project(s) & stage(s)

master projects (completed)

- 2012: [mCS/MM] Chris Baferas – Tagging Game Suite: New ideas for expanding the gameplay of Games With A Purpose [taken over from Lora Aroyo]
- 2012 [mCS/MM]: Nikos Poulios – Sensor based physical interaction for embodied playful learning games (de Waag) [taken over from Lora Aroyo]
- 2011 [mCS/SE]: Jason Heymans – Advanced Database Integration in Interactive video
- 2011 [mCS/MM]: Celestyna Banaszak – Serious Games in Interactive Media

master projects (current)

- mCS/MM: Ceren Majoor – Gamification on Second Screens (ExMachina)
- mIS/MM: Suraj Ho – Encourage correct execution of sport exercises through a self-build mocap system
- mIS/MM: George Kyriacou – Gamification for Social Motivation in an Exergaming Framework
- mCS/MM: Diego Rens – Application development and design methodology for mobile games (VirtuaGym)