

Casey O'Donnell

Associate Professor of Media and Information at Michigan State University

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Biography

Casey O'Donnell's research examines the creative collaborative work of videogame design and development. This research examines the cultural and collaborative dynamics that occur in both professional "AAA" organizations and formal and informal "independent" game development communities. His research has spanned game development companies from the United States to India. His first book, "Developer's Dilemma" is published by MIT Press. O'Donnell is also an active game developer, releasing "Osy," in 2011, "Against the Gradient," in 2012, "GLITcH" in 2013 and "Sparks of Eternity," in 2014. Other games can be found on his website. Casey's work has been funded by the National Science Foundation (NSF) and the National Institute of Health (NIH).

Industry Expertise

Education/Learning

Areas of Expertise

Software Engineering, Computers and Society, Science and technology studies, Game Studies, Anthropology, Game Design, Game Development

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