

alumniTALKS #31



It's not just a game. It's a game changer.

Monday, April 16th, 2018, 05:30 pm

Graz University of Technology
Ceremony Hall, Rechbauerstraße 12, 1st floor

Free admission
Registration at teilnahme@TUGraz.at

ALUMNI TALKS – It's not just a game. It's a game changer.

Program

05:30 pm **OFFICIAL WELCOME**

Univ.-Prof. Dipl.-Ing. Dr.techn. Frank Kappe
Dean of the Faculty of Computer Science and Biomedical Engineering

05:40 pm **TALK**

It's not just a game. It's a game changer.

Dipl.-Ing. Dr.techn. Johanna Pirker, BSc
Institute of Interactive Systems and Data Science

07:00 pm **GET TOGETHER** at Theatercafé, Mandellstrasse 11, 8010 Graz

Dipl.-Ing. Dr.techn. Johanna Pirker, BSc

Dr. Johanna Pirker is a researcher at the Institute of Interactive Systems and Data Science at Graz University of Technology. She specialized in games and environments that engage users to learn, train, and work together through motivating tasks. In 2017, she finished her doctoral dissertation in computer science at TU Graz on motivational environments under the supervision of Christian Gütl (TU Graz) and John Winston Belcher (MIT). As part of her dissertation, Dr. Pirker developed the award-winning virtual learning platform "Maroon". She has long-lasting experience in game design and development and has worked in the video game industry at Electronic Arts and still consults studios in the field of games research. Her research interests include immersive environments, VR, games research, AI, data analysis, gamification strategies, HCI, and e-learning. She has authored and presented numerous publications in her field and lectured at universities such as Harvard, Berlin Humboldt Universität, or the University of Göttingen. Johanna was listed on Forbes 30 Under 30 list of science professionals.

In this talk, Dr. Pirker speaks about the video game industry, game development and her vision of what the future of learning might look like.

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