

## About the Author



**Richard Allan Bartle**, Ph.D., co-wrote the first virtual world, MUD (“Multi-User Dungeon”), in 1978, thus being at the forefront of the online gaming industry from its very inception. A former university lecturer in Artificial Intelligence, he is an influential writer on all aspects of virtual world design and development. As an independent consultant, he has worked with almost every major online gaming company in the U.K. and the U.S. over the past 20 years.

Richard lives with his wife, Gail, and their two children, Jennifer and Madeleine, in a village just outside Colchester, England. He works in virtual worlds.

## About the Technical Reviewers

These reviewers contributed their considerable hands-on expertise to the development process for *Designing Virtual Worlds*. As the book was being written, these dedicated professionals reviewed all the material for technical content, organization, and flow. Their feedback was critical to ensuring that *Designing Virtual Worlds* fits our readers’ need for the highest-quality technical information.



**Matt Mihaly** is the founding partner, lead designer, and CEO of Achaea LLC. Founded in 1996 in San Francisco, Achaea designs and produces some of the world’s most popular and successful commercial text MUDs, including *Achaea*, *Dreams of Divine Lands* (<http://www.achaea.com>), *Aetolia*, the *Midnight Age* (<http://www.aetolia.com>), and *Imperian* (<http://www.imperian.com>)—all of which run on Achaea’s proprietary network engine, Rapture.

Matt graduated from Cornell University in 1994 with a degree in Political Science and is a licensed stockbroker. These experiences have informed his game design tendencies and he is an expert on business models, political systems, and community dynamics in virtual worlds. Along with the inevitable interest in games, he spends his free time pursuing Brazilian jujitsu and kickboxing, cooking, travelling, hiking, kayaking, skiing, and scuba diving.



**Damion Schubert** has been working in online world design professionally for over seven years. He was originally the lead designer of *Meridian 59* (and several expansions), as well as the lead designer for the defunct *Ultima Online 2*. He has also served as a contractor for such projects as *The Sims Online* and Kalisto's *Highlander Online*. Currently Damion is serving as a senior designer at Wolfpack, which shipped *Shadowbane* in March 2003.