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CS-Colloquium

Casanova 2.0: Doing nothing with style

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Wann? 9. April 2014, 15:00 Uhr

Wo? Hörsaal 3
Währinger Straße 29
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Abstract

Game development is currently done with traditional computer programming languages, which are all ultimately derived from the very old theoretical models built by Turing, Church, etc. Game development deals with managing the flow of time in an interactive, non-terminating program, whereas those languages are built for straightforward computation of some result from some input. This means that game developers (and similarly interactive application developers) are forced to abuse their current programming languages to express concepts that such languages were not built to express. Bugs and unexpected complexity often arise.

We present Casanova 2.0, a programming language designed around games and interactive applications. Thanks to Casanova, many constructs that are very common in games are easy to write, idiomatic to express, and easy to read.

Bio

Dr. Maggiore has studied and built indie games throughout his entire life. He recently completed a PhD on programming languages for game development. He is currently working as a researcher and a lecturer at IGAD.

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