

## report 07

*Time is irreversible.* Despite the pessimism towards my efforts in game research, this phrase, taken from my Brain STORM lecture *gaming is a waste of time*<sup>1</sup>, expresses that research in gaming is worthwhile, simply because of the interest of third parties, both from within the VU and from outside.

### project(s)

- ximpel – [www.ximpel.org](http://www.ximpel.org)
- climate game @ VU – [www.cs.vu.nl/~eliens/projects/project-climate.html](http://www.cs.vu.nl/~eliens/projects/project-climate.html)

### publication(s) 2007

**WebDossier** 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

**Panorama** Vyas D. van de Watering M., Eliëns A. and van der Veer G. (2007), Engineering Social Awareness in Work Environments , HCI Int. 2007

**Social** Vyas, D., van de Watering, M., Eliëns, A. & van der Veer, G.C. , Being Social @ Work: Designing for Playfully Mediated Social Awareness in Work Environments, Book Chapter in "Home Informatics and Telematics: ICT for the Next Billion". IFIP, Vol. 241, Venkatesh, A.; Gonzalves, T.; Monk, A.; Buckner, K. (Eds.) ISBN: 978-0-387-73696-9

**Designing** Dhaval Vyas, Dirk Heylen, Anton Eliëns, Anton Nijholt , Experiencing-in-the-world: using pragmatist philosophy to design for aesthetic experience, Proceedings of the 2007 conference on Designing for User eXperiences, Chicago, Illinois, SESSION: Experiencing the invisible, 2007, ISBN:978-1-60558-308-2

**Serious** Eliëns A. & Chang T., Let's be serious – ICT is not a (simple) game, FUBUTEC 07, Eurosis, Delft, April 2007

**Decision** Eliëns A. & Wang Y., Expert advice and regret for serial recommenders, In Proc. EUROMEDIA 2007, L. Rothkrantz and Ch. van der Mast (eds), Eurosis, pp. 111-118 (best paper award nomination)

**SL** Eliëns A. Feldberg F., Konijn E., Compter E., VU @ Second Life – creating a (virtual) community of learners, In Proc. EUROMEDIA 2007, L. Rothkrantz and Ch. van der Mast (eds), pp. 45-52, Eurosis-Eti Publication, ISBN: 9789077381328, (best paper award nomination)

**Recommend** Eliëns A. & Wang Y., Rate, Recommend, Regret – an Expert-based Approach to the Personalization of Guided Tours, PATCH'07 workshop, UM 2007, June, Greece

**PanoramaWeb** Yin S. & Eliëns A., PANORAMA: A Rich VRML Application Platform For Online Gaming , Workshop Web 3D Games, Web3D Symposium 07, Perugia Italy, April 15-18

**Pragmatist** Vyas D., Eliëns A. Heylen D., Nijholt A. (2007), Experiencing-in-the-World: Using Pragmatist Philosophy to Design for Aesthetic Experience, DUX 2007

**Shaders** Bouterse M.C. and Eliëns A., Simulating Infinite Curved Spaces using Vortex Shaders, In Proc. GAME-ON 07, Nov 20-22, University of Bologna, Marco Roccetti (ed.), EUROSIS-ETI Publication, ISBN 9789077381373

**Climate** 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 Roccetti (ed.), pp. 125-129, EUROSIS-ETI Publication, ISBN 9789077381373

**Mashups** Eliëns A. Feldberg F., Konijn E., Compter E., Mashups in Second Life @ VU, In Proc. GAME-ON 07, Nov 20-22, University of Bologna, Marco Roccetti (ed.), pp. 130-134, EUROSIS-ETI Publication, ISBN 9789077381373

**Aesthetics** 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 Roccetti (ed.), p. 71-75, EUROSIS-ETI Publication, ISBN 9789077381373

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<sup>1</sup>[www.cs.vu.nl/~eliens/research/lecture-waste-of-time.html](http://www.cs.vu.nl/~eliens/research/lecture-waste-of-time.html)