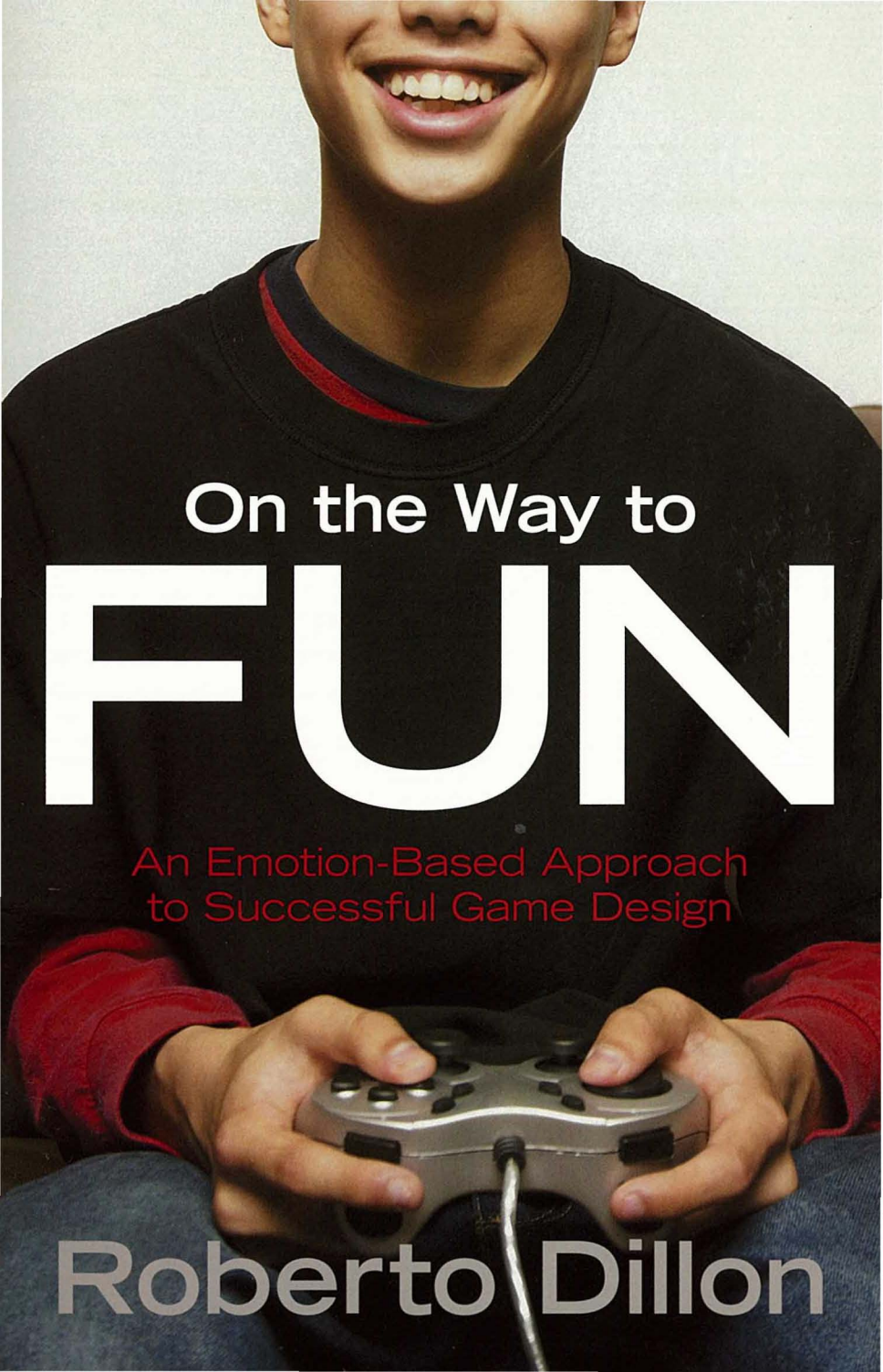
On the Way to
FUN
An Emotion-Based Approach
to Successful Game Design
Roberto Dillon

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Roberto Dillon was born in Genoa, Italy, in 1973. He holds a Master's and a PhD in Electrical and Computer Engineering from the University of Genoa. His research focuses on analyzing emotions within interactive multimedia applications. His projects include *M-EDGE: The Music and Emotion Driven Game Engine*, a technology that combines expression of emotion with real-time musical instruments, and *Virtual Orchestra*, a children's game that USA Today called "Guitar Hero for the symphony crowd."

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