

overview – march 2013

naam: A. Eliens

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affiliation(s) (1): [0.8]

VU University Amsterdam, FEW/CS
coordinator (master) multimedia @ VU
universitair docent

affiliation(s) (2): [0.2]

Universiteit Twente, EWI
praktijk hoogleraar creative technology / new media

keywords:

multimedia, game development, interactive video, serious games, (mobile) AR

plan(s) – 2013/2014 Briefly, after giving a course *creative ethic(s)*, co-inspired by an invited talk I gave for the workshop *Innovation at the Verge*¹ at the Lorentz Center and given my (recent) interest in (mobile) AR, I will be looking into applying AR in serious games on mobile platform(s), see: run.eliens.net

onderwijs – course(s)

- project interactive multimedia [BA:IMM-1]
- multimedia authoring [BA:IMM, MA:CS/MM]
- serious gaming [MA: VU/UvA]
- project(s) multimedia / game development [MA:CS/MM]

research – outline(s) uit www.cs.vu.nl/~eliens/cv/profile-eliens.html :

Our research aims at studying aspects of the deployment and architecture of virtual environments as an interface to (intelligent) multimedia information systems. Our focus is on the use of game technology for immersive serious applications, addressing, for example, climate change and security in public space. We have developed the ximpel platform (ximpel.net), supporting interactive video and games, to prototype scenario-based narratives and games. Current interests: serious games and (mobile) AR, see ar.eliens.net

overig

- coordinator master CS/multimedia – ending 2013/14

general information:

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

publication(s) 2012

Social Eliëns .A, serious games in a social context, GAMEON'2012, November 14-16, 2012, University of Malaga, Malaga, Spain (DARE)

publication(s) 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 , Proc. of 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)

¹serious.eliens.net/co-create

onderwijs

onderwijs multimedia: (*reflection(s)* below)

project interactive multimedia – www.cs.vu.nl/~eliens/im

doelgroep: eerste jaar IMM, (INF opt), studiepunten: 6

assignment(s): design & realization of interactive video

multimedia authoring – www.cs.vu.nl/~eliens/mma

doelgroep: IMM, mCS/MM, studiepunten: 6

assignment(s): application(s) in HTKL5/canvas and/or flex/as

serious gaming – www.cs.vu.nl/~eliens/serious

doelgroep: master VU/UvA, studiepunten: 6

assignment(s): concept(s) & prototype, essay

project multimedia & game development – www.cs.vu.nl/~eliens/project

doelgroep: mCS/MM

studiepunten: 6

criteria(s): independent exploration(s) & reflection(s)

bachelor project(s) – www.cs.vu.nl/~eliens/project

doelgroep: CS, studiepunten: 6 ects

topic(s): serious games, web technology, multimedia

master thesis project(s) – www.cs.vu.nl/~eliens/project

doelgroep: mCS/MM: 30/36 ects, mIS: 18 ects

topic(s): serious games, multimedia technology, (mobile) AR

project(s) & stage(s)

master projects (completed)

- 2012: [mCS/MM] Chris Baferas – Tagging Game Suite: New ideas for expanding the gameplay of Games With A Purpose [taken over from Lora Aroyo]
- 2012 [mCS/MM]: Nikos Poullos – Sensor based physical interaction for embodied playful learning games (de Waag) [taken over from Lora Aroyo]
- 2011 [mCS/SE]: Jason Heymans – Advanced Database Integration in Interactive video
- 2011 [mCS/MM]: Celestyna Banaszak – Serious Games in Interactive Media

master projects (current)

- mCS/MM: Ceren Majoor – Gamification on Second Screens (ExMachina)
- mIS/MM: Suraj Ho – Encourage correct execution of sport exercises through a self-build mocap system
- mIS/MM: George Kyriacou – Gamification for Social Motivation in an Exergaming Framework
- mCS/MM: Diego Rens – Application development and design methodology for mobile games (VirtuaGym)

reflection(s)

After returning from my sabbatical, I was confronted with a class of more than 80 students for *multimedia authoring*, with a group of LI students who had no experience in programming at all. I took this as a challenge, to learn them the joy of development, using the phrase: *program or be programmed!*

Similarly, for *serious gaming* there were more than 70 students, and despite the fact that the formal evaluations were bad, very bad indeed, most students passed the course, and their informal evaluations indicated that they were strongly affected by the course, and my teaching. So, there is hope for the future!

For these and similar evaluations, see: eval.eliens.net