

## overview – 2013

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Universiteit Twente, EWI  
praktijk hoogleraar creative technology / new media  
keywords:  
multimedia, game development, interactive video, serious games, (mobile) AR

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

## onderwijs – course(s)

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

**research – outline(s)** uit [www.cs.vu.nl/~eliens/cv/profile-eliens.html](http://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](http://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](http://ar.eliens.net)

## overig

- conference chair for GAME-ON 2013, November 25-27, Brussels Belgium
- member master thesis supervision group of Game Studies (UvA)

## general information:

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

## publication(s) 2013

**System** Poullos N. & Eliëns .A, Multi-Sensor Interactive Systems for Embodied Learning Games, in proc. ACE 2013, November 12-15, Enschede

**Ethic** Bhikharie S.V. & Eliëns .A, XIMPEL for ethical frameworks, in proc. GAMEON'2013, November 25-27, 2013, Brussel, Belgium, pp. 8-12

**Highway** Alipasali A. & Eliëns .A, Serious gaming helps children view highway code from another perspective, in proc. GAMEON'2013, November 25-27, 2013, Brussel, Belgium, pp. 94-99

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<sup>1</sup>[serious.eliens.net/co-create](http://serious.eliens.net/co-create)

**Game-on** Eliëns .A & Lamotte W. (eds), Proceedings GAMEON'2013, 14th Int. Conf. on Intelligent Games and Simulation , Eurosis-ETI Publication ISBN: 978-9077381-80-9

## publication(s) 2012

**Social** Eliëns .A, serious games in a social context, GAMEON'2012, November 14-16, 2012, University of Malaga, Malaga, Spain, Eurosis/ETI, pp. 8-13 (ISBN: 978-9077381-74-8) (DARE/NI)

## onderwijs

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

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

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### 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)

My primary focus has been on what may be considered the foundations of serious games, see for references auxiliary and etcetera, by studying literature concerning complex systems, behavioral modifications and (evolutionary) game theory. For the next period, I intend to continue these studies, hoping to get a more solid grasp on these topics.