

# Andrew Nealen

Computer Science and Engineering  
NYU Tandon School of Engineering  
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<http://engineering.nyu.edu/people/andy-nealen>

Prof. Dr.-Ing. Andrew Nealen  
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Brooklyn, NY 11201  
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<http://www.nealen.net>

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

- ◇ 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 *Human Centric Computing: Dynamic Skeletal Part Hierarchies for Sketching 3D Shapes and Their Animations* (\$499,272, 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

**Google Scholar Page**

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

**Journal papers (11)**

[J11] Aaron Isaksen, Christoffer Holmgard, Julian Togelius, and Andy Nealen. Characterising Score Distributions in Dice Games. *Game and Puzzle Design*. Vol. 2, no. 1, 2016.

[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. <http://game.engineering.nyu.edu/projects/catch-up/>

[J9] Ming Jin, Dan Gopstein, Yotam Gingold and Andrew Nealen. Ani-Mesh: Interleaved Animation, Modeling and Editing. *ACM Transactions on Graphics (SIGGRAPH Asia)*. Vol. 34, Issue 6, November 2015. <https://www.youtube.com/watch?v=xHCPc0ibdJM>

[J8] Timothy Gerstner, Adam Finkelstein, Marc Alexa, Doug DeCarlo, Yotam Gingold and Andrew Nealen. Pixelated Image Abstraction with Integrated User Constraints. *Computers & Graphics*. Vol. 37, Issue 5, August 2013.

- [J7] Peter Borosan, Ming Jin, Doug DeCarlo, Yotam 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. <https://www.youtube.com/watch?v=1prInV9ZNY0>
- [J6] Adrian Secord, Cynthia Lu, Adam Finkelstein, Manish Singh and Andrew Nealen. A Perceptual Model of Viewpoint Preference. *ACM Transactions on Graphics*, Vol. 30, Issue 5, October 2011.
- [J5] Kenshi Takayama, Olga Sorkine, Andrew Nealen and Takeo Igarashi. Volumetric Modeling with Diffusion Surfaces. *ACM Transactions on Graphics*, Vol. 29, Issue 5 (*ACM SIGGRAPH Asia*), 2010. <https://www.youtube.com/watch?v=gFQKMCF2jqs>
- [J4] Johannes Zimmermann, Andrew Nealen and Marc Alexa. Sketching Contours. *Computers & Graphics*, 32(3):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, 2005.

### Refereed proceedings (25)

- [C25] Aaron Isaksen, Drew Wallace, Adam Finkelstein, and Andy Nealen. Simulating Strategy and Dexterity for Game Design. 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 WNAIG Workshop 2017.
- [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 WNAIG Workshop 2017.
- [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.
- [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.
- [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.
- [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*, November 2015.
- [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.fdg2015.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 Gingold and Andrew Nealen. Pixelated Image Abstraction. In proceedings of *International Symposium on Non-Photorealistic Animation and Rendering (NPAR) 2012*, June 2012.
- [C10] Andrew Nealen, Adam Saltsman and Eddy Boxerman. Towards Minimalist Game Design. In proceedings of *Foundations of Digital Games (FDG) 2011*.
- [C9] Péter Borosán, Reid Howard, Shaoting Zhang and Andrew Nealen. Hybrid Mesh Editing. In proceedings of *Eurographics 2010*.
- [C8] Shaoting Zhang, Andrew Nealen and Dimitris Metaxas. Skeleton Based As-Rigid-As-Possible Volume Modeling. In proceedings of *Eurographics 2010*.

[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 *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.

[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.

[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](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](http://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



PHD  
STUDENTS  
ADVISED

- ◇ **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.
- ◇ **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 (now Assistant Professor at Northeastern University)
- ◇ **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
- ◇ **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)

- ◇ Games, Graphics, Motion, and AI: Interdisciplinary Experiences from Diverse Communities, *ACM SIGGRAPH/Eurographics Symposium on Computer Animation (Keynote)*, Los Angeles, 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*, 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 (Keynote)*, 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, *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 *ArtsTech @ EYE-BEAM*, <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, *New Museum*, New York, December 2011, [http://archive.newmuseum.org/index.php/Detail/Occurrence/Show/occurrence\\_id/1440](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, *TEDx Rutgers*, April 2011
- ◇ Minimalism and Osmos: A Postmortem, *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*, June 2009, <https://www.youtube.com/watch?v=5nfUA2eEeTY>
- ◇ Simple 3D Content Creation Tools, *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, *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](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=t0ih10A8JH0>, 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](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](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=1vT7PnjFLw0>, 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>
- ◇ Wheretogot.it: "What's The Future For Virtual Reality And Fashion?" (2016) <http://wheretogot.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/>

Andrew Nealen

- ◇ 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](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](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/>
- ◇ 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>