The Digital Games Research Center is a multi-disciplinary center whose focus investigates the scientific, engineering, social and educational challenges of digital entertainment. Faculty from the colleges of Education, Engineering, Design and Humanities and Social Sciences collaborate on a wide range of research and educational initiatives that focus on new modes of entertainment and interaction in digital media. Faculty from the colleges of Education, Engineering, Design and Humanities and Social Sciences collaborate on a wide range of research and educational initiatives that focus on new modes of entertainment and interaction in digital media.

**Computational Intelligence and Interactive GAmes Research Lab**

- In the CIIGAR research lab, the types of questions we ask have to do with how to create "better" games more easily or efficiently and how people behave in virtual environments. Here we examine how computation can be used to understand and to better perform creative authoring tasks, understand and better leverage insights into human behavior (both social and intrinsic), and understand and better leverage insights into human cognition. Here, games are both the object of, and vehicle for, research. There are more details and some project descriptions on the [CIIGAR games research page](#).

**Gains Through Gaming**

- Researchers at the [Gains Through Gaming](#) lab perform applied research examining the relationship between playing commercially available video games and cognitive functioning in adults. The goal of this research is to identify the video games, and conditions under which they are played, that provide the greatest boost to adults' memory and cognitive functioning.

**Intellimedia**

- The [IntelliMedia Initiative](#) is a multidisciplinary laboratory focusing on intelligent human-computer interaction and communication. We are especially interested in mixed-initiative systems that facilitate human problem-solving and learning by providing context-sensitive assistance tailored to individual users.

**The Lip Synchronization Voice IO Group**

- The [Lip Synchronization Voice IO Group](#) performs research whose goal is to take any speech, from any person, in any language, and animate a talking head as if it were speaking the speech.
Liquid Narrative

- The Liquid Narrative research group at North Carolina State University's Computer Science Department uses techniques from Artificial Intelligence, Computer Gaming, Human-Computer Interaction, Virtual Reality and Cognitive Psychology to model narrative aspects of human interaction with computer systems. Our investigation is motivated by fundamental ideas from narrative theory and looks to provide computational models of interaction useful across a wide range of applications including

  - education and training
  - entertainment
  - computer-mediated communication
  - collaboration and social interaction

The Mobile Gaming Research Lab

- The Mobile Gaming Research Lab (MGRL) at North Carolina State University (NCSU) promotes interdisciplinary and inter-institutional research on games in general and on mobile games in particular. Housed in the Department of Communication, the MGRL focuses on the conceptualization and development of games that mix physical and digital spaces: hybrid reality games, location-based mobile games, urban games, pervasive games, mobile games, and augmented reality games.