発表者プロフィール ／ **Presenter Profile**

名前	
Name	Numan Weam Fadel Mahmoud
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出身国・地域/Country・Region	ヨルダン / Jordan
発表テーマ／ **Presentation Topic**	Virtual Reality Environments in Games

プロフィール **Profile**

自己紹介/Self-introduction

Weam is a Jordanian Architect, Environment designer and 3D artist with a 3-year experience in designing creative environments for interactive entertainment from Virtual Reality to casual mobile games. Weam's history of being an Enthusiastic gamer led to learning the technical know how to develop architectural environments inside video games and other entertainment media. She now studies in Tokyo Institute of Technology.

研究分野について/About study field

Lately, the field of Architectural engineering expanded to virtual entertainment. in order to create the best environment for new medias, this study aims to discuss some physical elements and design strategies and their effects on the user's behavior by using video games as a testing tool. Many types of media use Architecture that exists in virtual space. Virtual reality is the media that allows both the users and the architecture to exist in the same space at the same time in not only participate as idle audience. Therefore, if we use virtual reality games, we can observe their responses and reactions in real time.

Today, Architects design more than real physical buildings.Some make Virtual Reality environments inside the Games you love! This prestentation will introduce you to the influence of buildings in V.R games.