

background

In my student years I explored the intellectual and aesthetic arena, including the visual arts, electronic computer music, and what in retrospect may be regarded as the foundations of Artificial Intelligence. At a certain stage, I took up an interest in theoretical computer science, which resulted in a Ph.D. degree on the design, semantics and implementation of a distributed logic programming language, about which I published a book, [?]. During my employment at the VU, the focus shifted towards software engineering, and in particular object oriented programming, which resulted in a text book of which a second edition has appeared, [OO2]. Gradually, I developed an interest in hypermedia, multimedia user interfaces and the Web, which took shape in the DejaVU project. The DejaVU project has resulted in the *hush* library, [HUSH], that has been used in the Software Engineering Practicum, and extensions of *hush* such as the simulation library *sim*, [SIM], that has been used for BWI courses. The project also led to a series of publications concerning the Web, which appeared on a number of successive Int. WWW Conferences, [Applications], [Music], [Jamming], [Markup] as well as other conferences, [Animate], [Simulate]. In that time I also organized two consecutive workshops for the WWW5 and WWW6 conferences, entitled, respectively, *Programming the Web* and *Logic Programming and the Web*. The DejaVU project attracted many students of which a selection became research assistants, studying topics such as hypermedia, simulation and visualization, and task modeling and groupware. Recently, I got involved in multimedia retrieval research, in an exchange with the CWI, which resulted in an experimental musical feature detector for MIDI as well as an NWO proposal to extend this approach to virtual worlds and VRML. Today my interest in logic-based approaches is still strong, as testified by the software architecture developed for multimedia feature detection, and a study group at the VU focussed on the application of logic-based programming in software engineering applications. My current interests encompass, in brief, knowledge management, visualization and retrieval in 3D VRML-based virtual worlds.

Lately, I have been working at putting my research efforts, including papers, talks, and software documentation online. In addition, my educational material is becoming available in the form of online lectures. With the second edition, I have also developed online version of my book Principles of Object-Oriented Software Development, that allows for immediate presentation.

See: <http://www.cs.vu.nl/~eliens/online>

diplomas

- 1979 – Doctoraal Philosophy (UvA)
- 1979 – Gerrit Rietveld Academy - painting
- 1985 – Doctoraal Psychology (UvA)
- 1986 – Doctoraal Informatica (UvA, cum laude)

- 1991 – Ph.D. Informatica, prof. dr. J. de Bakker, prof. dr. P. Klint

employment

- 1997-82: project medewerker Institute of Sonology (Univ of Utrecht)
- 1981-82: assistant researcher, Dept of Philosophy, UvA
- 1996-90: assistant researcher, CWI
- 1990-...: universitair docent, FEW/W&I/IM&SE, VU
- 1998-2000: senior researcher, CWI (part-time, in exchange with VU)

further information prof dr J.C. van Vliet (VU), prof dr J. Treur (VU/CWI), prof dr M.L. Kersten (CWI/UvA), prof dr P. de Bra (TUE/CWI), prof dr. J.W. de Bakker (CWI/VU).