



Gary Ushaw

<https://www.ncl.ac.uk/computing/staff/profile/garyushaw.html>

Dr Gary Ushaw is Senior Lecturer and Director of Business and Engagement for the School of Computing at Newcastle University. He has led industry focussed research in areas of computer game engineering, computer vision, gesture recognition, virtual and augmented environments and computer graphics, with applications including healthcare, agriculture, environment, education and historical studies. He is well known as a leading member of Newcastle University's Game Technology Lab which hosts the industry led Game Engineering MSc. This MSc has provided many global games companies (e.g., Activision, TT Games, Creative Assembly, Rockstar North, NVidia, Ubisoft) with over 350 alumni since the course's inception 10+ years ago and has allowed participation on many of the top selling video games of all time.

Prior to joining Newcastle University 10 years ago, Gary enjoyed a successful career as a lead technologist in the computer games industry, working on high selling games for companies such as Ubisoft, Rockstar, BBC and Sony. This work followed the attainment of his PhD from the University of Edinburgh. Gary is a strong proponent of combining cutting edge research with applications that are good for society through Games with Purpose, and Serious Games. Projects have included the use of motion capture to aid stroke recovery, automated livestock assessment, interactive visualisation of water pollution, augmented reality for improved vision, and virtual environments for historical studies.