Kevin Cancienne*, <https://www.youtube.com/watch?v=KPdRDVDiGas>, September 2012

- ◇ Indie Tech Talk 02: Simple Technology and the Game Experience, *with Kaho Abo*, <https://www.youtube.com/watch?t=12&v=Hb3sFdpbuf8>, May 2012
- ◇ Indie Tech Talk 01: Fun with Signed Distance Fields, *with Scott Anderson*, <https://www.youtube.com/watch?t=22&v=DXFE0I2SsNY>, April 2012

INTERNAL
SERVICE

New York University

- ◇ Member of the CSE undergraduate committee, 2016–
- ◇ Co-director of the NYU Game Innovation Lab, 2015–
- ◇ Director, CSE Game Engineering undergraduate minor, 2014–
- ◇ Member of the media and games network (MAGNET) presidium, 2014–
- ◇ Member of the NYU Game Center game programming committee, 2014–
- ◇ Member of the CSE Game Engineering undergraduate major committee, 2014–
- ◇ Chair of the committee for the AY 2014/2015 NYU Abu Dhabi (NYUAD) search for outstanding faculty in computer science
- ◇ Member of the committee for the 2015 NYU CSE search in cybersecurity
- ◇ Member of the committee for the 2015 NYU CSE search for teaching faculty
- ◇ Interim director of the NYU Game Innovation Lab, 2014–2015
- ◇ Member of the ad-hoc Ph.D. requirements committee, 2013–2014
- ◇ Co-organizer of the annual NYU PRACTICE game design conference, 2012–

Rutgers University

- ◇ Member of the undergraduate curriculum committee, 2008–2012
- ◇ Member of the faculty recruiting committee, 2010–2012
- ◇ Member of the outreach and PR committee, 2008–2010

PRESS &
MEDIA

- ◇ Vox Media: "How worried should we be about artificial intelligence? I asked 17 experts." (2017) <http://www.vox.com/conversations/2017/3/8/14712286/artificial-intelligence-science-technology-robots-singularity-automation>
- ◇ US Gamer: "Digital Gems: Osmos is Surreal, Soothing, Magnificent" (2017) <http://www.usgamer.net/articles/digital-gems-osmos-is-surreal-soothing-magnificent>
- ◇ Technical.ly Brooklyn: "The more you play a game, the less likely you are to get a high score" (2016) <https://technical.ly/brooklyn/2016/08/08/according-to-science/>
- ◇ Technical.ly Brooklyn: "Flappy Bird holds the key for figuring out the perfect difficulty in video games" (2016) <https://technical.ly/brooklyn/2016/08/30/nyu-game-center-flappy-bird-case-study/>
- ◇ Brooklyn Daily: "PC culture conquers Barclays! Stadium to host massive video game tournament" (2016) <http://www.brooklyndaily.com/stories/2016/21/dtg-video-games-barclays-2016-05-20-bk.html>

- ◇ Wheretoget.it: "What's The Future For Virtual Reality And Fashion?" (2016) <http://wheretoget.it/magazine/future-of-fashion-tech>
- ◇ The New Yorker: "Playdate" (2015) <http://www.newyorker.com/culture/culture-desk/cover-story-playdate>
- ◇ Phys.org: "New system makes 3-D animation easy" (2015) <https://phys.org/news/2015-09-d-animation-easy.html>
- ◇ Bloomberg: "Minecraft Fans Back Founders Decision, Wary of Microsoft" (September 2014) <https://www.bloomberg.com/news/articles/2014-09-16/minecraft-fans-back-founder-s-decision-wary-of-microft>
- ◇ The Simpsons: "Luca\$" (April 2014, episode 17) <http://engineering.nyu.edu/news/2014/04/15/andy-nealens-osmos-game-simpsons>
- ◇ NPR: "Put Down the Smartphone, Board Games Are Cool Now" (May 2014) <http://www.wnyc.org/story/put-down-phone-board-games-are-cool-now/>
- ◇ Cable Magazine: "The Anti-Disciplinarian" (2014) <http://engineering.nyu.edu/cable/issue/spring-2014/news/faculty/anti-disciplinarian>
- ◇ PBS: "The Creativity of Indie Games" (2012) <http://video.pbs.org/video/2287049951/>
- ◇ Tek Syndicate: "Andy Nealen of Osmos" (2012) <https://teksyndicate.com/2012/04/19/andy-nealen-interview-osmos/>
- ◇ New York Times: "Mobile Game Favorites of the Experts, of All Ages" (2011) <http://www.nytimes.com/2011/11/03/technology/personaltech/mobile-game-favorites-of-the-experts.html>
- ◇ WIRED: Osmos Review (9/10) <http://www.wired.com/reviews/2011/11/osmos-app/>
- ◇ TUAW: "2011 Apple Design Award winners announced" (2011) <http://www.tuaw.com/2011/06/07/2011-apple-design-award-winners-announced/>
- ◇ Another Castle: "An Interview with Andrew Nealen" (2010) <http://www.another-castle.org/?p=30>
- ◇ IGN.com: "Osmos iPad review" (2010). <http://www.ign.com/articles/2010/07/09/osmos-ipad-review>
- ◇ Huffington Post: "15 Best iPad Apps Every User Should Try" (2010) http://www.huffingtonpost.com/craig-kanalley/best-ipad-apps-must-haves_b_660970.html
- ◇ TIME: "The DIY Wave of Indie Gaming" <http://ti.me/jz4aig>
- ◇ Gamasutra: "2011 Independent Games Festival Debuts Jury For Seumas McNally Grand Prize" (2010) http://www.gamasutra.com/view/news/122741/2011_Independent_Games_Festival_Debuts_Jury_For_Seumas_McNally_Grand_Prize.php
- ◇ Osmos named iPad game of the year 2010 by Apple Computer Inc. (2010) <http://www.hemispheregames.com/2010/12/11/apples-ipad-game-of-the-year/>

Andrew Nealen

- ◇ Osmos named best all-time iPhone game on IGN (2010) <http://www.ign.com/videos/2010/09/09/the-best-iphone-game-revealed>
- ◇ Rutgers video feature on Prof. Nealen's research (2010) <http://www.youtube.com/watch?v=iogLHvSqW5g>
- ◇ NYT Magazine: "Can D.I.Y. Supplant the First-Person Shooter?" (2009) <http://www.nytimes.com/2009/11/15/magazine/15videogames-t.html>