

A. Eliens – short CV

ANTON ELIENS studied art, psychology, philosophy, and computer science. He graduated cum laude in theoretical computer science, and published his Ph.D. thesis on the design, implementation and semantics of the distributed logic programming language DLP as a text book. He also published a book on object-oriented software development, of which the second edition has been translated in Russian and Chinese.

Anton Eliëns is lecturer at the Computer Science department of the Faculty of Science of the Vrije Universiteit Amsterdam, where he teaches multimedia courses. He is also coordinator of the Master Multimedia for Computer Science, and chairman of the curriculum committee for Information, Multimedia and Management. He has written numerous papers on the application of (intelligent) multimedia technologies. His most recent projects include the establishment of a virtual campus in Second Life, and the development of a game-platform, XIMPEL, driven by interactive video, for the Clima Futura climate game. This work has led to the foundation of the Clima Futura Laboratories BV, that specializes in media and game productions for climate issues and sustainability.

Anton Eliëns has ample expertise in teaching, and in particular in doing projects with groups of 10-20 students. His work with students has often led to publications on conferences. He has supervised three Ph.D. students, and acquired two NWO Open Competition projects, in the areas of intelligent agents in virtual environments and information retrieval in virtual environments. His current activities focus on the application of game technology in serious applications and the development of serious games for education and business training.