

*Seminar Announcement*

## ***Virtual Reality in Austin: New Generation of Gaming & Beyond***

**Presenter: Patrick Curry**

**Serial entrepreneur and game developer, former director of Unity Austin**

**Location:** Microelectronics and Engineering Research Center (MER 160), Room 2.114, 10100 Burnet Road, Austin TX 78758

**Time:** Wednesday, December 7<sup>th</sup>, 2016, at 3:30 PM CST.

**Abstract:** Virtual reality has historically been one of the most dreamed about, and possibly over-hyped, technologies of our lifetime. But 2016 has been a tremendous year for virtual reality, with companies like Facebook, Google, Sony, Microsoft, Samsung, and HTC shipping devices that let users interact with imaginary worlds. VR is not only changing video games, but fundamentally changing the ways that we interact with computers, the Internet, and each other. Patrick discusses why VR fits the pattern of previous technology revolutions, drawing from his deep experience with emerging technology companies, as well as the work that's left to be done to make virtual reality a mass-market technology, and to cement Austin's role as a major hub of VR innovation, creativity, and prosperity.



**Patrick Curry** is an entrepreneur and creator of video games, software, and companies. In his 20 year career he has founded five companies, mentored numerous startups, and helped ship over 20 games. Patrick's work at The Walt Disney Company, Midway Games, and Marvel Entertainment has won awards and been enjoyed by millions of players worldwide. Patrick sold his most recent company to Unity Technologies, creators of the Unity Game Engine, which powers smash hit games like Pokémon Go, Hearthstone, and Monument Valley. Patrick is now focused on advising and mentoring companies in the virtual reality industry.