

resource(s)

research Æliens

recent

- wiki (ct) – janus.cs.utwente.nl:8000/twiki/bin/view/CT/WebHome

past & present

- topical media & game development
- multimedia @ VU

event(s)

- bridges – www.bridgesmathart.org/2008/2008.html
- vortex – www.networkcultures.org/videovortex
- curator – www.curatorforoneday.nl

tutorial(s) – help(s)

- code (google) – code.google.com/edu
- web technology – www.w3schools.com
- flex – livedocs.adobe.com/flex/201
- processing – www.processing.org/learning/topics
- vrml/x3d – www.web3d.org/x3d/learn/tutorial
- java – www.deitel.com

example(s) – script(s)

- game programming in javascript – www.devx.com/webdev/10MinuteSolution/27134
- numbers in javascript – www.devx.com/webdev/Article/17215
- animation in javascript – www.devx.com/getHelpOn/10MinuteSolution/16473
- javascript solution(s) – www.devx.com/getHelpOn/Door/10680

software(s) – resource(s)

- flex sdk – www.adobe.com/products/flex/sdk
- processing – www.processing.org
- delta3d – www.delta3d.org
- blender – www.blender.org
- vrml/x3d – www.web3d.org
- web cms – drupal.org / ez.no

reading(s) – resource(s)

- animation in actionscript – www.friendsofed.com/book.html?isbn=1590597915 (artist(s))
- facets of fun – www.cs.chalmers.se/

inspiration(s) – design(s)

- feeling(s) – www.wefeelfine.org
- universe(s) – universe.daylife.com
- twitter(s) – twittervision.com

educational(s) – *supporting creative thinking through opportunistic software development*

- Teaching Software Engineering through Game Design
- Toy Projects Considered Harmful
- The Rethinking CS101 Project
- Creating a Science of Games (CACM)
- Software Engineering Issues in Interactive Installation Art

etcetera(s)

- wiimote – www.cs.cmu.edu/~johnny/projects/wii/
- software – blogs.msdn.com/coding4fun/archive/2007/03/14/1879033.aspx
- agentsheets – en.wikipedia.org/wiki/AgentSheets