

TXChange – serious games / innovation accelerator

- theme(s) – het nieuwe werken
- innovation – process, technology, meeting support
- participatory decision making – from concepts to serious games
- process is key – driven by (display/visualization) technology
- scenario(s) – concept(s), visualisation(s), communication(s) – serious game(s)

project(s) – design/concept phase

- urban mobility – transport
- kasteelschap – architecture / living
- twente luchthaven – public space
- veiligheid – provincial
- crisiscenter – local recreation center

format(s) – creative technology

- course(s) –
 - NM4: virtual environments
 - NM5: – serious games
- project(s) –
 - CA2: working and living tomorrow – scenario(s)
 - CA4: ambient scenes – visualisation & communication
 - CA5: hybrid world(s) – augmented reality
 - bachelor project(s) – serious applications (internships)

issue(s)

- software platform – game development
- course material(s) – must be developed

contact(s)

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