references

Adams J. (2002), *Programming Role Playing Games with DirectX*, Premier Press

Adams J. (2003), *Advanced Animation with DirectX*, Premier Press

Alberti L.B. (1435), *On painting and on sculpture*, Phaidon, edited by C. Grayson, 1972

Alexander T., ed. (2005), *Massively Multiplayer Game Development 2*, Charles River Media

Anders P. (1999), *Envisioning Cyberspace – Designing 3D Electronic Spaces*, McGraw-Hill

Angel E. (1997), *Interactive Computer Graphics – A top-down approach with OpenGL*, Addison-Wesley

Arnheim R. (1957), *Film as Art*, The University of California Press

Arnaud R, and Barnes M.C. (2006), *Collada – sailing the gulf of 3D digital content creation*, A.K. Peters Ltd.

Astleneir H. (2000), Designing emotionally sound instruction: the FEASP approach, Instructional Science 28, pp. 169-198

Atanasova T., Nern H.J., Dziech A. (2007), Framework Approach for Search and Meta-Data Handling of AV Objects in Digital TV Cycles, Workshop on Digital Television, Proc. EUROMEDIA 2007, Delft, Netherlands

Auster P. (2004), *City of Glass*, Faber and Faber, adaptation by Karasik P. and Mazzucchelli D.

Badler N., Bindiginavale R., Bourne J., Palmer M., Shi J., Schuler W. (1998), A Parameterized Action Representation for Virtual Human Agents, Workshop on Embodied Conversational Characters, WECC98, Lake Tahoe, CA,Oct 12-15, 1998.

Baeza-Yates R. and Ribeiro-Neto B. (1999), *Modern Information Retrieval*, Addison-Wesley, 1999

Ballegooij A. van and Eliens A. (2001), Navigation by Query in Virtual Worlds, Web3D 2001 Conference, Paderborn, Germany, 19-22 Feb 2001

Barcelo S.A., Forte M., Sanders D.H., eds. (2000), *Virtual Reality in Archeology*, Bar International Series 843, 2000

Barron T. (2003), *Strategy Game Programming with DirectX 9.0*, Wordware Publishing

Baxter W., Wendt J., and Lin M. (2004), IMPaSTo: A Realistic, Interactive Model for Paint, Proc. of NPAR 2004, The 3rd Int. Symp. on Non-Photorealistic Animation and Rendering. June 7-9 2004, Annecy, France. pp. 45–56.

Benjamin W. (1936), *The Work of Art in the Age of Mechanical Reproduction*, Online Archive – http://www.marxists.org

Berners-Lee T., Hendler J., Lassila O. (2001), The semantic web, Scientific American, may 2001, pp. 28-37

Björk S. and Holopainen J. (2005), *Patterns in Game Design*, Charles River Media

Betsky A. with Eeuwens A. (2004), *False Flat – Why Dutch Design is so Good*, Phaidon

Bocconi S. (2006), *Vox Populi: generating video documentation from semantically annotated data repositories*, Ph.D. Thesis SIKS 2006-27

Bolter J.D and Grusin R. (2000), *Remediation – Understanding New Media*, MIT Press

Boncz P.A. and Kersten M.L. (1995), Monet – an impressionist sketch of an advanced database system, In Proc. BIWIT95

Bongers B. (2006), *Interactivation – Towards an e-cology of people, our environment, and the arts*, Ph.D. Thesis, Vrije Universiteit

Bordwell D. and Thomson K. (2003), *Film art, an introduction*, McGraw-Hill, 7th edn.

Briggs A. and Burke P. (2001), *A social history of the media – from Gutenberg to the Internet* , Polity Press

Broll W. (1996), VRML and the Web: A basis for Multi-user Virtual Environments on the Internet, In Proceedings of WebNet96, H. Maurer (ed.), AACE, Charlottesville, VA (1996), 51-56.

Broll W., Shäfer L., Höllerer T., Bowman D. (2001), Interface with Angels: the future of VR and AR interfaces, IEEE Computer Graphics, November/December 2001, pp. 14-17

Bruner J.S. (1972), *Relevance of Education*, Penguin Education

Burger P. (1981), *Theorie de Avantgarde*, Edition Suhrkamp

Bush V. (1945), As we may think, Atlantic Monthly, July 1945

CACM 44:3 (2001), The next 1000 years, Communications of the ACM, March 2001, 44:3

Capin T.K., Pandzic I.S., Magnenat-Thalmann N., Thalman D. (1999), *Avatars in Networked Virtual Environments*, Wiley

Carey R. and Bell G. (1997), *The Annotated VRML 2.0 Reference Manual*, Addison-Wesley

Cesa-Bianchi N. and Lugosi G. (2006), *Prediction, Learning, and Games*, Cambridge University Press

Chang S.C. and Costabile M.F. (1997), Visual Interfaces to Multimedia Databases, In [_Handbook]

Chapman N. and Chapman J. (2004a), *Digital Multimedia*, Wiley, 2nd edn.

Chapman N. and Chapman J. (2004b), *Digital Media Tools*, Wiley, 2nd edn.

Cheng F. (2006), *Five meditations on beauty (in french)*, Editions Albin Michel

Christel, M., Olligschlaeger, A., Huang, C. (2000), Interactive maps for digital video, IEEE Multimedia 7(1), pp. 60-67

Churchill E.F., Snowdon D.N. and Munro A.J., eds. (2001), *Collaborative Virtual Environments – Digital Places and Spaces for Interaction*, Springer

Conger D. (2004), *Physics Modeling*, Thomson

Conklin J. (1987), Hypertext: An Introduction and Survey, *IEEE Computer* 20(9), pp. 17-41

Danaher S. (2004), *Digital 3D Design*, Thomson

Daskalova H. and Atanasova T. (2007), Web Services and Tools for their Composition considering Aspects of Digital TV Workflow, Workshop on Digital Television, Proc. EUROMEDIA 2007, Delft, Netherlands

Davenport G.(2000), Your own virtual story world, Scientific American, november 2000, pp. 61-64

Davison A. (1993), A survey of Logic Programming-based Object-Oriented Languages, In Research Directions on Concurrent Object-Oriented programming, G. Agha, P. Wegner, A. Yonezawa (eds.), MIT Press (1993)

Davison A. (2001), Enhancing VRML97 Scripting, Euromedia 2001, Valencia, Spain, April 18-20. available from: http://fivedots.coe.psu.ac.th/∼ad

Davison A. (2001b), Logic Programming Languages for the Internet, Chapter
    in Computational Logic: From Logic Programming into the Future, An-
    tonis Kakas, Fariba Sadri (eds.), Springer Verlag (2001). available from:
    http://fivedots.coe.psu.ac.th/~ad

Dewey J. (1931), *Art as Experience*, Ref ???

Diehl G. (1973), *Vasarely*, Crown Publishers Inc.

Diehl S. (2001), *Distributed Virtual Worlds – Foundations and Implementation
    Techniques using VRML, Java and Corba*, Springer

Dijkstra K., Zwaan R. Graesser A.and J. Magliano (1994), Character and reader
    emotions in literary texts, Poetics 23, pp. 139-157

Dix A., Finlay J., Abowd G., Beale R. (1998), *Human-Computer Interaction (1998)*,
    Prentice Hall, 2nd edn.

Dodge M. and Kitchin R. (2000), *Mapping Cyberspace*, Routledge

Dodge M. and Kitchin R. (2002), *Atlas of Cyberspace*, Addison-Wesley

Dormann C., Barr P. and Biddle R. (2007), Humour Theory and Videogames:
    Laughter in the Slaughter, to appear in XXX

Earnshaw R. and Vince J., eds. (2002), *Intelligent Agents for Mobile and Vir-
    tual Media*, Springer

Eberly D.H. (2001), *3D Game Engine Design*, Morgan Kaufmann Publishers

Eberly D.H. (2004), *Game Physics*, Morgan Kaufmann Publishers

Eco U. (1994), *Six walks in the fictional woods*, Harvard University Press

Eliens A. (1979), Creativity: reflection and involvement, Ninth Int Conf of Aes-
    thetics, Dubrovnic, August 1979

Eliens A. (1988), Computational Art, First Int Symposium on Electronic Art,
    Leonardo Supplementary Issue, Pergamon Press 1988, pp. 21-26

Eliens A. (1992), DLP – A language for Distributed Logic Programming, Wiley

Eliens A. (1996), workshop: Logic Programming and the Web,
    http://www.cs.vu.nl/~eliens/online/workshops/www6

Eliens A., Welie M. van, Ossenbruggen J. van and Schonhage S.P.C (1997) , Jamming
    (on) the Web, In: Proceedings of the 6th International World Wide Web
    Conference — Everone, Everything Connected, OŔeilly and Associates, Inc.
    April 1997, pp. 419-426

Eliens A., Niessink F., Schonhage S.P.C., van Ossenbruggen J.R., Nash P. (1996),
    Support for BPR – simulation, hypermedia and the Web, Proceedings Eu-
    romediá96, Euromedia, London 1996

Eliens A. (2000), *Principles of Object-Oriented Software Development*, Addison-Wesley Longman, 2nd edn.

Eliens A. (2002), intelligent multimedia @ VU, http://www.cs.vu.nl/∼eliens/research

Eliens A., Huang Z., and Visser C. (2002), A platform for Embodied Conversational Agents based on Distributed Logic Programming, AAMAS Workshop – Embodied conversational agents - letś specify and evaluate them!, Bologna 17/7/2002

Eliens A., Dormann C., Huang Z. and Visser C. (2003), A framework for mixed media – emotive dialogs, rich media and virtual environments, Proc. TIDSE03, 1st Int. Conf. on Technologies for Interactive Digital Storytelling and Entertainment, Göobel S. Braun N.,n Spierling U., Dechau J. and Diener H. (eds>), Fraunhofer IRB Verlag, Darmstadt Germany, March 24-26, 2003

Eliens A., Huang Z., Visser C. (2005), Presentational VR – *What is the secret of the slides?*, in preparation

Eliens A., van Riel C., Wang Y. (2006), Navigating media-rich information spaces using concept graphs – the abramovic dossier, accepted for: International Conference on Multidisciplinay Information Sciences and Technologies (In-SciT2006) October, 25-28th 2006, Merida, Spain www.instac.es/inscit2006

Eliens A. (2006b), Odyssee – explorations in mixed reality theatre, accepted for: GAME'ON-NA'2006, September 19-21, 2006 - Naval Postgraduate School, Monterey, USA

Eliens A., S.V. Bhikharie (2006), game @ VU – developing a masterclass for high-school students using the Half-life 2 SDK, GAME'ON-NA'2006, September 19-21, 2006 - Naval Postgraduate School, Monterey, USA

Eliens A. and Chang T. (2007), Let's be serious – ICT is not a (simple) game, In *Proc. FUBUTEC 2007*, April 2007, Delft

Eliens A. Feldberg F., Konijn E., Compter E. (2007) , VU @ Second Life – creating a (virtual) community of learners, In *Proc. EUROMEDIA 2007*, Delft, Netherlands

Eliens A. and Wang Y. (2007), *Expert advice and regret for serial recommenders*, In *Proc. EUROMEDIA 2007*, Delft, Netherlands

Eliens A., van de Watering M., Huurdeman H. Bhikharie W., Lemmers H., Vellinga P. (2007b), Clima Futura @ VU – communicating (unconvenient) science, submitted to GAME ON 2007

Eliens A. Feldberg F., Konijn E., Compter E. (2007c) , Mashups in Second Life @ VU, submitted to GAME ON 2007

Eliens A. and Vyas V. (2007) , Panorama – explorations in the aesthetics of social awareness, submitted to GAME ON 2007

Eliens A., Vyas V. and van der Veer G. (2007d) , A theoretical foundation for the aesthetics of interaction and awareness – making sense of the senses, in preparation

Engel W.F. (2003), *Beginning Direct3D Programming*, Premier Press

Engel W.F., ed. (2004a), *Shader X2, Introduction & Tutorials with DirectX 9*, Wordware Publishing

Engel W.F., ed. (2004b), *Shader X2 – Shader Programming, Tips & Tricks with DirectX 9*, Wordware Publishing

Engel W.F., ed. (2005), *Shader X3, Advanced Rendering with DirectX and OpenGL*, Charles River Media

Engelbart D. (1963), A Conceptual Framework for the Augmentation of Mans̀ Intellect, Vistas in Information Handling 1(9)

England E. and Finney A. (1999), *Managing Multimedia – project Management for Interactive Media*, Addison-Wesley

Entabaclaz A. (2003), *Les metamorphoses dÚlysse – reecritures de lÓdyssee*, Editions Flammarion, Paris

Ericson C. (2005), *Real-time Collision Detection*, Morgan Kaufmann Publishers

Fan J., Ries E. and Tenitchi C. (1996), *Black Art if JAVA Game Programming*, Waite Group Press

Faulkner X. (2000), *Usability Engineering*, MacMillan Press

Fay T.M. with Selfon S. and Fay T.J. (2004), *DirectX Audio Exposed – Interactive Audio Development*, Wordware Publishing Inc.

Fernando R. and Kilgard M.J. (2003), *The Cg Tutorial – The Definitive Guide to Programming Real-Time Graphics*, Addison-Wesley

Fischetti M. (2000), The future of digital entertainment, Scientific American, november 2000, pp. 31-33

Fluckiger R. (1995), *Understanding networked multimedia – applications and technology*, Prentice Hall, 1995

Fogg B.J. (2003), *Persuasive Technology – Using Computers to Change What We Think and Do*, Morgan Kaufmann Publishers

Foley J.D. and van Dam A. (1982), *Fundamentals of Interactive Computer Graphics*, Addison-Wesley

Forman P. and Saint John R.W. (2000), Digital Convergence, Scientific American, november 2000, pp. 34-40

Freud S. (1958), *Der Witz und seine Beziehung zum Unbewussten*, Fischer Verlag

Fuhr, N., Gövert, N., Rölleke, Th. (1998), DOLORES: A System for Logic-Based Retrieval of Multimedia Objects, In: Proceedings of the 21st Annual International ACM SIGIR Conference on Research and Development in Information Retrieval, pages 257-265. ACM, New York

Gaver W. (2002), Designing for Homo Ludens, i3 Magazine

Gee J.P. (2003), *What video games have to teach us about learning and literacy*, Palgrave Macmillan

Gibson W. (1986), *Neuromancer*,

Gonzales R.C. and Wintz P. (1987), *Digital Image Processing*, Addison-Wesley, 2nd edn.

Grau O. (2003), *Virtual Art – From Illusion to Immersion*, The MIT Press

Grosky W., Jain R., Mehrotra R., eds. (1997), *The Handbook of Multimedia Information Management*, Prentice Hall, 1997

Hallnäss L. and Redström J. (2002), From Use to Presence: On the Expressions and Aesthetics of Everyday Computational Things, ACM Trans. on Computer-Human Interactions, Vol. 9, No 2, pp. 106-124

Hardman L., Bulterman D., van Rossum G. (1994), The Amsterdam Hypermedia Model: Adding Time and Context to the Dexter Model, CACM 37(2), pp. 50-62, febr 1994

Harel D. (1984), Dynamic Logic, In: Handbook of Philosophical Logic, Vol. II, D. Reidel Publishing Company, 1984, pp. 497-604

Hartman J. and Wernecke J. (1996), *The VRML 2.0 Handbook – Building Moving Worlds on the Web*, Addison-Wesley

Hawkins B. (2005), *Real-time cinematography for games*, Charles River Media

Hegel G.W.F. (1807), *Phänomenologie des Geistes*, Felix Meiner Verlag, ed. 1952

Heidegger M. (1927), *Sein und Zeit*, Niemeyer Tubingen, 1993

Hewlett W.B. and Selfridge-Field E., eds. (1998) , *Melodic Similarity – Concepts, Procedures and Applications*, MIT Press

Hildebrand M., Eliens A., Huang Z. and Visser C. (2003), Interactive Agents Learning their Environment, Proc. Intelligent Virtual Agents 2003, Irsee, September 15-17, 2003 J.G. Carbonell and J.Siekmann (eds.), LNAI 2792, Springer, pp. 13-17

Hix D. and Hartson R. (1993), *Developing User Interfaces*, Wiley

Hoggar S.G. (1992), *Mathematics for Computer Graphics*, Cambridge University Press

Hohl H. (1971), *Giacometti*, Abrams Publishers

Hoorn J., Eliens A., Huang Z., van Vugt H.C., Konijn E.A., Visser C.T., Agents with character: Evaluation of empathic agents in digital dossiers, Emphatic Agents, AAMAS 2004 New York 19 July - 23 July, 2004

Huang Z., Eliens A., van Ballegooij A., De Bra P. (2000), A Taxonomy of Web Agents, IEEE Proceedings of the First International Workshop on Web Agent Systems and Applications (WASA 2000), 2000.

Huang Z., Eliens A., and De Bra P. (2001), An Architecture for Web Agents, Proceedings of the Conference EUROMEDIA 2001, 2001.

Huang Z., Eliens A., Visser C. (2001), Programmability of Intelligent Agent Avatars, Proceedings of the Agent01 Workshop on Embodied Agents, June 2001, Montreal, Canada

Huang Z., Eliens A., Visser C. (2002), 3D Agent-based Virtual Communities, In: Proc. Int. Web3D Symposium, Wagner W. and Beitler M.(eds), ACM Press, pp. 137-144

Huang Z., Eliens A., Visser C. (2005), *Intelligent Multimedia Technology: An Approach to Combine Agent Technologies with Multimedia*, in preparation

Huang, Z., Eliens, A., and Visser, C., *STEP: a Scripting Language for Embodied Agents*, in: Helmut Prendinger and Mitsuru Ishizuka (eds.), Life-like Characters, Tools, Affective Functions and Applications, Springer-Verlag, 2003.

Huang, Z., Eliens, A., and Visser, C. (2003d), "Is it within my reach?" – an agents perspective , Proc. Intelligent Virtual Agents 2003, Irsee, September 15-17, 2003, J.G. Carbonell and J.Siekmann (eds.), LNAI 2792, Springer, pp. 150-158

Huang Z., Eliens A., and Visser C. (2004), Facial Animation in STEP, AAMAS 2004 New York 19 July - 23 July, 2004

Huang, Z., Eliens, A., and Visser, C. (2003c), *STEP: a Scripting Language for Embodied Agents*, in: Helmut Prendinger and Mitsuru Ishizuka (eds.), Life-like Characters, Tools, Affective Functions and Applications, Springer-Verlag, (to appear).

Huang Z., Eliens A., Visser C. (2003b), XSTEP: A Markup Language for Embodied Agents, Proc. CASA03, The 16th Int. Conf. on Computer Animation and Social Agents

Huang Z., Eliens A., Visser C. (2003a), Implementation of a scripting language for VRML/X3D-based embodied agents, Proc. Web3D 2003 Symposium, Saint Malo France, S. Spencer (ed.) ACM Press, pp. 91-100

Huang Z., Eliens A., Visser C. (2003a), Implementation of a scripting language for VRML/X3D-based embodied agents, Proc. Web3D 2003 Symposium, Saint Malo France, S. Spencer (ed.) ACM Press, pp. 91-100

Huang Z., Eliens A., Visser C. (2002b), STEP – a scripting language for Embodied Agents, PRICAI-02 Workshop – Lifelike Animated Agents: Tools, Affective Functions, and Applications, Tokyo, 19/8/2002

Hughes B. (2000), *Dust or Magic – Secrets of Successful Multimedia Design*, Addison-Wesley, 2000

Hummelen IJ. and Sillé D. (1999), *Modern Art: Who cares?*, Foundation for the Conservation of Modern Art and the Netherlands Institute for Cultural Heritage

Huron D. (1997) , Humdrum and Kern: Selective Feature Encoding, In [_Beyond], pp. 375-400

Jain R. (2000), Digital Experience, [_1000], pp. 38-40

Javasoft (2001), Java3D API, http://java.sun.com/products/java-media/3D

Jenkins H. (2006), *Confronting the Challenges of Participatory Culture: Media Education for the 21th Century*, White Paper, MIT MediaLab

Johnson A., Moher T., Cho Y-J., Lin Y.J., Haas D., and Kim J. (2002), Augmenting Elementary School Education with VR, IEEE Computer Graphics and Applications, March/April

Johnson B., Skibo C., Young M. (2003), *Inside Microsoft Visual Studio .NET*, Microsoft Press

Juul J. (2005), *Half Real – Video Games between Real Rules and Fictional Worlds*, MIT Press

Kalawsky R.S. (1993), *The Science of Virtual Reality and Virtual Reality Environments*, Addison-Wesley

Kant E. (1781), *Kritik der reinen Vernunft*, Felix Meiner Verlag, ed. 1976

Kant E. (1781), *Kritik der Urteilskraft*, Reclam, Stuttgart, 1976

Kay M. (2001), *XSLT Programmer´s Reference*, Wrox Press

Kassel S., Schumann C-A. and Tittman C. (2007), Intelligent Advertisement for E-Commerce, In *Proc. EUROMEDIA 2007*, Delft, Netherlands

Kersten M. L.,Nes M., Windhouwer M.A. (1998), A feature database for multimedia objects, CWI Report INS-R9807, July 1998

Kientzle T. (1998), *A programmer Guide to Sound*, Addison-Wesley

Kimmel R. (2004), *Numerical Geometry of Images – Theory, Algorithms, and Applications, Springer*,

Klabbers J.H.G. (2006), *The Magic Circle: principles of Gaming and Simulation*, Sense Publishers

Koegel Buford J.F., ed. (1994), *Multimedia Systems*, Addison-Wesley, 1994

Koenen R. (1999), MPEG-4 - Multimedia for our time, IEEE Spectrum, Vol. 36, No. 2,February 1999, pp. 26-33.

Koenen R. (ed.) (2000), Coding of moving pictures and audio, ISO/ITEC JTC1/SC29/WG11 N3747

Körner S. (1973), *Fundamental Questions of Philosophy*, Penguin Books

Kress G. and van Leeuwen T. (1996), *Reading Images: The Grammar of Visual Design*, Routledge

Krikke J. (2003), Samurai Romanesque, and the battle for mobile cyberspace, IEEE Computer, Jan/Febr 2003

Kuipers J.B. (1999), *Quaternions and Rotation Sequences – A Primer with Applications to Orbits, Aerospace, and Virtual Reality*, Princeton University Press

Labrou L., Finin T. and Peng Y. (1999), The current landscape of Agent Communication Languages, IEEE Intelligent Systems, Vol. 14, no. 2, 1999

LaMothe A. (2002), *Tricks of the Windows Game Programming Gurus, Sams, 2nd edn.*,

Lengyel E. (2004), *Mathematics for 3D Game Programming & Computer Graphics* , Charles River Media

Li Z-N. and Drew M.S. (2004), *Fundamentals of Multimedia*, Prentice Hall, Pearson

Luna F. (2003), *Introduction to 3D Game Programming with DirectX 9.0*, Wordware Publishing Inc.

Manco T. (2004), *Street logos*, Thames & Hudson

McCool M. and Du Toit S. (2004), *Metaprogramming GPUs with Sh*, A K Peters, Ltd.

McCuskey M. (2002), *Special Effects Game Programming with DirectX*, Premier Press

McKnight C., Dillon A. and Richardson J. (1991), *Hypertext in Context*, Cambridge University Press

McNab R.J., Smith L.A., Bainbridge D. and Witten I.M. (1997), The New Zealand Digital Library MELody inDEX, D-Lib Magazine, May 1997

McQuail D. and Siune K. (1989), *Media Policy – Convergence, Concentration & Commerce*, Euromedia Research Group, Sage Publications

Messick P. (1998), *Maximum MIDI – Music Applications in C++*, Manning

Moortgat, M. (1996), Categorial Type Logics, Handbook of Logic and Language, J. van Benthem and A. ter Meulen (eds.), Elsevier Amsterdam (1996), pp. 93-177

Moortgat, M. (2002), Categorial Grammar and Formal Semantics, Encyclopedia of Cognitive Science, Nature Publishing Group, Macmillan Publishers Ltd.

Mongeau M. and Sankoff D. (1990), Comparison of musical sequences, Computers and the Humanities 24, pp. 161-175, 1990

Morrison M. (2005), *Beginning Mobile Phone Game Programming*, Sams Publishing

Mozart W.A. (1781), Twinkle,twinkle little star (Oh! vous dirai-je, mamam), K300, 1781-82

Munro A., Höök, K. and Benyon D.R. (1999), Footprints in the Snow, In: Social Navigation of Information Space, Springer

Murray J. (1997), *Hamlet on the Holodeck – The future of narrative in Cyberspace* , Free Press

Negroponte N. (1995), *Being Digital*, New Riders

Nelson T. (1980), *Literary Machines*, Mindfull Press

Nielsen F. (2005), *Visual Computing: Geometry, Graphics, And Vision*, Charles River Media

Nielsen J. and Mack R.L., eds. (1994) , *Usability inspection methods*, Wiley

Norman D.A. (2004), *Emotional Design*, Basic Books

Oard D.W., Leuski A. and Stubblebine S. (2006), *Protecting the Privacy of Observable Behavior in Distributed Recommender Systems*, In: *Proc. SIGIR 2003*

Obrenovic Z. and Gasevic D. (2007), Open-Source Software: All you do is put it together, IEEE Software, Vol. 24, No. 5, Sept/Oct 2007

Obrenovic Z. and Eliens A. (2007), End-User Development with Heterogeneous Software Services – Using AMICO:CALC within Spreadsheets, submitted to: ICSE 2008

Pachet F., Roy P. and Cazaly D. (1999), A combinatorial approach to content-based music selection, Proc. IEEE Int. Conf. on Multimedia Systems, Firenze

Ossenbruggen J. van and Eliens A. (1994), Music in Time-based Hypermedia, Proc. European Conference on Hypermedia Technology 1994, pp. 224-227

Ossenbruggen J. van (2001), *Processing Structured Hypermedia – A matter of style*, Ph.D. Thesis, Free University, 2001

Ossenbruggen J. van, Geurts J., Cornelissen F., Rutledge L., Hardman L. (2001), Towards Second and Third Generation Web-Based Multimedia, In Proc. of The Tenth International World Wide Web Conference pp. 479-488, May 1-5, 2001, Hong Kong

Patin S. (2006), *Regards sur les Nympheas (in french)*, Editions de la reunion des musees nationaux.

Pesce M. (2003), *Programming Microsoft DirectShow for digital video and television*, Microsoft Press

Picard R.W. (1998), *Affective Computing*, MIT Press

Preece J., Rogers Y., Sharp H., Benyon D., Holland S., Carey T. (1994), *Human-Computer Interaction*, Addison-Wesley

Purvis A.W. and Le Coutre M.F. (2003), *Graphic Design 20th Century*, BIS Publishers

Ratner P. (2003), *3-D Human Modeling and Animation*, Wiley, 2nd edn.

Riel C. van, Eliens A., Wang Y (2006), Exploration and guidance in media-rich information spaces: the implementation and realization of guided tours in digital dossiers, accepted for: International Conference on Multidisciplinay Information Sciences and Technologies (InSciT2006) October, 25-28th 2006, Merida, Spain www.instac.es/inscit2006

Riel C. van, Wang Y. and Eliens A. (2006b) , Concept map as visual interface in 3D Digital Dossiers: implementation and realization of nthe Music Dossier, CMC2006, Costa Rica, Sept 5-8 2006

Rooijen P. van, ed. (2003), *Signs & Symbols*, Pepin Press

Rosenblum L. and Macedonia M., eds. (2002), Projects in VR – From Urban Terrain Models to Visible Cities, IEEE Computer Graphics and Applications, 22:4, pp. 10-15

Rosenblum L. and Macedonia M., eds. (2005), Projects in VR – Tangible Photorealistic Virtual Museum, IEEE Computer Graphics and Applications, 25:1, pp. 15-17

Rutledge L., van Ballegooij A., Eliens A. (2000), Virtual Context - relating paintings to their subject, Culture Track of WWW9 in Amsterdam, The Netherlands, May 16th, 2000

Ruttkay M., Huang Z. and Eliens A. (2003), Reusable gestures for interactive web agents, Proc. Intelligent Virtual Agents 2003, Irsee, September 15-17, 2003 J.G. Carbonell and J.Siekmann (eds.), LNAI 2792, Springer, pp. 80-87

Ruttkay Z., Huang Z. and Eliens A., *The Conductor: Gestures for Embodied Agents with Logic Programming*, in: Recent Advances in Constraints K.R. Apt, F. Fages, F. Rossi, P. Szeredi and J. Vancza (eds.) LNAI 3010, Springer 2004

Rymaszewski M., Au W.J., Wallace M., Winters C., Ondrejka C., Batstone-Cunningham B. (2007), Second Life – the official guide, Wiley

Sanchez-Crespo Dalmau D. (2004), *Core Techniques and Algorithms in Game Programming* , New Riders

Santiago D. (2005), *Creating 3D Effects for Film, TV and Games*, Thomson

Santos Lobao A. and Hatton E. (2003), *.NET Game Programming with DirectX 9.0*, The Authors Press

Sartre J.P. (1936), *L'imagination*, Presse Universitaire de France, ed. 8, 1971

Saw R.L. (1971), *Aesthetics – An Introduction*, Anchor Books, New York

Schiller F. (1977), *Uber die ästhetische erziehung des Menschen*, Reclam, Stuttgart

Schmidt, A.R. Windhouwer M.A., Kersten M.L. (1999), Indexing real-world data using semi-structured documents, CWI Report INS-R9902

Schneider P.J. and Eberly D.H. (2003), *Geometric Tools for Computer Graphics*, Morgan Kaufmann Publishers

Schonhage S.P.C., van Ballegooij A. and Eliens A. (2000), 3D Gadgets for Business Process Visualization: a case study, Proc. Int. Web3D/VRML Conference - 2000, Monterey CA, Febr 2000, ACM Press pp. 131-138

Schuytema P. (2007), *Game Design: A Practical Approach*, Charles River Media

Selfridge-Field E., ed. (1997), *Beyond MIDI – The Handbook of Musical Codes* , MIT Press 1997

Selfridge-Field E. (1998), Conceptual and Representational Issues in Melodic Comparison, In [_Similarity], pp. 3-64

Setten M. van (2005), *Supporting People in Finding Information – Hybrid recommender Systems and Goal-based Structuring*, Ph.D. Thesis, Telematica Institute Netherlands

Sherman W.R. and Craig A.B. (2003), *Understanding Virtual Reality – Interface, Application and Design*, Morgan Kaufmann Publishers

Sherrod A. (2006), *Ultimate Game Programming with DirectX*, Charles River Media

Shneidermann B. (1997), *Designing the user interface – strategies for effective human-computer interaction*, Addison-Wesley (3rd edn)

Shneiderman B (2003), *Leonardo's Laptop*, Mit Press

Si Yin and Eliens A. (2007), PANORAMA – A Rich VRML Application Platform For Online Gaming, Workshop Web 3D Games, Web3D Symposium 07, Perugia Italy, April 15-18

Singhal S. and Zyda M. (1999), *Networked Virtual Environments*, Addison-Wesley, 1999

Snook G. (2003), *Real-time 3D terrain engines using C++ and DirectX 9*, Charles Riven Media

Spalter A.M. (1999), *The Computer in the Visual Arts*, Addison-Wesley

Stephenson N. (1992), *Snowcrash*,

St-Laurent S. (2004), *Shaders for Game Programmers and Artists*, Thomson

Subrahmanian V.S. (1998), *Principles of Multimedia Databases*, Morgan Kaufmann

Sullivan A. (2005), 3-Deep, IEEE Spectrum 42-4, April 2005, pp. 22-27

Tarau P. (1999), Jinni: Intelligent Mobile Agent Programming at the Intersection of Java and Prolog, Proc. of PAAM99, London, UK, April, see also http://www.binnetcorp.com/Jinni

Temperley D. and Sleator D. (1999) , Modeling Meter and Harmony: A Preference-Rule Approach, Computer Music Journal 23(1), 1999, pp. 10-27

Trogemann G. & Viehoff J. (2004), *CodeArt – Eine elementare Einfhrung in die Programmierung als kunstlerische Praktik*, Springer

Vasudev B. and Li W. (1997), Memory management: Codecs, In [_Handbook], pp. 237-278

Vaughan T. (1998), *Multimedia – Making It Work*, Osborne/McGraw-Hill, 4th edn

Vince J. (1998), *Essential Virtual Reality*, Springer

Visser C. and Eliens A. (2000), A High-Level Symbolic Language for Distributed Web Programming, Internet Computing 2000, June 26-29, Las Vegas

Vyas, D., van der Veer, G. C. (2006), Experience as Meaning: Some Underlying Concepts and Implications for Design. , Proceedings of 13th European Conference on Cognitive Ergonomics. ACM Press: NY, (2006), 81-91.

Vyas, D., Chisalita, C., van der Veer, G. C. (2006), Affordance in Interaction. , Proc. of 13th European Conference on Cognitive Ergonomics. ACM Press: NY, (2006), 92-99.

W3C SMIL Working Group (2001), Synchronized Multimedia Integration Language (SMIL 2.0), W3C Recommendation 07 August 2001

Wagner W. and Beitler M. (eds), 2002, Proc. Int. Web3D Symposium, ACM Press

Walsh P. (2003), *Advanced 3D Programming with DirectX 9.0*, Wordware Publishing Inc.

Wang Y., Eliens A., van Riel C. (2006), Content-oriented presentation and personalized interface of cultural heritage in digital dossiers, accepted for: International Conference on Multidisciplinay Information Sciences and Technologies (InSciT2006) October, 25-28th 2006, Merida, Spain www.instac.es/inscit2006

Watt A. and Policarpo F. (2001), *3D Games – Real-time Rendering and Software Technology*, Addison-Wesley

Web3D Consortium (2001), VRML97 Standard, http://www.web3d.org/fs_specifications.htm

Weishar P. (1998), *Digital Space – Designing Virtual Environments*, McGraw-Hill

Welie M. and and Eliens A. (1996), Chatting on the Web, Proc. ERCIM W4G Workshop on CSCW and the Web, 7-9 febr 1996 GMD St Augustin, Germany, 1996

Welie M. van, G.C. van der Veer G.C., and Eliens A. (1998) , Euterpe - Tool support for analyzing cooperative environments, Proceedings of the Ninth European Conference on Cognitive Ergonomics , August 24-26, 1998, University of Limerick, Ireland, pp. 25-30

Wiedermann J., ed. (2002), *Digital Beauties*, Taschen Verlag

Wiedermann J., ed. (2004), *Animation now*, Taschen Verlag

Wilson S. (2002), *Information Arts – Intersections of Art, Science and Technology*, The MIT Press

Yellowlees D. and Hargadon A. (2000), The pleasure principle: immersion, engagement, flow, Proc. of the 11th ACM Conf. on Hypertext and Hypermedia, May 2000,San Antonio, pp. 153-160

Zielinski S. (2006), *Deep Time of the Media – Towards an archaeology of Hearing and Seeing by Technical Means*, The MIT Press

Zimmermann D., Modeling Musical Structures, Aims, Limitations and the Artists Involvement, Proc. Constraints techniques for artistic applications, Workshop at ECAI98 25th August, 1998, Brighton, UK, ftp://ftp.csl.sony.fr/pub/pachet/workshopEcai