



Frank Nack now

- Teaching interest
 - Human centered Multimedia
 - Game technology
 - Interactive Storytelling
- Research interest
 - Context and process aware media knowledge spaces (design, interaction, memory)
 - Narrative experiences in mobile and ambient environments
 - Interactive Storytelling

Frank Nack then

- Teaching interest
 - Media experience representation
 - Game technology
 - Automatic story authoring
 - Event semantics
- Research interest
 - Context and process aware media
knowledge spaces (design, interaction, memory)
 - Narrative experience generation / authoring
 - Purposeful Gaming