

Areas of Interest

In short I am interested in:

- Creating **innovative games**
- Finding new **production** methods
- Utilizing new **technologies** and exploiting **market** opportunities

Following is a summary of areas I have been focusing on.

Virtual Economies

- Business perspective: How to develop the market; business innovation
- Economic perspective: Impact on real economies, sociology and politics
(see e.g. *Edward Castronova, „Synthetic Worlds“, 2005*)
- The Metaverse and the future of virtual worlds

Game Design

- Game Science: ontologies and patterns in games; memes
- Fusion of virtual and real worlds: augmented and alternative reality
- Connection of games to peripheral media like movies and music: developed a prototype for „interactive story telling“ and the convergence of IPTV and video games
(in 2005 at Detecon Inc., San Mateo, USA)
- Handle and utilize growing democratization in content creation (as already present in blogging, podcasting and wikis) (see *Henry Jenkins, „Convergence Culture“, 2006*)
- Can work be play? A connection between games and work
- eSports and passive gamers: make eSports games as appealing to watch as today's sports events
- Attending „Digital Games“ lecture by Prof. Jantke (Hokkaido University Sapporo, Meme Media Laboratory)

Production of Games

- Software product lines, feature oriented development, AOSD, agile methods
- Saving on production costs e.g. by letting users create content
(see *Will Wright, „The Future of Content“, GDC 2005*)
- From a meme machine to a game machine: using ontologies and patterns in combination with meta information systems to assemble new games automatically, creating game engines which perform meme evolution in real time while playing, mining new game patterns by analyzing player behavior
- Explore and utilize features of new development platforms like Qube, OpenCroquet, Second Life or Multiverse

Software Engineering

- Participating in development of several marketed software products
- Planning, producing and marketing casual games and game-like software with own company (C++, DirectX)
- Writing a paper on CaesarJ (new language for aspect and feature oriented development)
- Major fields of study: software technology, knowledge engineering

Project Management

- Leading a team of six developers in a one year project for Daedalos Consulting
- Leading several smaller development projects in own company
- major field of study: project management

Music in Games

- Utilize synergies between music and games (e.g. EA Trax)
- Founding a studio with two partners for creating music for games
- Experience as a professional musician

Business Innovation

- Constantly searching for ways to utilize new sustaining and disruptive technologies
- Evaluating opportunities in emerging markets (e.g. virtual economies)
- Developing business plans. Created a business plan for "Digital Moderation", a spin-off from the Fraunhofer research institute in Darmstadt.