

education

I have spent a great deal of work to set up a curriculum *multimedia* for the *Informatiekunde* specialisation *Multimedia and Culture*. Since most students of that specialisation will have a more applied interest, it seemed worthwhile to develop a masters *multimedia*¹ for computer science as well. Currently, end of may 2006, it is investigated what efforts are needed to develop the master specialisation Multimedia into a master CS curriculum *Multimedia and Game Development*.

academic courses

www.cs.vu.nl/~eliens/onderwijs

- 1991-99: Practicum Software Engineering
- 1992-2002: College/Practicum Object-Oriented Programming
- 1994-97: College Formal Methods
- 1995-98: Caput Hypermedia
- 1993-98: Prac Programmeertalen: Smalltalk
- 1999-...: Introduction Multimedia
- 2000-...: Multimedia Authoring I – Web3D/VRML
- 2001-2006: Multimedia Authoring II – Virtual Environments
- 2007-...: Intelligent Multimedia Technology – (mashups)
- 2003-2006: Multimedia Casus
- 2005-...: Visual Design

As a complement to the institutional quality assessment, I maintain a collection of student responses giving evaluation feedback² to my courses.

student projects

www.cs.vu.nl/~eliens/projects

- internal projects in DeJaVU Framework
- stages in OO development, CORBA
- stages in Web applications
- projects in (intelligent) multimedia
- game development projects

In total I supervised well over 80 students, including a number foreign students.

promovendi

- 10/4/2001: J.R. van Ossenbruggen – Processing Structured Hypermedia – A Matter of Style
- 17/4/2001: M. van Welie – Task-based User Interface Design
- 8/5/2001: S.P.C. Schönhage – DIVA: Architectural Perspectives on Information Visualisation

extra-academic courses

- CMG/ASZ Course Web Applications (1998-99)
- CMG/ASZ Course Object-Oriented Software Engineering (1998-99)
- SIKS AIO Course: Multimedia³, May 1998
- masterclass game development⁴

¹www.cs.vu.nl/~eliens/multimedia

²www.cs.vu.nl/~eliens/onderwijs/eval.html

³www.cs.vu.nl/~eliens/online/courses/siks98/contents.html

⁴www.cs.vu.nl/~eliens/game