

## creative technology – slogan(s)

slogan(s) – creative technology / *creativity on an academic level*

...

/ social / process / change(s) / design(s) / space(s) / – / .

You are expected to be, and will be trained to become:

creative  
visual  
authentic  
innovative  
playful

As *creative engineer(s)* our graduates will distinguish themselves by their level of technical expertise.

slogan(s) – focus / to improve/embellish public space with innovative (media/smart) technology

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/ social / process / change(s) / design(s) / space(s) / – / .

identity / creativity

- science/art-inspired visual effects
- out-of-screen deployment
- environment-sensitive application(s)

/ play / tribe(s) / network(s) / identity / flow(s) / chart(s) / cycle(s)

metaphor(s) – towards a new curriculum

cloud(s)

- a **networked world** – you make it work [*engineering*, management] – not network maintenance!
- **everything is connected** – you make the connections [*mediator*, management]
- **everything is intertwined** (Ted Nelson) – you make it twinkle [*the creative track*]

slogan(s) – student(s) / every student is trained as an artist

...

/ social / process / change(s) / design(s) / space(s) / – / .

identity / creativity

- (visual & concept) design
- (technology & application) development
- (aesthetic & intellectual) sensibility

/ play / tribe(s) / network(s) / identity / flow(s) / chart(s) / cycle(s)

slogan(s) – profile(s) / in very scientist is a (hidden) artist

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/ social / process / change(s) / design(s) / space(s) / – / .

innovation(s) / collaboration(s)

- more in-depth (research-related) technology development
- (proper) intellectual and academic context for innovation

/ play / tribe(s) / network(s) / identity / flow(s) / chart(s) / cycle(s)

slogan(s) – scope(s) / learning goal(s)/approach

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/ social / process / change(s) / design(s) / space(s) / – / .

innovation(s) / collaboration(s)

- (low-level) basics/technology – to take away the magic
- (high-level) applications/tools – to achieve challenging target(s)

/ play / tribe(s) / network(s) / identity / flow(s) / chart(s) / cycle(s)

### slogan(s) – creative technology / *starting from 1st year*

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/ social / process / change(s) / design(s) / space(s) / – / .

- **identity** [me] – as a **group/role(s)**/difference(s)
- **portfolio** – [I repeat]: as individual/collaboration(s)
- **imagination** – mixing **science & art**/creativity is contagious
- **authenticity** – as in **no bullshit**/critical/problem(s) [X] ?
- **craftmanship** – discovering **rethorics of the material** [X]

play / game(s) / project(s) / experiment(s) / cycle(s)

### slogan(s) – create(s) / difference(s) / hole(s)?

...

/ social / process / change(s) / design(s) / space(s) / – / .

twinkle(s) / difference(s)

- technology to innovate social processes
- social processes to innovate technology

unplugged: [ 1 2 3 4 5 6 7 8 ]

/ open source / de Waag / chart(s) / in the wall!

tribe(s) / identity / network(s) / connect(s) / cycle(s)

### slogan(s) – control(s) / layered mentorship

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/ social / process / change(s) / design(s) / space(s) / – / .

innovation(s) / collaboration(s)

- supervision(s) – from multiple perspectives
- (peer) reviews – with mild competitive edge
- (public) exhibition(s) – for external exposure
- (scientific) competition(s) – by demo(s) & paper(s)

/ play / tribe(s) / network(s) / identity / flow(s) / chart(s) / cycle(s)

### slogan(s) – course(s) / principle(s)

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/ social / process / change(s) / design(s) / space(s) / – / .

twinkle(s) / difference(s)

- canonical example(s) – *game* / *calculator*
- (online) reference material(s) – [www.w3schools.com/js](http://www.w3schools.com/js) / example(s)
- challenging target(s) – heart(s) / [labs.google.com](http://labs.google.com) (*edu* / *code*)

/ play / tribe(s) / network(s) / identity / flow(s) / chart(s) / cycle(s)

### slogan(s) – element(s) / educational mechanism(s)

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/ social / process / change(s) / design(s) / space(s) / – / .

identity / creativity

- (art) inspiration(s) – item(s) of beauty
- (periodic) de-construction(s) – discover (un)truth(s)

- (technical) exploration(s) – trial(s) without error(s)
- (creative) workshop(s) – to boost the imagination(s)
- (special) event(s) – to educate and surprise

/ play / tribe(s) / network(s) / identity / flow(s) / chart(s) / cycle(s)

### **slogan(s) – learn / to acquire/deepen skills & insight**

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/ social / process / change(s) / design(s) / space(s) / – / .

identity / creativity

- craft – drill & repetition
- concept(s) – application(s) & reflection
- target(s) – challenge(s) & context

/ play / tribe(s) / network(s) / identity / flow(s) / chart(s) / cycle(s)

### **slogan(s) – platform(s) / dynamic (virtual) culture(s)**

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/ social / process / change(s) / design(s) / space(s) / – / .

innovation(s) / collaboration(s)

- software – *architecture vs ecology*
- *technology* – hybrid, interconnected, customizable function(s)/skin(s)
- application(s) – *in a participatory* (playful) *culture*
- (serious) game(s) & entertainment – *programmed content* / script(s)
- *exploratory development* – to discover the potential(s) of technology

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### **slogan(s) – discipline(s) / multi/cross-disciplinary team(s)**

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innovation(s) / collaboration(s)

- new media – design & development
- smart technology – engineering & deployment
- creative application(s) – innovation

/ play / tribe(s) / network(s) / identity / flow(s) / chart(s) / cycle(s)

### **slogan(s) – challenge(s) / interactive entertainment**

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identity / creativity

- immersion – *being in*
- *rapture* – loss of *aesthetic* distance
- agency – being in *control*

*facets of fun*

/ play / tribe(s) / network(s) / identity / flow(s) / chart(s) / cycle(s)

### **slogan(s) – media art(s) / computer augmented artefact(s)**

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twinkle(s) / difference(s)

- emotional response – *enrich experience*
- intellectual challenge – *avoid boredom*

shift of paradigm(s) / reading(s)  
/ play / tribe(s) / network(s) / identity / flow(s) / chart(s) / cycle(s)

### slogan(s) – concept(s) / creative technology

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/ social / process / change(s) / design(s) / space(s) / – / .

innovation(s) / collaboration(s)

- target(s) – digital, computational & conceptual skills
- topic(s) – invisible computing & digital culture
- course(s) – smart technology & new (digital) media

/ play / tribe(s) / network(s) / identity / flow(s) / chart(s) / cycle(s)

### slogan(s) – target(s) / creative technology & industrial design

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innovation(s) / collaboration(s)

- concept(s) – instrumentation, *interaction*, visualisation
- context(s) – home, office & urban environment(s)
- approach(s) – (*computational*) simulation(s) & exploration(s)

/ play / tribe(s) / network(s) / identity / flow(s) / chart(s) / cycle(s)

### resource(s) – rooster(s) / werkplaats / server(s)

`<iframe width=400 height=150 align=right src=ctsg-tweet.html&i/iframe&`

### create(s)

- wiki – home
- identity – logo(s) / inspiration(s)
- wlan @ UT – student net
- smartXP lab – website(s)
- route14 – website(s)

[www.peerevaluation.org](http://www.peerevaluation.org) / [duckduckgo.com](http://duckduckgo.com) / [www.lorenet.nl](http://www.lorenet.nl) / [www.wikiwijs.nl](http://www.wikiwijs.nl)

### institute(s)

- fabriek – [www.creatiefabriek.nl](http://www.creatiefabriek.nl) (Hengelo)
- culture – [www.networkcultures.org](http://www.networkcultures.org)
- media – [www.nimk.nl/en](http://www.nimk.nl/en)
- ICT – [ict.usc.edu](http://ict.usc.edu)
- surf – [www.surfdiensten.nl](http://www.surfdiensten.nl)

### past & present

- topical media & game development
- multimedia @ VU

### event(s)

inspiration(s) / panel(s)

- 15/6/11 promotie – [www.keeptomakingsense.com](http://www.keeptomakingsense.com) / [www.kennislink.nl/publicaties/rocken-op-zijn-chinees](http://www.kennislink.nl/publicaties/rocken-op-zijn-chinees)
- october 2011 – [ppw.kuleuven.be/o\\_en\\_o/CIPenT/seriousgames/seriousgameshome](http://ppw.kuleuven.be/o_en_o/CIPenT/seriousgames/seriousgameshome)
- may 20 2011 – [blog.waag.org/?p=3808](http://blog.waag.org/?p=3808)
- juli 2011 – [pitchfestival.nl](http://pitchfestival.nl)

- 24 mei 2011 – [www.creativetrends.nl](http://www.creativetrends.nl)
- sonic(s) – 2010.[sonicacts.com](http://sonicacts.com) / [aafilmfest.org/49/index.php/events/sonic\\_arts](http://aafilmfest.org/49/index.php/events/sonic_arts)
- march 2011 – [www.5daysoff.nl](http://www.5daysoff.nl) / [nimk.nl/nl/cloud-sounds-works](http://nimk.nl/nl/cloud-sounds-works)
- nerd nite – [www.facebook.com/event.php?eid=188445101180635](http://www.facebook.com/event.php?eid=188445101180635)
- 7/2/2011 semantic web – [linkedculturaldata.wordpress.com](http://linkedculturaldata.wordpress.com)
- april/mei? – [www.festivalofgames.nl](http://www.festivalofgames.nl)
- 30 nov 10 – [www.tedxamsterdam.com](http://www.tedxamsterdam.com) / [www.tedxamsterdam.com/program](http://www.tedxamsterdam.com/program)
- 24 nov 2010: ignite – [www.mediamatic.net/page/165611/en](http://www.mediamatic.net/page/165611/en)
- 18, 19 nov/2010 – [www.gameinthecity.nl/2010](http://www.gameinthecity.nl/2010)
- health – [is.ieis.tue.nl/cihc2010](http://is.ieis.tue.nl/cihc2010)
- ruhr – [www.geertmul.nl/Geert\\_Mul/Ruhr2010-Hagen.html](http://www.geertmul.nl/Geert_Mul/Ruhr2010-Hagen.html) / [www.hagen-2010.de/spielraeume.html](http://www.hagen-2010.de/spielraeume.html)
- 24-26 sept 2010 – [www.g-ameland.nl](http://www.g-ameland.nl)
- 14 september 2010 – [www.creativecompanyconference.com](http://www.creativecompanyconference.com)
- 28/8/10 - 6/11/10 (NIMK) – [nimk.nl/nl/space-invaders](http://nimk.nl/nl/space-invaders)
- 26/8/10 – amsterdam creatieve stad – [iaa.nl/index.php?pid=29&t=5](http://iaa.nl/index.php?pid=29&t=5)
- 8 july 2010 – [gate.gameresearch.nl/index.php?pageID=106](http://gate.gameresearch.nl/index.php?pageID=106)
- 28 juni – [www.waardevancreatie.nl](http://www.waardevancreatie.nl)
- june (Paris) – [www.offf.ws](http://www.offf.ws)
- 17 juni 2010 (utrecht) – [www.creativespacedesign.nl](http://www.creativespacedesign.nl)
- 9 juni 2010 (hilversum) – [www.mediaparkjaarcongres.nl/view.cfm?page\\_id=12910](http://www.mediaparkjaarcongres.nl/view.cfm?page_id=12910)
- 27/5/2010 – [www.kreanova.nl/events/miniseminar-business-creativity.html](http://www.kreanova.nl/events/miniseminar-business-creativity.html)
- 19 mei 2010 – [wwwhome.ewi.utwente.nl/~swartjes/promotie/plechtigheid\\_buffet\\_feest.html](http://wwwhome.ewi.utwente.nl/~swartjes/promotie/plechtigheid_buffet_feest.html)
- 12-15 may 2010 (manchester) – [futureeverything.org/getinvolved](http://futureeverything.org/getinvolved) (deadline 1/12/09)
- 23-24 april 2010 – [www.indigoshowcase.nl](http://www.indigoshowcase.nl)
- 22, 23 april – [www.lib.uni-bonn.de/PhiMSAMP/6/](http://www.lib.uni-bonn.de/PhiMSAMP/6/)
- 21 april 2010 – [nimk.nl/nl/the-poetics-of-space-terrain09](http://nimk.nl/nl/the-poetics-of-space-terrain09)
- seminar(s) – [www.wolfram.com/services/education/seminar.cgi](http://www.wolfram.com/services/education/seminar.cgi)
- 15 april 2010 – [www.digikring.net/evenementen/kennis-halen-en-delen-maximaal-40-aanmeldingen](http://www.digikring.net/evenementen/kennis-halen-en-delen-maximaal-40-aanmeldingen)
- 31/3/2010 – (serious games & simulation i e-health) – [www.dssh.nl/](http://www.dssh.nl/)
- 29 maart 2010 – [smartxp.ewi.utwente.nl/joomla/index.php?option=com\\_content&task=view&id=62&Itemid=1](http://smartxp.ewi.utwente.nl/joomla/index.php?option=com_content&task=view&id=62&Itemid=1)
- 18 maart 2010 – caught in (y)our (own) web
- 3 maart 2010 – [sander.landofsand.com/phdsymposium](http://sander.landofsand.com/phdsymposium)
- 25-28/2/10 amsterdam – [www.sonicacts.com](http://www.sonicacts.com)
- 14/2/10 bio sense – [www.clubofamsterdam.com/event.asp?contentid=807](http://www.clubofamsterdam.com/event.asp?contentid=807)
- seminar 14/1/10 – [www.kreanova.nl/zakelijke-creativiteit/miniseminar-14-januari-as.html](http://www.kreanova.nl/zakelijke-creativiteit/miniseminar-14-januari-as.html)
- 9-10.12.09 paris – [www.leweb.net](http://www.leweb.net)
- nov 27,28,29 (rietveld uncut) – [www.brakkegrond.nl/KalenderDetail.aspx?calID=415569](http://www.brakkegrond.nl/KalenderDetail.aspx?calID=415569)
- nov 19 CAT – [creativitycat.com](http://creativitycat.com)
- nov 5-22 09 visionarium – [eeuwvandestad.nl/archives/7403](http://eeuwvandestad.nl/archives/7403) / [www.icinema.unsw.edu.au/projects/prj\\_tvis\\_II.html](http://www.icinema.unsw.edu.au/projects/prj_tvis_II.html)
- nov/dec (09) – [www.gloweindhoven.nl](http://www.gloweindhoven.nl) / [www.geertmul.nl](http://www.geertmul.nl)
- 12-13 nov 09 – (amersfoort) – [www.gameinthecity.nl/2009](http://www.gameinthecity.nl/2009)
- cinekid – [www.cinekid.nl/nl/festival/madeatcinekid2008](http://www.cinekid.nl/nl/festival/madeatcinekid2008)
- 5 nov 09 – [mixm.nl](http://mixm.nl)
- video – [www.strangerfestival.com](http://www.strangerfestival.com)
- tot 17/9/09 – [www.digitalepioniers.nl](http://www.digitalepioniers.nl)

- 3-8 sept 09 (ars electronica) – [www.aec.at/humannature/en/](http://www.aec.at/humannature/en/)
- 23 juni 09 – [www.mediaparkjaarcongres.nl](http://www.mediaparkjaarcongres.nl)
- art – [www.roomsofredbull.nl](http://www.roomsofredbull.nl)
- dream(s) – [dreamamsterdam.nl](http://dreamamsterdam.nl)
- 22-24 mei – [www.metameets.com](http://www.metameets.com)
- CTIT – [www.ctit.utwente.nl/ctit\\_symposium2009](http://www.ctit.utwente.nl/ctit_symposium2009)
- archive(s) [19/5/09] – [www.immovator.nl/cross-media-cafe-digitale-archieven](http://www.immovator.nl/cross-media-cafe-digitale-archieven)
- 17/5/09 (lev manovich) – virtueel platform
- HD – [dutchtuts.nl/hdvideo.html](http://dutchtuts.nl/hdvideo.html)
- WLA/NL – [www.wikilovesart.nl](http://www.wikilovesart.nl)
- 12/13 may 09 – [www.philosophersrally.nl](http://www.philosophersrally.nl)
- saturday 10/5/09 – think ahead – [www.nimk.nl/nl](http://www.nimk.nl/nl)
- friday 9/5/09 – positions in flux – [www.nimk.nl/nl/content.php](http://www.nimk.nl/nl/content.php)
- 1-7 april – (new york nights) – [ny400.nl](http://ny400.nl)
- sept 09 – [www.picnicnetwork.org/index.php?lang=en](http://www.picnicnetwork.org/index.php?lang=en)
- 16/3/09 – [esw.w3.org/topic/DutchSemanticWebGettogether](http://esw.w3.org/topic/DutchSemanticWebGettogether)
- 17-19 april (euromedia) – [www.eurosis.org/cms/index.php](http://www.eurosis.org/cms/index.php)
- vrij 27 maart – [www.mindz.com/events/Lam\\_media\\_2009](http://www.mindz.com/events/Lam_media_2009)
- 23-26 sept 09 (PICNIC) – [www.picnicnetwork.org/page/36413/en](http://www.picnicnetwork.org/page/36413/en)
- 13 febr 09: geert mul – [www.21rozendaal.nl/programma](http://www.21rozendaal.nl/programma)
- 23 juni 09 – [www.mediaparkjaarcongres.nl](http://www.mediaparkjaarcongres.nl)
- iasted multimedia – [www.iasted.org/conferences/home-655.html](http://www.iasted.org/conferences/home-655.html)
- recommender systems (NY) – [recsys.acm.org](http://recsys.acm.org)
- human / robotic(s) (june 09) – [hrpr.uvt.nl/2009](http://hrpr.uvt.nl/2009)
- philosophy & technology (june 09) – [www.utwente.nl/ceptes/spt2009](http://www.utwente.nl/ceptes/spt2009)
- intetain (june 09) – [intetain.org/proceedings](http://intetain.org/proceedings)
- now is the time – [www.nowisthetime.nl](http://www.nowisthetime.nl) / [www.mediamatic.net/page/52553/en](http://www.mediamatic.net/page/52553/en)
- museum/web – [www.archimuse.com/mw2009/](http://www.archimuse.com/mw2009/)
- march 09: mixtify – [2009.visitmix.com/MIXtify/TenKGallery.aspx](http://2009.visitmix.com/MIXtify/TenKGallery.aspx)
- sept 09? – [www.gogbot.nl](http://www.gogbot.nl)
- 5/12/08 – [www.faronet.be/agenda/gezocht-serieuze-spelletjes](http://www.faronet.be/agenda/gezocht-serieuze-spelletjes)
- 27/1/09 – (Creativity means Business) – [www.ccaa.nl/ConnectingCreativity](http://www.ccaa.nl/ConnectingCreativity)
- 8 dec – [www.parallelewerelden.nl](http://www.parallelewerelden.nl)
- (\*) 28/11/08 – fear it fix it – [www.fifi2008.nl](http://www.fifi2008.nl)
- sport(s) – [www.sportsandtechnology.com/congres2008](http://www.sportsandtechnology.com/congres2008)
- game(s) – [www.immovator.nl/game-in-the-city-legt-verbinding-tussen-games-ondernemen-en-kunst](http://www.immovator.nl/game-in-the-city-legt-verbinding-tussen-games-ondernemen-en-kunst)
- 6-7/11/08 – [www.gameinthecity.nl/aanmelden](http://www.gameinthecity.nl/aanmelden)
- 22-25/2/09 – [www.fitc.ca](http://www.fitc.ca)
- frogg – [www.bupp.at/jart/prj3/bupp/main.jart?rel=de&content-id=1196676582801](http://www.bupp.at/jart/prj3/bupp/main.jart?rel=de&content-id=1196676582801)
- 2D/3D (22/9/08) – [www.vfx.nl](http://www.vfx.nl)
- hong kong (dec 08) – [www.bodw.nl](http://www.bodw.nl)
- today(s) – [www.todaysart.nl/2008](http://www.todaysart.nl/2008)
- media & ICT – [medialogy.nl](http://medialogy.nl)
- enquete – [ec.europa.eu/yourvoice/ipm/forms/dispatch?form=ICTRDI](http://ec.europa.eu/yourvoice/ipm/forms/dispatch?form=ICTRDI)
- enschede – [gogbot.nl](http://gogbot.nl)

- game – [www.gameinthecity.nl](http://www.gameinthecity.nl)
- cic – [hmi.ewi.utwente.nl/cic08](http://hmi.ewi.utwente.nl/cic08)
- os – [www.hollandopen.nl](http://www.hollandopen.nl)
- thing(s) – [www.strategiestm.com/conferences/internet-of-things/08](http://www.strategiestm.com/conferences/internet-of-things/08)
- urban space(s) – [www.experimentadesign.nl/2008/en](http://www.experimentadesign.nl/2008/en)
- uitmarkt – [www.uitmarkt.nl](http://www.uitmarkt.nl)
- product(s) – [www.extra.research.philips.com/usi/index.htm](http://www.extra.research.philips.com/usi/index.htm)
- adaptive – [www.euain.org/?q=node/10](http://www.euain.org/?q=node/10)
- future(s) – [upcoming.yahoo.com/group/4897](http://upcoming.yahoo.com/group/4897)
- ding / art – [www.virtueelplatform.nl/page/11790/en](http://www.virtueelplatform.nl/page/11790/en)
- digikring – [www.digikring.net/engine?app=digikring&service=classmanager:3545&cmd=open&id=28](http://www.digikring.net/engine?app=digikring&service=classmanager:3545&cmd=open&id=28)
- tabletop – [www.ieeetabletop.org](http://www.ieeetabletop.org)
- vr & id – [www.knaw.nl/cfdata/agenda/agenda\\_detail.cfm?agenda\\_id=1217](http://www.knaw.nl/cfdata/agenda/agenda_detail.cfm?agenda_id=1217)
- picnic / book(s) – [crossmediaweek.dmdelivery.com/x/?S7Y1.J9ra2ho8L.I1sLS0BQAE27](http://crossmediaweek.dmdelivery.com/x/?S7Y1.J9ra2ho8L.I1sLS0BQAE27)
- competition – [www.filmaka.com/competition.php?page=current&competition\\_id=263](http://www.filmaka.com/competition.php?page=current&competition_id=263)
- diverse – presentation(s) – [www.inholland.nl/INHOLLANDCOM/Studying+at+INHOLLAND/Events/Diverse2008](http://www.inholland.nl/INHOLLANDCOM/Studying+at+INHOLLAND/Events/Diverse2008)
- game-on – [www.eurosis.org/cms/index.php?q=node/770](http://www.eurosis.org/cms/index.php?q=node/770)
- play – [www.futureplay.org](http://www.futureplay.org)
- immovator – [www.immovator.nl/kansen-bij-samenwerking-met-kennisinstellingen](http://www.immovator.nl/kansen-bij-samenwerking-met-kennisinstellingen)
- electrified – [www.vooruit.be/en/event/1495](http://www.vooruit.be/en/event/1495)
- contest – [org.ntnu.no/thewall](http://org.ntnu.no/thewall)
- deep screens – [www.stedelijk.nl/oc2/page.asp?pageid=1808&url=/detectflash.asp](http://www.stedelijk.nl/oc2/page.asp?pageid=1808&url=/detectflash.asp)
- augmented reality game(s) – [www.mediamatic.net/artefact-36632-nl.html](http://www.mediamatic.net/artefact-36632-nl.html)
- kunstvlaai – [www.planetart.nl/kunstvlaai.htm](http://www.planetart.nl/kunstvlaai.htm)
- v2 – space, time, play
- roomware – [www.mediamatic.net/artefact-33888-nl.html](http://www.mediamatic.net/artefact-33888-nl.html)
- match – [fris.mediasenses.tv/Static/Documents/UserUpload/dL10\\_programmathematch.pdf](http://fris.mediasenses.tv/Static/Documents/UserUpload/dL10_programmathematch.pdf)
- CTIT – [www.ctit.utwente.nl/ctit\\_symposium\\_2008](http://www.ctit.utwente.nl/ctit_symposium_2008) (slogan(s))
- victorian – [www.brakkegrond.nl/victorianCircusIV.htm](http://www.brakkegrond.nl/victorianCircusIV.htm)
- ict delta (8/5/08) – [www.ictdelta.nu/programma](http://www.ictdelta.nu/programma)
- museum – [www.tijdelijkmuseumamsterdam.nl](http://www.tijdelijkmuseumamsterdam.nl)
- web symposium – [www.upthevortex.nl/2008/02/27/live-verslag-van-virtual-web-symposium](http://www.upthevortex.nl/2008/02/27/live-verslag-van-virtual-web-symposium)
- urban typography – [www.mediamatic.net/artefact-27564-nl.html?lang=en](http://www.mediamatic.net/artefact-27564-nl.html?lang=en)
- sonic acts – [www.sonicacts.com/wordpress](http://www.sonicacts.com/wordpress)
- game international – frankfurt
- protest – [zonderkunstenaarsgeenkunst.wordpress.com](http://zonderkunstenaarsgeenkunst.wordpress.com)
- aesthetics (june 08) – [computational-aesthetics.org](http://computational-aesthetics.org)
- game – [www.archimuse.com/mw2008/abstracts/prg\\_335001733.html](http://www.archimuse.com/mw2008/abstracts/prg_335001733.html)
- learn – [www.ugame-ulearn.com/nl](http://www.ugame-ulearn.com/nl)
- fitc – [www.fitc.ca/event\\_detail.cfm?festival\\_id=29&display=schedule](http://www.fitc.ca/event_detail.cfm?festival_id=29&display=schedule)
- fun & game(s) – [fng2008.org](http://fng2008.org)
- bridges – [www.bridgesmathart.org/2008/2008.html](http://www.bridgesmathart.org/2008/2008.html)
- vortex – [www.networkcultures.org/video/vortex](http://www.networkcultures.org/video/vortex)
- enschede – [www.planetart.nl](http://www.planetart.nl) (...) – Rom Langerak (...)
- demcon – [www.artificialevolution.utwente.nl/speakers.php](http://www.artificialevolution.utwente.nl/speakers.php)

**resource(s) – contact(s)****contact(s) / who is?**

- Harry Zengerink [h.zengerink@nhl.nl](mailto:h.zengerink@nhl.nl) (CMD)– [www.nhl.nl](http://www.nhl.nl)
- Marc Frencken [skillmaster@innocrator.co](mailto:skillmaster@innocrator.co) – TEACH\_GAME: [innocrator.com](http://innocrator.com)
- Jacco van Uden – [vanuden@stt.nl](mailto:vanuden@stt.nl) expert meetings: serious games
- Jan-Willem van 't Klooster [j.w.vantklooster@utwente.nl](mailto:j.w.vantklooster@utwente.nl) – [www.utwente.nl/ewi/bss/people/phd/jan\\_willem\\_vantklooster.doc](http://www.utwente.nl/ewi/bss/people/phd/jan_willem_vantklooster.doc)
- Hylke van Dijk [h.w.van.dijk@nhl.nl](mailto:h.w.van.dijk@nhl.nl) – [www.nhl.nl/seriousgaming](http://www.nhl.nl/seriousgaming)
- David Mathews [david@iiitmk.ac.in](mailto:david@iiitmk.ac.in) – [www.iiitmk.ac.in](http://www.iiitmk.ac.in)
- Chris Haarmeijer (Tetem) [c.haarmeijer@re-lion.com](mailto:c.haarmeijer@re-lion.com) – [www.tetem.nl](http://www.tetem.nl)
- Bart Kooi – [bart.kooi@xsens.com](mailto:bart.kooi@xsens.com)
- Frank Alsema (...) – [nl.linkedin.com/in/frankalsema](http://nl.linkedin.com/in/frankalsema) – [www.camerize.com](http://www.camerize.com)
- Martinus Meiborg ... – [mmeiborg.wordpress.com](http://mmeiborg.wordpress.com) – [www.camerize.com](http://www.camerize.com)
- Claudia Rodriguez Ortiz – [www.picnicnetwork.org/person/17387](http://www.picnicnetwork.org/person/17387)
- Ron Otten – (...) – [stichting-boz.nl](http://stichting-boz.nl)
- Frank Kresin (...) – [www.waag.org](http://www.waag.org)
- Elif Dia (...) – [www.babbels.com](http://www.babbels.com)
- Christine Balch (..) – [www.tno.nl](http://www.tno.nl)
- Theo Paijmans (...) – (info) [dieschwarzesonne.blogspot.com](http://dieschwarzesonne.blogspot.com) (...)
- Ruth Oldenziel – [www.oldenziel.com](http://www.oldenziel.com)
- Pam Kato – [www.hopelab.org/about-us/our-team/pamela-kato](http://www.hopelab.org/about-us/our-team/pamela-kato)
- Xin Li (Dean DigiPen) [xli@digipen.edu](mailto:xli@digipen.edu) – [www.digipen.edu](http://www.digipen.edu)
- Ad Heesels – [www.werkistheater.nl](http://www.werkistheater.nl)
- Ad Fernhout – [ww.worldessence.com/pageID\\_5215975.html](http://ww.worldessence.com/pageID_5215975.html)
- Sander Bakker – [sander.landofsand.com](http://sander.landofsand.com)
- Pattie Maes – [web.media.mit.edu/~pattie](http://web.media.mit.edu/~pattie)
- Roderic Evans-Knaup (bio) [roderic@evans-knaup.nl](mailto:roderic@evans-knaup.nl) – [www.evans-knaup.nl](http://www.evans-knaup.nl) / [www.aheadofthegame.eu](http://www.aheadofthegame.eu)
- Paul Klotz – [info@led-art.nl](mailto:info@led-art.nl) – [www.led-art.nl](http://www.led-art.nl)
- Penny de Byl (breda) – [penny.debyl@gmail.com](mailto:penny.debyl@gmail.com)
- Kasper Kamperman – [kasperkamperman@gmail.com](mailto:kasperkamperman@gmail.com) – [www.kasperkamperman.com](http://www.kasperkamperman.com)
- Maud Stehouwer – [maud@eagr.nl](mailto:maud@eagr.nl) – [www.eagr.nl](http://www.eagr.nl)
- mike hergaarden – game(s) / VU – [www.m2h.nl](http://www.m2h.nl)
- Hans Kessens – info / [www.hanskessens.nl](http://www.hanskessens.nl) / [www.interactief2.nl](http://www.interactief2.nl)
- Bas van Vlijmen [bas@basvanvlijmen.com](mailto:bas@basvanvlijmen.com) – [www.basvanvlijmen.com](http://www.basvanvlijmen.com)
- Yuri Engelhardt – [yuriweb.com](http://yuriweb.com) / [www.latebytes.nl](http://www.latebytes.nl)
- Sander Veenhof [sander@sndrv.nl](mailto:sander@sndrv.nl) – [sndrv.nl](http://sndrv.nl) / [www.sndrv.nl/ARflashmob](http://www.sndrv.nl/ARflashmob)
- Eric Kluytenberg – [www.debalie.nl/persoon.jsp?personid=5495](http://www.debalie.nl/persoon.jsp?personid=5495)
- Klaas Kuitenbrouwer – [www.mediamatic.net/person/3337/en](http://www.mediamatic.net/person/3337/en)
- Johnny Hartz Soraker [j.h.soraker@utwente.nl](mailto:j.h.soraker@utwente.nl) – [soraker.blogspot.com](http://soraker.blogspot.com)
- Marco Lipsius – [www.b2bproductions.nl](http://www.b2bproductions.nl)
- Peter-Paul Verbeek – [www.utwente.nl/ceptes/research\\_staff/verbeek](http://www.utwente.nl/ceptes/research_staff/verbeek)
- Marcel Hammink – [m.hammink@utwente.nl](mailto:m.hammink@utwente.nl) – [www.novatv.nl/page/uitzendingen/Marcel](http://www.novatv.nl/page/uitzendingen/Marcel)
- Jurriaan Schmitz – [J.Schmitz@utwente.nl](mailto:J.Schmitz@utwente.nl) – [sc.el.utwente.nl/persons/index.php?id=158](http://sc.el.utwente.nl/persons/index.php?id=158)
- Rocco van den Berg (endemol) – [www.endemol.nl/Organisatie/default.aspx?fid=6364](http://www.endemol.nl/Organisatie/default.aspx?fid=6364)
- Jain van Nigtevegt – [jain@flavour.nl](mailto:jain@flavour.nl) – [www.flavour.nl](http://www.flavour.nl)
- Berend Weij [bweij@mijnnaamishaas.nl](mailto:bweij@mijnnaamishaas.nl)– [www.mijnnaamishaas.nl](http://www.mijnnaamishaas.nl)
- Jelmer Boomsma [jelmer@grrr.nl](mailto:jelmer@grrr.nl) – [www.grrr.nl](http://www.grrr.nl)



- Erik Groeneveld erik@cq2.nl – www.cq2.nl – www.meresco.org
- Charles van der Heuvel charles.vanderheuvel@knav.nl – www.virtualknowledgestudio.nl
- HaiLiang Mei H.Mei@ewi.utwente.nl – BSS / health
- Ken Newman newman.k@nhtv.nl – www.nhtv.nl
- Anna Schaafstal as@taskforceinnovatie.nl – www.taskforceinnovatie.nl
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- Kristina Anderson – Patchingzone kristina@tinything.com
- Pavel Pokutycki – AR+RFID Lab KAKB info@postdigital.nl
- Gert van de Beld g.vam.de.beld@senternovem.nl – SenterNovem (Creative Industry) – www.senternovem.nl (funding(s))
- Carla Hoekendijk carla.hoekendijk@xs4all.nl – HvA – www.hva.nl
- Paul Braam Paul.Braam@digifit.eu – www.digifit.eu / www.virtuagym.nl
- Patrick Olivier – www.ncl.ac.uk/culturelab
- Pieter van der Hijden pvdh@sofos.nl – www.sofos.nl/
- Marjolijn Bloemen – marjolijn@waag.org – Waag Society (sustainability)
- Martin de Haas – Martin.Haasde@getronics.com – Getronics Pink Roccade (duurzaamheid)
- Harald Krijger – haraldkrijger@xs4all.nl
- Antonio Kruger – ifgi.uni-muenster.de/~kruegera
- Erik Groeneveld erik@cq2.nlw – www.cq2.nl – www.meresco.org
- Federico Campanale mail@federicocampanale.com – www.blueframe.nl
- Victor Onstein vonstein@zonnet.nl – (bio)
- Viola van Alphen viola@mediamatic.net – www.mediamic.net/artefact-28528-en.html
- Roger ter Heide bio) – www.improvive.com
- www.syntens.nl – Marco Strijks mst@Syntens.nl / Harry Bosch hbo@Syntens.nl – via Annewies Kuipers JLK@Syntens.nl
- Rom Langerak (UT/EWI/CS) langerak@cs.utwente.nl – www.planetart.nl/vriendschap.htm
- Kees de Groot kgroot@planet.nl – www.creatiefefabriek.nl
- Zeljko Obrenovic z.obrenovic@tue.nl – www.idemployee.id.tue.nl/z.obrenovic formerly CWI
- EWI/TU – contact(s)

#### **tutorial(s) – help(s)**

- code (google) – code.google.com/edu
- web technology – www.w3schools.com
- flex – livedocs.adobe.com/flex/201
- processing – www.processing.org/learning/topics
- vrml/x3d – www.web3d.org/x3d/learn/tutorial
- java – www.deitel.com

#### **example(s) – script(s) / animation(s)**

- game programming in javascript – www.devx.com/webdev/10MinuteSolution/27134
- numbers in javascript – www.devx.com/webdev/Article/17215
- animation in javascript – www.devx.com/getHelpOn/10MinuteSolution/16473
- javascript solution(s) – www.devx.com/getHelpOn/Door/10680
- javascript 1.5 – www.davidflanagan.com/javascript5

**configuration(s) – tablet(s) / tribe(s) / program(s) / math(s) / chrome(s)** ... / creative  
exploration(s) / unity / trouble(s) / wolframalpha / inspiration(s) / software(s) / masterclass / howto(s)

- HTML5 IDE(s) – [www.htmlgoodies.com/beyond/webmaster/toolbox/five-essential-html5-editors.html](http://www.htmlgoodies.com/beyond/webmaster/toolbox/five-essential-html5-editors.html)
- security – [sectools.org](http://sectools.org)
- API – [code.google.com/apis/explorer](http://code.google.com/apis/explorer)
- splashtop – [www.zdnet.com/blog/open-source/splashtop-linux-for-windows-users/8379](http://www.zdnet.com/blog/open-source/splashtop-linux-for-windows-users/8379)
- robot(s) – [www.urbiforge.org](http://www.urbiforge.org)
- algorithm(s) – [www.cs.sunysb.edu/~algorithm](http://www.cs.sunysb.edu/~algorithm)
- playground – [code.google.com/apis/ajax/playground/?exp=youtube](http://code.google.com/apis/ajax/playground/?exp=youtube)
- ipad – [ipadpeek.com](http://ipadpeek.com)
- unity – [unity3d.com](http://unity3d.com)
- iPhone – resource(s)
- small basic – [msdn.microsoft.com/en-us/devlabs/cc950524.aspx](http://msdn.microsoft.com/en-us/devlabs/cc950524.aspx) / tutorial(s)
- mobile+ – [edgelib.com](http://edgelib.com)
- processing – [www.processing.org](http://www.processing.org)
- javafx – [www.javafx.com](http://www.javafx.com)
- IDE – [www.netbeans.org](http://www.netbeans.org)
- **cygwin** – [www.cygwin.com](http://www.cygwin.com)
- **java** – [java.com/en](http://java.com/en)
- **flex** - [www.adobe.com/products/flex](http://www.adobe.com/products/flex)
- **WAMP** – [www.appservnetwork.com](http://www.appservnetwork.com) / [www.devside.net](http://www.devside.net) / [www.wampserver.com/en](http://www.wampserver.com/en)
- visual studio – [www.microsoft.com/express/2005/download/default.aspx](http://www.microsoft.com/express/2005/download/default.aspx)
- XNA – [creators.xna.com](http://creators.xna.com)
- 3D – [sketchup.google.com](http://sketchup.google.com)
- **model(s)** – [www.blender.org](http://www.blender.org)
- creative suite(\$\$) – suite(s) / flash / [tv.adobe.com](http://tv.adobe.com)
- application server – [glassfish.dev.java.net](http://glassfish.dev.java.net)
- ubuntu? – blog(s)

**software(s) – resource(s)** configuration(s) / tool(s) / download(s)

- H323 gatekeeper – [www.gnugk.org](http://www.gnugk.org)
- sketch tool – [move2os.blogspot.com/2008/07/sketch-software-sketch-studio.html](http://move2os.blogspot.com/2008/07/sketch-software-sketch-studio.html)
- pen(s) – resource(s)
- api(s) – resource(s)
- image editor(s) – [www.makeuseof.com/tag/8-simple-free-photoshop-alternatives-that-are-under-2-mb](http://www.makeuseof.com/tag/8-simple-free-photoshop-alternatives-that-are-under-2-mb)
- o3d – [code.google.com/apis/o3d](http://code.google.com/apis/o3d)
- android – [blogs.zdnet.com/Google/?p=1373](http://blogs.zdnet.com/Google/?p=1373) / [arstechnica.com/open-source/news/2009/06/android-goes-beyond-java-gains-native-cc-dev-kit.ars](http://arstechnica.com/open-source/news/2009/06/android-goes-beyond-java-gains-native-cc-dev-kit.ars)
- source sdk – [www.sourcesdk.com](http://www.sourcesdk.com) / [source.valvesoftware.com](http://source.valvesoftware.com) / [www.steampowered.com](http://www.steampowered.com)
- A/V – [www.av4you.com](http://www.av4you.com)
- (free) web developer – [www.coffeecup.com](http://www.coffeecup.com)
- microsoft express – [www.microsoft.com/express](http://www.microsoft.com/express)
- developer – [code.google.com](http://code.google.com)
- flex sdk – [www.adobe.com/products/flex/sdk](http://www.adobe.com/products/flex/sdk)
- adobe dev – [www.adobe.com/devnet](http://www.adobe.com/devnet)

- processing – [www.processing.org](http://www.processing.org)
- delta3d – [www.delta3d.org](http://www.delta3d.org)
- blender – [www.blender.org](http://www.blender.org)
- vrml/x3d – [www.web3d.org](http://www.web3d.org)
- javafx – [www.javafx.com](http://www.javafx.com)
- cms (web/blog) – [drupal.org](http://drupal.org) / [ez.no](http://ez.no) / [wordpress.org](http://wordpress.org)
- custom(s) – [www.blogspot.com](http://www.blogspot.com) / [www.symbaloo.com/nl](http://www.symbaloo.com/nl)
- gadget(s) – [code.blogger.com](http://code.blogger.com)
- data space(s) – [virtuoso.openlinksw.com/wiki/main/Main/Ods](http://virtuoso.openlinksw.com/wiki/main/Main/Ods)
- framework(s) – [www.openinterface.org](http://www.openinterface.org) / EyesWeb XMI
- silverlight – [silverlight.net/GetStarted](http://silverlight.net/GetStarted)
- social network(s) – resource(s)
- tool(s) – resource(s)
- cms – [www.madebyfrog.com](http://www.madebyfrog.com)

### reading(s) – resource(s)

- facets of fun – [www.cs.chalmers.se/](http://www.cs.chalmers.se/)
- new media – [www.mediamatic.net/artefact-222-en.html](http://www.mediamatic.net/artefact-222-en.html)
- create – [create.aliens.net](http://create.aliens.net)
- topical media & game development – [media.aliens.net](http://media.aliens.net)

### inspiration(s) – research / design(s) / course(s) / etc(s) create / smart / media / game / design / math / web / art / student(s) / tag(s)

- logic(s) – [www.nihilogic.dk](http://www.nihilogic.dk)
- feeling(s) – [www.wefeelfine.org](http://www.wefeelfine.org)
- universe(s) – [universe.daylife.com](http://universe.daylife.com)
- twitter(s) – [twitvision.com](http://twitvision.com)
- transform(s) – [www.transphormetic.com](http://www.transphormetic.com)
- line(s) – list(s)
- lecture(s) – [randy.pausch.com](http://randy.pausch.com) / legacy / ETC

**online: [create.aliens.net](http://create.aliens.net) [resource(s)]**

1. Teaching Software Engineering through Game Design
2. Toy Projects Considered Harmful
3. The Rethinking CS101 Project
4. Creating a Science of Games (CACM)
5. Software Engineering Issues in Interactive Installation Art
6. Programming by Example – A Creative Programming Environment, Remixed
7. Supporting Creative Thinking through Opportunistic Software Development
8. Computer Science Education: Where Are the Software Engineers of Tomorrow?

### resource(s) – *curriculum*

- queen mary – art(s) & technology
- edu.au – [creativeindustries.vu.edu.au](http://creativeindustries.vu.edu.au)
- danube – [www.donau-uni.ac.at/en/studium/computergamestudies](http://www.donau-uni.ac.at/en/studium/computergamestudies)
- weltec – [www.cit.ac.nz/AboutWelTec/NewsandEvents/Creativitytechnologythefutureofdesign/tabid/597/Default.aspx](http://www.cit.ac.nz/AboutWelTec/NewsandEvents/Creativitytechnologythefutureofdesign/tabid/597/Default.aspx)
- japan – [www.kmd.keio.ac.jp/en/](http://www.kmd.keio.ac.jp/en/)

- online – [advanced.jhu.edu/academic/museum](http://advanced.jhu.edu/academic/museum)
- mit – [media.mit.edu](http://media.mit.edu) – inventing a better future
- belgie – [www.digitalartsandentertainment.com](http://www.digitalartsandentertainment.com) – digital arts & entertainment
- portsmouth – [www.port.ac.uk/departments/academic/ct](http://www.port.ac.uk/departments/academic/ct) – creative technologies
- (d)art(mouth) – [www.math.dartmouth.edu/matc](http://www.math.dartmouth.edu/matc) – mathematics
- stanford – [sirl.stanford.edu/bob/teaching](http://sirl.stanford.edu/bob/teaching) – art and perception
- utrecht – [www.math.uu.nl/people/beukers/ucu102](http://www.math.uu.nl/people/beukers/ucu102) – mathematics for poets, thinkers and doers
- san francisco – [www.siat.sfu.ca](http://www.siat.sfu.ca) – interactive arts & technology
- lancashire – [www.uclan.ac.uk/facs/class/humanities/creatind](http://www.uclan.ac.uk/facs/class/humanities/creatind) – creative & cultural industries
- newcastle – [www.ncl.ac.uk/culturelab](http://www.ncl.ac.uk/culturelab)
- princeton – [www.princeton.edu/artofsci](http://www.princeton.edu/artofsci) – art of science
- toronto – [www.dgp.toronto.edu/karan](http://www.dgp.toronto.edu/karan) – art+animation
- germany – jacobs university – creativity in science and the visual arts
- koln – [www.khm.de](http://www.khm.de) – media art – (code art)

#### new

- evaluatin games – amazon
- smart clothes – amazon

#### book(s) – technical

kindle

- JavaScript: The Definitive Guide by David Flanagan – (amazon)
- CSS: The Definitive Guide (Paperback) by Eric Meyer – (amazon)
- Foundation Actionscript 3.0 Animation: Making Things Move! by Keith Peters – (amazon)
- Professional Adobe Flex 2 (Programmer to Programmer) by Rich Tretola, Simon Barber, and Renaun Erickson – (amazon)
- Professional Web 2.0 Programming (Wrox Professional Guides) (Paperback) by Eric van der Vlist, Danny Ayers, Erik Bruchez, Joe Fawcett, Alessandro Vernet – (amazon)
- Foundation Flash 8 Video (Foundation) by Jordan L Chilcott and Tom Green – (amazon)
- Introduction to 3D Game Programming with Direct X 9.0c: A Shader Approach (Wordware Game and Graphics Library) by Frank Luna – (amazon)
- Visual Computing: Geometry, Graphics, And Vision by Frank Nielsen – (amazon)
- X3D: Extensible 3D Graphics for Web Authors (The Morgan Kaufmann Series in Interactive 3D Technology) (Paperback) by Don Brutzman, Leonard Daly – (online)
- Visualizing the Semantic Web: XML-based Internet and Information Visualization by Vladimir Geroimenko – (amazon)

#### reference(s)

An initial set of references should include the list below, although many more are available.

1. Mitchel Resnick, Sowing the Seeds for a more Creative Society – online video
2. Facets of Fun – On the Design of Computer Augmented Entertainment Artefacts, available in online version
3. Kress G. and van Leeuwen T. (1996), Reading Images: The Grammar of Visual Design, Routledge
4. Geert Lovink and Ned Rossiter (eds), MyCreativity Reader, A Critique of Creative Industries, Institute of Network Cultures, Amsterdam 2007
5. A. Eliëns, topical media & game development – [media.eliens.net](http://media.eliens.net)

A wealth of material and references can be found at my **topical media & game development** site, including tutorials and examples.

#### reference(s)

Apart from some general information about for example **agile method(s)**, we have included some references to our own work, not as a reference in the sense of a standard to be adhered, but rather to **share experience(s)**, and indicate a possible format for **writing a report** or even paper to be published at some suitable venue.

1. method(s) – [www.agilemanifesto.org/principles.html](http://www.agilemanifesto.org/principles.html)
2. resource(s) – game design patterns / team work
3. Eliëns A. and Vyas D., Panorama – explorations in the aesthetics of social awareness, In Proc. GAME-ON 07, Nov 20-22, University of Bologna, Marco Rocchetti (ed.), p. 71-75, EUROSIS-ETI Publication, ISBN 9789077381373
4. Eliëns A., van de Watering M., Huurdeman H., Bhikharie S.V., Lemmers H., Vellinga P. , Clima Futura @ VU – communicating (unconvenient) science, In Proc. GAME-ON 07, Nov 20-22, University of Bologna, Marco Rocchetti (ed.), pp. 125-129, EUROSIS-ETI Publication, ISBN 9789077381373
5. A. Eliëns, topical media & game development – [media.eliens.net](http://media.eliens.net)

A wealth of material and references can be found at my **topical media & game development** site, including tutorials and examples.

#### reference(s)

Also for the *ambient screen(s)* course, our **panorama** paper may serve as a reference, both with regard to **content** and as a **format** for the report(s).

1. Convivial Urban Spaces: Creating Effective Public Spaces, by Henry Shaftoe
2. Eliëns A. and Vyas D., Panorama – explorations in the aesthetics of social awareness, In Proc. GAME-ON 07, Nov 20-22, University of Bologna, Marco Rocchetti (ed.), p. 71-75, EUROSIS-ETI Publication, ISBN 9789077381373
3. A. Eliëns, topical media & game development – [media.eliens.net](http://media.eliens.net)

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#### reference(s)

The main reference for this course consists of a treatise on **convivial design**, which is generally opposed to **industrial design**, since it presupposes a **process of co-creativity** instead of a top-down **design-driven process**.

1. Convivial Urban Spaces: Creating Effective Public Spaces, by Henry Shaftoe
2. A. Eliëns, topical media & game development – [media.eliens.net](http://media.eliens.net)

A wealth of material and references can be found at my **topical media & game development** site, including tutorials and examples.

**reference(s)** There are many books dealing in one way or another with **web technology**.

1. JavaScript: The Definitive Guide by David Flanagan – (amazon)
2. CSS: The Definitive Guide by Eric Meyer
3. Professional Web 2.0 Programming (Wrox Professional Guides) by Eric van der Vlist, Danny Ayers, Erik Bruchez, Joe Fawcett, Alessandro Vernet
4. business model(s) – [www.oreillynet.com/pub/a/oreilly/tim/news/2005/09/30/what-is-web-20.html](http://www.oreillynet.com/pub/a/oreilly/tim/news/2005/09/30/what-is-web-20.html)
5. Webbots, Spiders, and Screen Scrapers: A Guide to Developing Internet Agents with PHP/CURL by Michael Schrenk
6. The Web Application Hacker's Handbook: Discovering and Exploiting Security Flaws, by Dafydd Stuttard and Marcus Pinto
7. A. Eliëns, topical media & game development – [media.eliens.net](http://media.eliens.net)

A wealth of material and references can be found at my **topical media & game development** site, including tutorials and examples.

#### reference(s)

As said before, a highly recommended reference for interactive data visualization is **Visualizing Data** by Ben Fry, not in the least because the approach described is tightly connected with **processing** and its underlying philosophy of creative intuitive understanding by computational means. However, also the **flex/as3** related references are worthwhile because they give access to the display environment of **flash**, which is the dominant media technology for (business-related) web-applications.

1. Visualizing Data: Exploring and Explaining Data with the Processing Environment, by Ben Fry
2. Foundation Actionscript 3.0 Animation: Making Things Move! by Keith Peters
3. Professional Adobe Flex 2 (Programmer to Programmer) by Rich Tretola, Simon Barber, and Renaun Erickson
4. Foundation Flash 8 Video (Foundation) by Jordan L Chilcott and Tom Green
5. Visualizing the Semantic Web: XML-based Internet and Information Visualization by Vladimir Geroimenko
6. Eliëns A., Wang Y. van Riel C. and Scholte T. (2007), 3D Digital Dossiers – a new way of presenting cultural heritage on the Web, In Proc. Web3D 2007, ACM SIGGRAPH, pp. 157-160
7. A. Eliëns, topical media & game development – media.eliens.net

A wealth of material and references can be found at my **topical media & game development** site, including tutorials and examples.

#### reference(s)

There are a number of references on mashups for particular **APIs**, of which a selection is given here. In addition, the student may need more detailed knowledge of how data manipulation and components are dealt with in **flex/as3**.

1. Flickr Mashups, by David A. Wilkinson, Wrox
2. Amazon.com Mashups, by Francis Shanahan
3. del.icio.us Mashups, by Brett O'Connor
4. Web APIs with PHP, by Paul Reinheimer, Wrox
5. Professional Adobe Flex 2 (Programmer to Programmer) by Rich Tretola, Simon Barber, and Renaun Erickson
6. Visualizing the Semantic Web: XML-based Internet and Information Visualization by Vladimir Geroimenko
7. A. Eliëns, topical media & game development – media.eliens.net

A wealth of material and references can be found at my **topical media & game development** site, including tutorials and examples.

#### reference(s)

An excellent starting point for a course in VR is provided by the X3D book of Don Brutzman, who one of the leading figures in the Web3D Consortium.

1. X3D: Extensible 3D Graphics for Web Authors (The Morgan Kaufmann Series in Interactive 3D Technology) by Don Brutzman, Leonard Daly
2. A. Eliëns, topical media & game development – media.eliens.net

A wealth of material and references can be found at my **topical media & game development** site, including tutorials and examples.

#### reference(s)

Apart from the book on **game design patterns**, a reference to a paper comparing game development to **software engineering** has been included, showing the analogy as well as **difference(s)** in **project management** and **workflow(s)**.

1. Teaching Software Engineering through Game Design
2. Bjork, S., Holopainen, J. (2005) Patterns in Game Design. Charles River Media
3. A. Eliëns, topical media & game development – media.eliens.net

A wealth of material and references can be found at my **topical media & game development** site, including tutorials and examples.