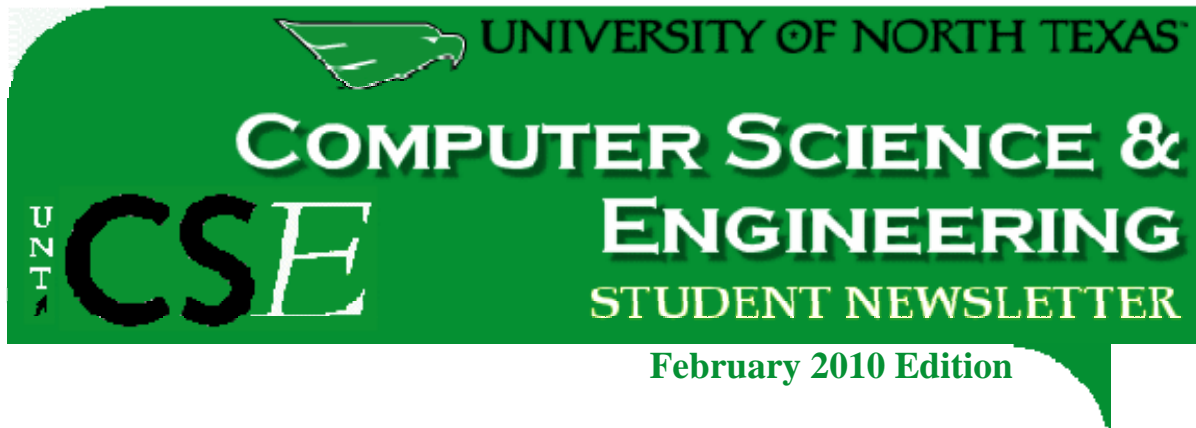


Mohanty, Saraju

From: csenewsletter@unt.edu
Sent: Monday, February 15, 2010 9:18 PM
To: CSEInstructors
Subject: February 2010 CSE Student Email Newsletter

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Department of Computer Science and Engineering News

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Greetings from the CSE Interim Chair

The Laboratory for Recreational Computing ended the Fall 2009 semester with a Game Contest held in CSCE 4210/5250. Thanks to contest judges Ryan Monday and LARC alumni, Joe Scheinberg, Harold Myles and Byron Goodman. Game demos from CSCE 4210/5250 are now available [online](#). **Dr. Parberry** says "These students are fresh out of Computer Science III using C++ and DirectX for the first time. Some of these demos will really knock your socks off!"



Dr. Parberry and LARC were mentioned in two paragraphs on page 2 of "[Geeks Get Respect](#)", which appeared in the December 2-8 issue of *Fort Worth Weekly*. Dr. Parberry is serving as an at-large member of the Program Committee of the [5th International Conference on the Foundations of Digital Games](#) to be held in Monterey, CA in June 2010. He will also serve on the Program Committee of the [Workshop on Procedural Generation in Games](#) to be co-hosted with the International Conference on the Foundations of Digital Games in June.

LARC PhD student Jon Doran had his first refereed journal publication accepted in *IEEE Transactions on Computational Intelligence and AI in Games*. The paper, "Controlled Procedural Terrain Generation Using Software Agents", coauthored with LARC Director Ian Parberry, explores a controllable system that uses intelligent agents to generate terrain elevation heightmaps according to designer-defined constraints.

Another LARC PhD student, Dhanyu Amarasinghe, passed his Research Readiness test on December 7. His next step is the research proposal. Dhanyu is a Teaching Fellow in the CSE department this semester. He is teaching a section of CSCE 1020.

LARC alumnus, Cesar Stastny, worked on the *Call of Duty: World at War* Map Packs 1, 2 and 3 which took the top 3 places for premium downloads on the Playstation Network Charts for 2009. Cesar is Director of Tools and Libraries at Treyarch (Activision).

Other LARC alumni were busy at the end of 2009. Lynn Duke is featured in a video on Spike TV about his work on the game Splosion Man for Twisted Pixel Games. Ryan Inselmann is now a game programmer at Bonfire Studios. He was previously employed as a game programmer at MumboJumbo and Spidermonk Entertainment.

For more information about LARC, go to <http://larc.unt.edu/>. ↑

News from VLSI Design and CAD Laboratory (VDCL)



(L-R) Oleg Garitselov, VDCL Director Saraju Mohanty, Garima Thakral, Mohana Asha Latha Dubasi with their new cutting-edge nanoelectronics design and simulation facility.

VDCL under the leadership of Dr. Mohanty presented multiple papers in International Conferences. Two important papers titled "A P4VT (Power-Performance-Process-Parasitic-Voltage-Temperature) Aware Dual-VTh Nano-CMOS VCO" and "A Combined DOE-ILP Based Power and Read Stability Optimization in Nano-CMOS SRAM" were presented at 23rd IEEE International Conference on VLSI Design were held in Bangalore, India. This is one of the premier VLSI conferences which uses double-blind review process and selects only 20% of the submitted papers.

Dr. Mohanty was a session chair for "Low-Power Architecture" session at 23rd IEEE International Conference on VLSI Design held in Bangalore, India. Dr. Mohanty also served as publication chair of 12th IEEE International Conference on Information Technology (ICIT) held in Bhubaneswar, India. He edited the conference proceedings which were published by McGraw-Hill with ISBN: 978-0-07-068014-2.

VDCL graduates one more student with master's thesis. Ms. Ruchi Rastogi Bani defended her thesis titled "A New N-Way Reconfigurable Data Cache Architecture for Embedded Systems". With this, a total of 15 dissertations/theses have been produced from the VDCL. ↑

Dr. Krishna Kavi and students in Taiwan