

https://github.com/rhakim24/recomposition/blob/main/recomposition%20(4).pdf



HOW COMPUTER
SCIENCE
IMPACTS
GAMES

### 36.36.36

## RECOMPOSITION PROJECT

HOW COMPUTER
SCIENCE
IMPACTS
ENTERTAINMENT

### **★** IMPROVED GRAPHICS:

- Advanced tech allows for realistic characters,
   3D scanning, & facial recognition → highly detailed environments & avatars → real-life
  - ↓ Immersive, photo-realistic worlds

### **★** ENHANCED MULTIPLAYER GAMES:

- CS expands multiplayer gaming
  - Players connecting worldwide across devices
- Voice recognition for voice commands & gameplay/social interaction

### ★ CLOUD-BASED & ON-DEMAND GAMES:

- Cloud tech allows players to play across multiple devices and save progress → reduces extra effort & need for powerful hardware

### ★ VIRTUAL & AUGMENTED REALITY:

- VR & AR → immersive experiences that allows players to enter game worlds (VR) or blend digital elements with real-world surroundings (AR) → more interactive!
  - These advancements create many opportunities for CS grads to innovate in the gaming industry

# HOW COMPUTER SCIENCE IMPACTS SOCIETY

### **★** HEALTHCARE:

- improved medical research and equipment: computing tech has developed research & development of new medicines & manufacturing of equipment to effectively pinpoint & treat diseases
- remote healthcare: hospitals able to connect with patients remotely; surgeries using advanced technology → robots!

#### **★** ENVIRONMENT:

- tackling environmental issues
  - Pollution, waste management & disposal, predicting natural disasters + avoiding them

### **★** SOFTWARE ENGINEERS IN FILM:

- Hollywood industry: engineers develop software, robotics, & 3D printing methods for visual storytelling
  - Ex: Tibor Madjar created "Mudbox"

    → digital sculpting tool used in

    "The Lord of the Rings" & "King

    Kong"

### **★** SOFTWARE & TOOLS:

- digital rendering to create realistic visuals and complex animations
- ★ 3D Printing & Prop Design:
- engineers influence prop design → 3D printers to create customizable/detailed pieces → saves time & budget





