Karl Lieberherr

I am interested in all aspects of software design. I am directing the Demeter Research Group which has developed Adaptive Programming and was instrumental in the development of Aspect-Oriented Programming.

My secondary area of interest has moved into game design for learning, innovation and dissemination of knowledge in computer science. Our Specker Challenge Game creates a community of scholars (agent-based or human, both on the Web) that propose and oppose hypotheses, trying to maximize their reputation. An interesting game equilibrium is the "truth", but the "truth" is a moving target when the scholars gain new knowledge.

We apply the Specker Challenge Game to a wide variety of computer science topics.

Two Descriptive Recent Papers/Website


Current PhD Students

1. Therapon Skotiniotis, Modular Adaptive Programming, planned to finish 2009, working at Amazon.

Graduated PhD Students and employment
