

Benjamin Medler

School of LCC, Georgia Institute of Technology, Skiles 340
686 Cherry St., Atlanta, GA 30332-0165
Email: benmedler@gatech.edu

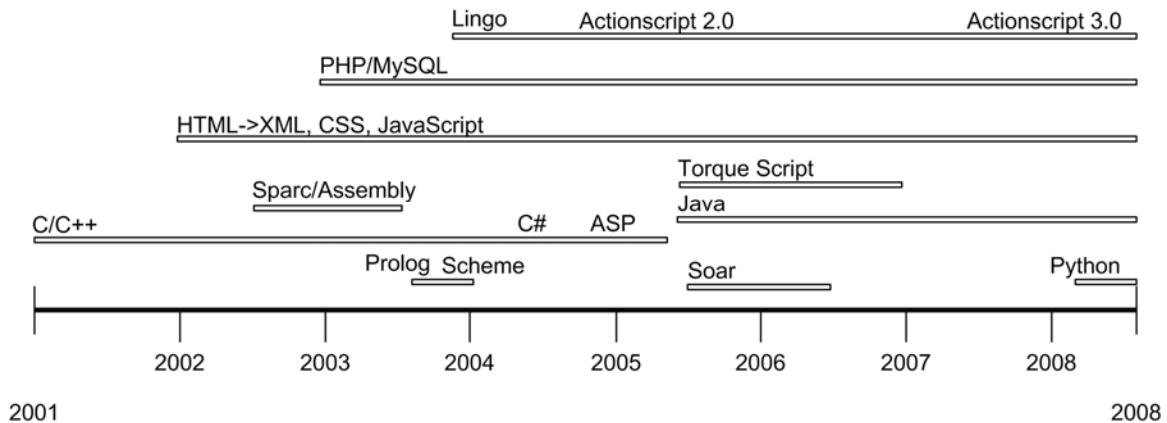
Education

Ph. D., Digital Media, Georgia Institute of Technology, Atlanta, GA, (pending)

Master of Art, Digital Media Arts and Technology, Michigan State University, East Lansing, MI, 2007 (GPA 3.98 / 4.0)

Bachelor of Science, Computer Science, Michigan State University, 2005

Technical Skills



Tools: Adobe Photoshop / Illustrator / Flash / Director / Dream Weaver, Eclipse, Visual Studio .NET 2003, Torque, 3DS Max, Final Cut Pro, Soundtrack Pro

Professional Positions

Research Assistant, Georgia Institute of Technology, Atlanta, GA, Jan. 2008 – present

- Project One: Digital Improv. (2008 – present)
Description: A three year, NSF funded project, that studies how improv actors problem solve and think creatively. This knowledge will help explore building artificial intelligent agents that can improvise.
 - Creating experiments and testing situations with real improv actors.

- Project Two: Combing Player Types with Learning Types. (2007 – present)
Description: Combing research that place game players into archetypes and research that place students into different learning types to understand how to adapt game content for players within serious games.
 - Prototype game built in Flash using Actionscript.
 - Main programmer on this project.
- Project Three: The Scribe Authoring Tool. (2006 – present)
Description: Continuing work on building an authoring tool for SMEs to create stories and training content for game environments.
 - Creating and administering user evaluation for the current version of the Scribe authoring tool (mentioned below).

Supervisor: Brian Magerko, Ph. D.

Research Assistant / Consultant, Soar Technology, Ann Arbor, MI, 2005 – 2007

- Project: Interactive Storytelling Architecture for Training
Description: A 3D game based training environment for Army medics that uses intelligent tutoring and interactive storytelling elements.
Funding: Department of Defense, RDECOM.
 - Building and designing the Scribe authoring tool for Subject Matter Experts (SMEs) to create training content for game environment.
 - Authoring Tool development using Java.
 - Built and designed a prototype authoring tool.
 - Team communication among three separate development groups.
 - XML formatting for cross system communication.
 - Rapid prototyping using Adobe Director.

Supervisor: Brian Magerko, Ph. D.

Scholarly Development - Presentations

Conference Proceedings

- Medler, B., Views from Atop the Fence: Neutrality in Games. SIGGRAPH Sandbox Symposium. Los Angeles, CA. August 2008
- Medler, B. and Magerko, B., Scribe: A Tool for Authoring Event Driven Interactive Drama. 3rd International Conference on Technologies for Interactive Digital Storytelling and Entertainment. Darmstadt, Germany. December 2006.

Presentations

- Medler, B., Scribe: A Tool for Authoring Story-Level Goals. 27th Annual Soar Workshop. Ann Arbor, Mi. May 2007
- Lee, M., Franklin, C., Drazaic, K., Medler, B., and Roy, D., “Students Perspectives on Issues in Gaming”, Presented at Future Play: The International Academic Conference on the Future of Game Design and Technology, October 2006, London, Ontario.
- Medler, B., Brodie, S. and Vogel, E., “Ogre – Game Development”, Presented at the University Undergraduate Research and Arts Forum, April 2006, East Lansing, MI.

Posters

- Medler, B., “Machinima”, Poster displayed at Future Play: The International Academic Conference on the Future of Game Design and Technology, October 2006, London, Ontario.

Research Interests

- Combining Web Technologies and Games
- Player Modeling
- Interactive Storytelling
- Serious Games / Games for education
- Game Design / Collaboration and Gaming
- Human computer Interaction (HCI)
- Web Design / Social impacts and Information structures

Professional Development

Conferences

- SIGGRAPH Sandbox Symposium: Los Angeles, Ca. August 2008
- Game Developers eXchange 2008 at SCAD-Atlanta: Atlanta, Ga., April 2008
- Journalism 3G: The Future of Technology in the Field: Atlanta, Ga., February 2008
- Association for the Advancement of Artificial Intelligence (AAAI): Washington D.C., November 2007
- Austin Game Developers Conference: Austin, Texas, September 2007
- Soar Workshop: Ann Arbor, Michigan May 2007
- Game Developers Conference, San Jose, California, March 2006
- Technologies for Interactive Digital Storytelling and Entertainment: Darmstadt, Germany, December 2006
- 2006 Machinima Film Festival: New York City, New York, November 2006
- Future Play Conference: London, Ontario, October 2006
- Game Developers Conference: San Jose, California, March 2006
- Academic Days on Gaming Conference: Cozumel, Mexico, January 2006
- Future Play Conference: East Lansing, Michigan, October 2005

Professional and Student Organizations

- Spartasoft, Michigan State's Student Game Development Group, President - 2006/07
- International Game Developers Association (IGDA), Student Member
- ACM SIGGRAPH, Student Member

Teaching Experience

Game Design. Instructor, Game Design Camp, Michigan State University, Summer 2007

- This Game Design Camp was created to teach high school age students to basics of game design and game production. The week long camp allowed students to produce their own small games in a team setting.
- Curriculum created, and taught by Ben Medler.
- Supported under the Telecommunication, Information Studies and Media Department Michigan State University.
- Number of students: 18.

Machinima. Instructor, Special Topics Course, Michigan State University, Fall 2006

- Machinima is the art of producing film using a real-time computer/digital environment (usually video games). First time a course on machinima was taught at MSU, and very few classes on machinima have been taught at any academic level.
- Pitched, curriculum created, and taught solely by Ben Medler.
- Supervised by Dr. Brian Magerko of Michigan State University.
- Course number: TC 448, section – 002.
- Number of students: 14.

Teaching Interests

- Video Game Development
- Combining Games and Video (Machinima)
- Games for Education
- Computer Programming
- Computer Aided Animation (Adobe Flash)
- Web Design

Awards

- Outstanding Media Project in 3D Animation, Michigan State University, 2007
 - Given by the Digital Media Arts and Technology collaborating department at Michigan State during the annual DMAT Student Showcase. In the category of 3D Animation a panel of judges selects one project as the overall outstanding project.

- Honorable Mention: Axe Machinima Fan Film Fest, 2006
 - A machinima contest, machinima being defined as real time film making in a computer environment such as a digital game. Honorable mentions were awarded \$1,000.
- Who's Who Among Students in American Universities and Colleges, Michigan State University, 2006
 - A national program that recognizes outstanding college students for their work in academia.
- Outstanding Media Project in Games, Michigan State University, 2006
 - Given by the Digital Media Arts and Technology collaborating department at Michigan State during the annual DMAT Student Showcase. In the category of Games a panel of judges selects one game as the overall outstanding project.

References

Available upon request