

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.

general information:

- profile – www.cs.vu.nl/~eliens/cv/profile-eliens.html :
- education – www.cs.vu.nl/~eliens/onderwijs
- research – www.cs.vu.nl/~eliens/research
- CV – www.cs.vu.nl/~eliens/cv
- creative technology – www.cs.vu.nl/~eliens/.CREATE

publication(s) 2010

CTSG Eliëns A., Creative Technology – the CTSG: game design in 7 steps, In Proc. GAME-ON Asia 2010, Mao W. and Vermeersch L. (eds.), Shanghai, EUROSIS, ISBN 978-90-77381-54-0, pp. 53-57

Space Eliëns A., Interactive Space(s) – the CTSG: bridging the real and virtual, In Proc. GAME-ON Asia 2010, Mao W. and Vermeersch L. (eds.), Shanghai, EUROSIS, ISBN 978-90-77381-54-0, pp. 58-62

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publication(s) – expected 2011

Scenario Jan-Willem Van 't Klooster, Bert-Jan Van Beijnum, Anton Eliëns and Hermie Hermens, Interactive Scenario Visualisation for Homecare Technology, accepted as short paper for: PCHT'11: www.pervasivehealth.org

Community Dhaval Vyas, Anton Nijholt, Anton Eliëns and Wim Poelman, Exploring Community Building with an Awareness Display, accepted as full paper for: The 4th International Conference on Pervasive Technologies Related to Assistive Environments (PETRA 2011), ACM Press. ISBN 978-1-4503-0772-7/11/05. (to appear)

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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