

accreditation – last version

verzoek: TON en ANTON

Er staat op pagina 15 een nog in te vullen stukje EWI-research. Geel gemarkeerd. Ton en Anton: kunnen jullie daar samen iets van maken? En als jullie dan toch bezig zijn: een tekstje onder het kopje 6.3.2 op pagina 40 staat ook nog op mijn verlanglijst.

EWI-Research

original:

EWI research The WO character of CreaTe and the translation of research into teaching is a constant matter of discussion. Can we supply a few sentences which

- (a) show that there are already strong ties between EWI-research and Creative Technology
- (b) how Create research will be organised to assure a constant stimulus for renewal in CreaTe teaching (especially in projects and applications)

Basis could be the following (which is already in the report under Staff quantity) Some chairs are close to CreaTe and will carry a larger volume of responsibility: Control Engineering, Pervasive Systems, Short Range Radio, IC-design, Human Media Interaction, Computer Architecture and Embedded Systems, Software Engineering, Signals and Systems, Systems Theory, Applied Analysis and Mathematical Physics, Numerical Analysis and Computational Mechanics, Design and Analysis of Communication Systems.

It is not the intention to define a new chair Creative Technology, but Prof v Amerongen has been given nearly full time to devote to CreaTe, assisted by several staff members in his group for whom time is allocated. Dr Ruttkay and Dr Elins also have full assignments for CreaTe. Dr Mader is made group member of Prof v Amerongens group.

onder het kopje: 6.3.2 Curriculum follows developments and trends in relevant research

reference(s) Z. Obrenovic, D. Gasevic, A. Elins, Stimulating Creativity through Opportunistic Software Development, accepted for: IEEE Software, special issue on Opportunistic Software Systems Development - November/December 08

www.idemployee.id.tue.nl/z.obrenovic/papers/obrenovic_csd.pdf

appendix – IIP/Create Research Proposal (Tender)

title – WOW tool

theme- Programma/Thema: IIP-Create wow, Interactive and tangible environments

initiator – Anne Nigten (V2_)

description – (summary)

It is known that art and design are among the catalysts for radical creative innovation in pre-competitive creative ICT cycles. However, the knowledge transfer and collaboration with representatives from different backgrounds often turns out to be a major obstacle. This project deals with the research question: How can we (in a playful way) improve teamwork, and organizational support for creative trans- and interdisciplinary collaboration among scientists, designers, engineers and artists to foster cross-disciplinary creative research and development?

partner(s)

Industry: Philips Design, Almende, T-Xchange t.b.c., Getronics PinkRoccade Business Application Services bv, Noldus Information Technology BV, SME: STBY

Science Institutes: University Twente (HMI), TU-Delft (HMI-AI), TUE (Technology Management/Organisation Science and Marketing), VU Amsterdam, multimedia & game development icw Universiity Twente, Creative Technology (t.b.c.)

Creative / Cultural Institutes: The Patchingzone, V2_, Waag