



Modeling Science, Technology & Innovation Conference

WASHINGTON D.C. | MAY 17 - 18, 2016

Andreas Bueckle

CNS, ILS, Indiana University

Andreas Bueckle is a PhD student in Information Science at Indiana University as well as a videographer and photographer. His academic interests revolve around visual feedback systems for programming. In that context, he currently does research on how video games function as feedback systems for game programmers. To that end, he co-teaches a novel class on video game programming at Indiana University. As a professional videographer and photographer, he has been hired by various clients for the past six years. He has worked on video and photo projects on 3 continents, with a focus on documentary as well as nature, especially social issues and nature photography. Check out work samples on andreas-bueckle.com.




Modeling Science, Technology & Innovation Conference

WASHINGTON D.C. | MAY 17 - 18, 2016



Modeling Science, Technology & Innovation Conference
WASHINGTON D.C. | MAY 17 - 18, 2016



NETE
FEDERAL IT

THOMSON REUTERS

IUM
UNIVERSITÄT
DUISBURG
ESSEN

Modeling Science, Technology & Innovation Conference
WASHINGTON D.C. | MAY 17 - 18, 2016



NETE
FEDERAL IT

THOMSON REUTERS

IUM
UNIVERSITÄT
DUISBURG
ESSEN



Modeling Science, Technology & Innovation Conference

WASHINGTON D.C. | MAY 17 - 18, 2016

