

**project – topical media & game development**

project leader: prof. dr. A. Eliens

**project description**

The project aims to study aspects of the deployment and architecture of virtual environments as an interface to (intelligent) multimedia information systems. Currently, our focus is on the use of game technology for immersive serious applications, such as *climate change* and *security in public space*. We have developed the XIMPEL platform ([ximpel.org](http://ximpel.org)), supporting interactive video and games, to prototype scenario-based narratives and games.

**research topic(s) & task(s)**

- realization of technical extensions to XIMPEL platform
- development of concepts and scenarios for serious games
- deployment and useability studies in relevant context(s)

**visitor(s)**

- David Mathews ([david@iiitmk.ac.in](mailto:david@iiitmk.ac.in)) – HCI, web-based systems, multimedia technology

**motivation(s)** The expertise of David Mathews, in particular in the area of HCI, and the deployment of web-based multimedia systems, is more than a welcome addition to our own expertise, and needed to achieve a sufficient level of useability and user responsiveness.

**outcome(s)**

- presentation(s) – [www.cs.vu.nl/~eliens/im/local/present/presentation-mathews.pdf](http://www.cs.vu.nl/~eliens/im/local/present/presentation-mathews.pdf)