Drummer Game is a real-time strategy game in which players control an army of terra cotta warriors by using Chinese drums as controllers, created by Dane Webster, assistant professor of animation and 3-D modeling and area coordinator of creative technologies in the College of Architecture and Urban Studies’ School of Visual Arts, and his students. Funded by the National Science Foundation and developed in collaboration with Yong Cao, assistant professor of computer science in the College of Engineering, Virginia Tech, IMAGE Studio Head; and Ico Bukvic, assistant professor of music in the College of Liberal Arts and Human Sciences.

Participants: Dane Webster, Assistant Professor of Creative Technology, School of Visual Arts, Virginia Tech, IMAGE Studio Head; students; Yong Cao, Assistant Professor of Computer Science in the College of Engineering, Virginia Tech, IMAGE Studio Head; and Ico Bukvic, Assistant Professor of Music in the College of Liberal Arts and Human Sciences, Virginia Tech, IMPACT Studio Head

Type: Video Game