

## overview – A. Eliens (maart 2009)

### part(s)

- publication(s) 2009
- publication(s) 2008
- onderwijs 2008
- publication(s) 2007
- publication(s) 2006
- plan multimedia – 2009-2011, en daarna

### publication(s) 2009

**Replay** Eliëns A. & Ruttkay Z., Record, Replay & Reflect – a framework for understanding (serious) game play, In Proc. EUROMEDIA, april 2009, Brugge, ISBN 978-90-77381-4-65, pp. 42-48

**MathGames** Eliëns A. & Ruttkay Z., Math Games – an alternative (approach) to math education?, In Proc. GAME-ON 09, 10th Int. Conference on Games and Simulation, Breitlach (ed.), November 26-28, Dusseldorf, Germany, pp. 68-72, ISBN: 978-9077381-53-3

**Virtual** Feldberg F., Eliëns A., van der Land S., Huysman M., Konijn E., VU @ Second Life: A Report on Experiences with the Development of a (Virtual) Community of Learners, In: Virtual Social Networks – Mediated, Massive and Multiplayer Sites, Nikki Pantelli (ed.), Palgrave Macmillan, 2009

### report 08

*Time means constant change.* I am happy to be able to announce that december 2008, I was appointed as

praktijk hoogleraar creative technolgy / new media

at the EWI faculty of the University Twente.

### project(s)

- ximpel – [www.ximpel.org](http://www.ximpel.org)
- climate game @ VU – [www.climafutura.nl](http://www.climafutura.nl)
- creative technology – [create.eliens.net](http://create.eliens.net)

### publication(s) 2008

**Presence** de Boer, B.I., Konijn, E.A., Feldberg, J.F.M. & Eliëns, A., Group Decisions in Virtual Space: The Role of Social Presence, Etmaal Conference, Amsterdam, VU University, Etmaal, 7-8 Febr. 2008

- Second** Frans Feldberg, Anton Eliëns, Elly Konjin and Marleen Huysman, VU @ Second Life 1: a report on experiences with the development of a (virtual) community of learners, IFIP WG 9.5 International Working Conference on Virtuality and Society: Massive Virtual Communities, 1-2 July, Leuphana University Lüneburg, Germany
- Playful** Vyas, D., Eliëns, A., van de Watering, M. & van der Veer, G.C., Organizational Probes: Exploring Playful Interactions in Work Environment, In 15th European Conference on Cognitive Ergonomics (ECCE-2008), Madeira, Portugal. ACM Press: NY
- Opportunistic** Z. Obrenovic, D. Gasevic, A. Eliëns, Stimulating Creativity through Opportunistic Software Development, IEEE Software, special issue on Opportunistic Software Systems Development - November/December 08
- Communities** van de Watering M., Bhikharie S.V., Hurdeman H., Eliëns A., Online Gaming Communities – a practical shortlist, Proc. GAME-ON 08, Nov 17-19, Valencia, Spain
- XIMPEL** Eliëns A., Hurdeman H., van de Watering M., Bhikharie S.V., XIMPEL Interactive Video – between narrative(s) and game play, Proc. GAME-ON 08, Nov 17-19, Valencia, Spain

## onderwijs multimedia

### coordinator master CS/multimedia

**project interactive multimedia** – [www.cs.vu.nl/~eliens/im](http://www.cs.vu.nl/~eliens/im)

doelgroep: eerste jaar IK, (INF opt)

studiepunten: 6

evaluatie(s): [www.cs.vu.nl/~eliens/im/eval.html](http://www.cs.vu.nl/~eliens/im/eval.html)

**multimedia authoring** – [www.cs.vu.nl/~eliens/mma](http://www.cs.vu.nl/~eliens/mma)

doelgroep: IK/mmc, mCS-MM

studiepunten: 6

evaluatie(s): [www.cs.vu.nl/~eliens/mma/eval.html](http://www.cs.vu.nl/~eliens/mma/eval.html)

**visual design** – [www.cs.vu.nl/~eliens/design](http://www.cs.vu.nl/~eliens/design)

doelgroep: IK/mmc, mCS-MM

studiepunten: 6

evaluatie(s): [www.cs.vu.nl/~eliens/design/eval.html](http://www.cs.vu.nl/~eliens/design/eval.html)

remark(s): with Federico Campanale

**multimedia casus** – [www.cs.vu.nl/~eliens/casus](http://www.cs.vu.nl/~eliens/casus)

doelgroep: IK/mmc

studiepunten: 6

evaluatie(s): [www.cs.vu.nl/~eliens/casus/eval.html](http://www.cs.vu.nl/~eliens/casus/eval.html)

remark(s): with Marek van de Watering

**(intelligent) multimedia technology** – [www.cs.vu.nl/~eliens/mt](http://www.cs.vu.nl/~eliens/mt)

doelgroep: mCS-MM

studiepunten: 6

evaluatie(s): [www.cs.vu.nl/~eliens/mt/eval.html](http://www.cs.vu.nl/~eliens/mt/eval.html)

**project multimedia & game development** – [www.cs.vu.nl/~eliens/projects](http://www.cs.vu.nl/~eliens/projects)

doelgroep: mCS-MM

studiepunten: 6

evaluatie(s): [www.cs.vu.nl/~eliens/projects/eval.html](http://www.cs.vu.nl/~eliens/projects/eval.html)

**bachelor project(s)** – [www.cs.vu.nl/~eliens/projects](http://www.cs.vu.nl/~eliens/projects)

doelgroep: IK/MMC, m-CS-MM

studiepunten: 30/36 ects

**afstudeer project(s)** – [www.cs.vu.nl/~eliens/projects](http://www.cs.vu.nl/~eliens/projects)

doelgroep: IK/MMC, m-CS-MM

studiepunten: 30/36 ects

evaluatie(s): [www.cs.vu.nl/~eliens/projects/eval.html](http://www.cs.vu.nl/~eliens/projects/eval.html)

**onderhoud multimedia zaal (S353)** – [www.cs.vu.nl/~eliens/multimedia/zaal.html](http://www.cs.vu.nl/~eliens/multimedia/zaal.html)

**acquisitie projecten**

- climate game @ VU – [www.climafutura.nl](http://www.climafutura.nl)
- XIMPEL – [ximpel.net](http://ximpel.net)

**masterclass game development (vwo)** – [www.cs.vu.nl/~eliens/masterclass](http://www.cs.vu.nl/~eliens/masterclass)

## 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

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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)

- 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 Rocchetti (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 Rocchetti (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 Rocchetti (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 Rocchetti (ed.), p. 71-75, EUROSIS-ETI Publication, ISBN 9789077381373

A. Eliëns, 11/11/2007

## report 2006

Time never stands still. After observing that *times flies like an arrow* in my report 2005<sup>2</sup>, there have been many developments. First of all, I am happy to observe

<sup>2</sup>[www.cs.vu.nl/~eliens/research/report-05.html](http://www.cs.vu.nl/~eliens/research/report-05.html)

that most of the planned publications have been realized, as listed below, and that apart from the uncertainty about *multimedia @ VU*, which led to a number of discussions with the management, the future does not look so bad.

**project(s)** The overall direction of research as outlined in research plan 2006<sup>3</sup> which is oriented towards the application of *game technology*<sup>4</sup> in various application domains seems to be fruitful, not in the least due to interest of parties within the VU, albeit outside of FEW:

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

The *climate game* project is done in cooperation with the *Climate Centre* to prepare a submission for the *Academische Jaarprijs*. The *Second Life* project is done in cooperation with among others Frans Feldberg from FEWEB, and has resulted in a provisional funding of 10.000 euro from the CvB to further explore this initiative in the context of the planned *Media Institute*. The 1st of march, the opening of *VU @ Second Life* was reported on the (national) RTL news television broadcast, and (locally) in Amsterdam covered by AT5 and CampusTV.. Several newspapers, among which Telgraaf and Parool, also reported on this.

**multimedia @ VU** The discussions in the fall 2006, based on my report *in gesprek – achtergronden van een conflict*<sup>5</sup> have led to the conclusion that the *activities multimedia* are irreconcilable with the research agenda of IMSE. A transfer to the BI group, in particular the group of Guus Schreiber, is in preparation. To maintain a high technical level, I am updating the course *Intelligent Multimedia Technology*<sup>6</sup>, with the help of Zeljko Obrenovic (CWI)

Further I will strive to contribute to the integration of multimedia and game development courses in the various curricula, in principle also on the level of management and curriculum organisation.

In my vision the curriculum could benefit from more attention to game development, in various ways, for both information science and computer science students, as well as, for that matter, students artificial intelligents.

Personally, I will strive for sufficient visibility of our research in this area for the international scientific community.

## publications 2006

**ECA** Eliëns A., Huang Z., Hoorn J.F. and Visser C.T., ECA Perspectives - Requirements, Applications, Technology, In: Z. Ruttkay, E. Andre, W.L. Johnson and C. Pelachaud (eds), Evaluating Embodied Conversational Agents, Dagstuhl Seminar Proceedings (04121)

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<sup>3</sup>[www.cs.vu.nl/~eliens/research/research-plan-06.html](http://www.cs.vu.nl/~eliens/research/research-plan-06.html)

<sup>4</sup>[www.cs.vu.nl/~eliens/research/game.html](http://www.cs.vu.nl/~eliens/research/game.html)

<sup>5</sup>[www.cs.vu.nl/~eliens/gesprek](http://www.cs.vu.nl/~eliens/gesprek)

<sup>6</sup>[www.cs.vu.nl/~eliens/imt](http://www.cs.vu.nl/~eliens/imt)

- PEFIC** Van Vugt, H. C., Konijn, E. A., Hoorn, J. F., Keur, I., & Eliëns, A., Realism is not all! User Engagement with Task-Related Interface Characters, Interacting with Computers, 2006
- Navigate** Eliëns A., van Riel C., Wang Y., Navigating media-rich information spaces using concept graphs – the *abramovic dossier*, In Proc. InSciT 2006, V.P. Guerrero-Bota ed. Open Institute of Knowledge, Merida, Spain, pp. 186-190
- Present** Wang Y., Eliëns A., van Riel C., Content-oriented presentation and personalized interface of cultural heritage in digital dossiers, In Proc. InSciT 2006, V.P. Guerrero-Bota ed. Open Institute of Knowledge, Merida, Spain, pp. 125-129
- Guide** van Riel C., Eliëns A., Wang Y., Exploration and guidance in media-rich information spaces: the implementation and realization of guided tours in digital dossiers, In Proc. InSciT 2006, V.P. Guerrero-Bota ed. Open Institute of Knowledge, Merida, Spain, pp. 143-147
- ConceptMaps** van Riel C., Wang Y. & Eliëns A., Concept map as visual interface in 3D Digital Dossiers: implementation and realization of the Music Dossier, In Proc. CMC2006, A.J. Canas and J.D. Novak eds., University of Costa Rica, pp. 104-111
- VULife** Eliëns A., S.V. Bhikharie, game @ VU – developing a masterclass for high-school students using the Half-life 2 SDK, In Proc. GAME'ON-NA 2006, P. McDowell ed., Eurosis-ETI, pp. 49-53, Sept 19-21, Monterey, USA
- Odyssee** Eliëns A., Odyssee – explorations in mixed reality theatre, In Proc. GAME'ON-NA 2006, P. McDowell ed., Eurosis-ETI, pp. 62-64, Sept 19-21, Monterey, USA

### plan multimedia – 2009-2011, en daarna

Met het oog op mijn deeltijd aanstelling bij de Universiteit Twente, en mijn voornemen na afloop van die aanstelling, in juli 2011, een jaar sabbatical verlof te nemen, is het zaak tijdig maatregelen te nemen voor de (eventuele) continuering van het onderwijs *multimedia*.

**achtergrond** Het multimedia onderwijs is in 2000/2001 opgezet voornamelijk ten behoeve van de opleiding/minor *Multimedia & Cultuur*. Daarnaast is tegelijkertijd ook een specialisatierichting *Multimedia* bij Informatica ingesteld. Deze afstudeerspecialisatie heeft een bescheiden aantal afstudeerders opgeleverd, waarvan een enkele cum laude, en heeft momenteel een 7-tal, als zodanig, ingeschreven studenten, zie:

- mCS-MM – [www.cs.vu.nl/~eliens/multimedia/student.html](http://www.cs.vu.nl/~eliens/multimedia/student.html)

**ondersteuning** Bij de begeleiding van zowel master-studenten, Informatica en Informatiekunde, alsook (Informatica) bachelor projecten spelen

- dr. Jacco van Ossenbruggen (CWI/VU) – co-supervisie
- dr. Ronald Siebes (VU) – co-supervisie

een belangrijke rol, zowel als tweede lezer, en voor co-supervisie. Beiden zijn in staat, in belangrijke mate, onderwijs en coordinatie van de multimedia projecten over te nemen. Ook Dick Bulterman kan, vanzelfsprekend, hierin een belangrijke rol spelen.

Voor een vak als *visual design*, echter, is de inzet van een daarvoor gekwalificeerde docent nodig, zoals bijvoorbeeld

- Federico Campanale – visual design

die de afgelopen jaren, vanuit zijn activiteiten als *media kunstenaar*, als gast docent bij *visual design* is opgetreden.

Essentieel voor de continuïteit van het multimedia onderwijs, alsook *project(en) multimedia en game development*, in in mijn opvatting de voortzetting van de aanstelling van

- Winoe Bhikharie (CV) – (project) interactieve media & game development

die in de afgelopen periode, behalve zijn technisch werk aan het **XIMPEL** platform, ook zijn inzet heeft getoond bij VPR activiteiten, zoals de *masterclass game development*.

**vraagstelling(en)** Samenvattend, in overleg met de onderwijsdirectie en de leiding van de sectie BMW zal een oplossing gezocht moeten worden voor de volgende issues:

- onderwijs multimedia vakken in academisch jaar 2011/12
- technische ondersteuning multimedia vakken en projecten
- coordinatie van en begeleiding afstudeerders specialisatie mCS-MM

In het bovenstaande heb ik enkele hints gegeven hoe deze issues aangepakt kunnen worden en een discontinuïteit in het multimedia onderwijs, op de korte termijn en middellange termijn, voorkomen kan worden. Deze hints/suggesties kunnen in nader overleg verder uitgewerkt worden.

A. Eliëns, 10/3/09