Reminder: Funded Villanova Computing Sciences Grad Students are REQUIRED to attend

Department of Computing Sciences
presents
a Colloquium by

Paul Kim
Ohio State University

Design-Centric Maze Generation

Abstract: A maze is an easily accessible puzzle to play, but it is also used as a platform in various fields such as computer games and robot competitions. When we use mazes in those fields, we may desire different properties for them. For example, long straight-ways may be desired for a racing game level, and lots of branches may be desired for a robot competition stage. In this talk, I present the design-centric maze generation method, in which users can input their desired maze properties and obtain the corresponding mazes rapidly. Using this method, even non-professional maze designers can easily create mazes for their own applications.

About the speaker: Dr. Kim recently completed his doctoral studies at The Ohio State University. His work focuses on computer game development using intelligent tools.

Date: Monday, December 9, 2019
Time: 4:30 p.m.
Location: Mendel Science Center 154

Refreshments and conversation will be shared immediately after the colloquium in MSC 163.