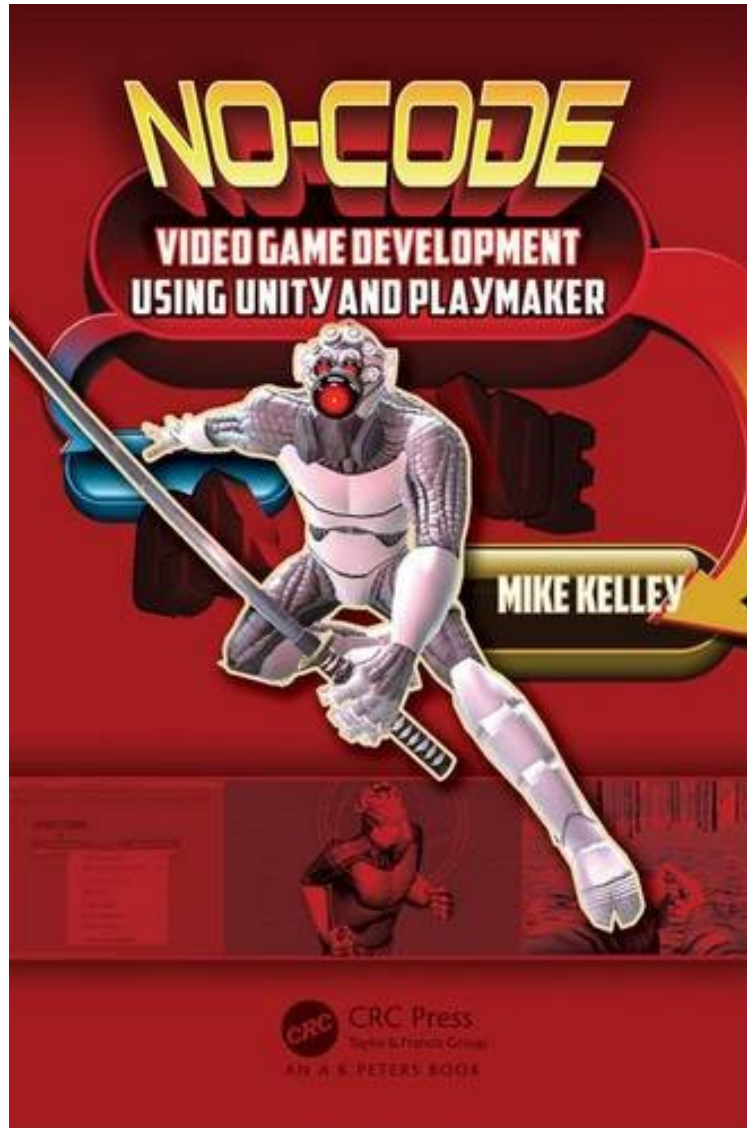


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About the Author Michael Kelley is an internationally award-winning independent game developer and former adjunct professor. At university he created and taught its first video game development courses. In addition to curricula, Michael has authored several game-related inventions. These and other innovations earned his company acceptance into several New York tech incubators. Today Michael continues to do what he loves: make games and teach!