

A. Eliens: 23/5/2016 <http://jaargesprek.eliens.net>

course(s)

- (project) interactive multimedia
- multimedia authoring
- serious games

talk(s)

- 5/12/2015: fun is highly overrated! (UvA)
- 29/3/2016: (future) innovation(s) have an impact on (y)our life! (UTwente)
- 21/5/2016: imagination is the one weapon against reality (Rietveld)

paper(s)

- (forthcoming) Olthof T.P. & Eliëns A., *Doing the right thing; gamification as a means to tuning human behavior in The Virtual and The Real*
- Bhikharie S.V. & Eliëns .A, *XIMPEL for Education -- inspiring creativity through storytelling and gameplay*, in proc. GAMEON'2015, December 3-5, 2015, Amsterdam, Netherlands
- Poullos N. & Eliëns A., *Multi-Sensor Interactive Systems for Embodied Learning Games*, reprint in: *Embodiment*, Waag Society Amsterdam, 2014, pp. 11-14

role(s)

- co-chair: GAMEON'2015, December 2-4 , 2015, University of Amsterdam (UvA)

student project(s)

- 21/05/2015 [master: 18 ects]: *Timo Nijhof* (MIS: t.nijhof@student.vu.nl) -- **Huisjesmelkers vs Data - Gem. Utrecht** -- portfolio: [<http://whoistimo.nl>]
- 01/01/2016 [master: 6+18 ects]: *Jari Ferguson* (Msc Information Sciences: j.s.ferguson@student.vu.nl) -- **Modernizing and extending the XIMPEL framework** -- portfolio: [<http://www.few.vu.nl/~jfn540/>]
- 1/5/2015 [master: 18 ects]: *Cherish Mahadew* (IS: amw400@student.vu.nl) -- **Making online education accessible through an interactive platform** -- portfolio: []
- 22/4/2015 [master: 36 ects]: *Christian Heymans* (mCS:MM: christian442@gmail.com) -- **My Teaching Assistant: Bridging the gap between realism and mechanism in educational games.** -- portfolio: [<https://sites.google.com/site/myteachingassistantmaster>]
- 22/4/2015 [master: 36 ects]: *Erik Lubbers* (mCS:MM: e.lubbers90@gmail.com) -- **My Teaching Assistant: Bridging the gap between realism and mechanism in educational games.** -- portfolio: [<https://sites.google.com/site/myteachingassistantmaster>]
- 24/04/2015 [Bachelorproject: 18 ects]: *Said el Hattachi* (CS: s.el.hattachi@student.vu.nl) -- **Design Interface Prototype of App** -- portfolio: [<http://saidsony.wix.com/saidsony>]
- 12/05/2015 [master: 36 ects]: *Stefan Bruins* (IWT: s.bruinsje@gmail.com) -- **Interactive Video Frameworks: a (re)implementation of XIMPEL in HTML5/Javascript** -- portfolio: [<http://www.stefanbruins.nl/master-project/index.htm>]
- 01/02/2015 [master: 36 ects]: *Jeffrey Bruijntjes* (CS-MM: jeffrey.bruijntjes@gmail.com) -- **Trust Commander: development and self-monitoring of trust through a serious game** -- portfolio: [<http://fubi.nl/trustcommander/index.html>]

(project) interactieve multimedia: <http://im.eliens.net> -- view(s)

code: 400557

credits: 6

period: 6

lecturer(s) prof. dr. A. Eliëns / [dr. V.de Boer]

aim: To design and develop a moderately complex multimedia application, with both educational

and game elements, as part of a communication strategy for some particular goal or issue of societal relevance.

grading -- (project) interactive multimedia is a portfolio course, that means there is no theoretical exam, instead the grade is based on the overall portfolio, including the basic exercises, the final project and an essay (see the grading requirements below).

assignment(s): <http://www.cs.vu.nl/~eliens/im/practicum.html>

development of interactive video:

1. determine concept(s) -- message, perspective and contents
2. scenario(s) -- storyboard, with scenes and transitions
3. story or interaction graph(s) -- for interactive video application
4. asset(s) -- selection of images, clips and audio
5. technical realisation -- elaboration of scenes and (visual) effects
6. final production -- (web) deployment, and packaging (zip)
7. justification -- description, with explanation of design choices

minimal grading requirement(s): <https://sites.google.com/site/interactivemultimediavu/grading-requirement-s>

- updated portfolios
- (interesting) concept
- storygraph & assets
- completed interactive video (link & zip)
- (viral) clip [1-2 min]
- peer review(s)!
- a readable essay/documentation (2-5 pages)
- overall satisfactory presence in class

learning goal(s): <http://www.cs.vu.nl/~eliens/course/im/monitor/goal.php>

	portfolio	concept	storygraph	viral clip	final application	essay	Æ
mastery of computational technology				10%	30%		40%
practical design thinking			10%	10%	10%		30%
academic skills	10%					10%	20%
knowledge of social & intellectual context		10%					10%
	10%	10%	10%	20%	40%	10%	100%

explanation(s)

- mastery of computational technology -- basic exercises / final project
- practical design thinking -- concept / clip / moodboard / final project
- academic skills -- concept / presentation(s) / portfolio / essay
- knowledge of social & intellectual context -- essay / presence in class

These criteria are constructed in accordance with the requirements specified by the educational

board of the Faculty of Sciences (FEW).

estimation of effort required: <http://www.cs.vu.nl/~eliens/im/@s5-effort.html>

Course name: Project Interactive Multimedia
 Total study load: 168 hours
 Lectures: 12 classes = 24 hours
 Practical Work Assignment(s): 104 hours
 Preparation Presentation(s): 8 hours
 Documentation and Portfolio: 32 hours

multimedia authoring: <http://ma.eliens.net> -- **monitor(s)** / **evaluation(s)**

code: 400440

credits: 6

period: 1

lecturer(s) prof. dr. A. Eliëns / [dr. V.de Boer]

aim: The course gives a practical introduction to multimedia authoring, in particular the development of rich media web applications.

grading -- multimedia authoring is a portfolio course, that means there is no theoretical exam, instead

the grade is based on the overall portfolio, including the basic exercises, the final project and an essay (see

the grading requirements below).

assignment(s): <http://www.cs.vu.nl/~eliens/ma/practicum.html>

basic exercise(s):

logo -- with effects and animations, and link to homepage

media viewer -- basic (media sequence) presentation tool

(integrated) annotation editor -- interactive annotation(s), with drawing and (possibly)

tags/comments

(optional) capture & storage of media & annotation(s)

final application(s)

game(s) -- entertainment or educational

creative exploration(s) -- using multimedia technology

minimal grading requirement(s): <https://sites.google.com/site/multimediaauthoringvu/grading-requirement-s>

- updated portfolios
- completed basic exercise(s)
- completed final project(s)
- a readable essay/documentation (2-5 pages)
- overall satisfactory presence in class
- peer review(s)

learning goal(s): <http://www.cs.vu.nl/~eliens/course/ma/monitor/goal.php>

	portfolio	basic exercises	concept	final application	essay	Æ
mastery of computational technology		20%		30%		50%
practical design thinking	10%		10%			20%
academic skills	10%				10%	20%
knowledge of social & intellectual context				10%		10%
	20%	20%	10%	40%	10%	100%

explanation(s)

- mastery of computational technology -- basic exercises / final project
- practical design thinking -- concept / clip / moodboard / final project
- academic skills -- concept / presentation(s) / portfolio / essay
- knowledge of social & intellectual context -- essay / presence in class

These criteria are constructed in accordance with the requirements specified by the educational board of the Faculty of Sciences (FEW).

estimation of effort required: <http://www.cs.vu.nl/~eliens/ma/@s5-effort.html>

Course name: Multimedia Authoring
 Total study load: 168 hours
 Lectures: 8 classes - 16 hours
 Practical Work Assignment(s): 112 hours
 Preparation Presentation(s): 8 hours
 Documentation and Portfolio: 32 hours

serious games: <http://sg.eliens.net> -- **monitor(s)** / **evaluation(s)**

code: 405097

credits: 6

period: 5

lecturer(s) prof. dr. A. Eliëns / [dr. V.de Boer]

aim: Serious games are more and more considered to be an effective means to bring about awareness, acquire skills, change behavior, and influence social patterns. With elementary game development technology, the students will explore the potential of serious games in a social context, using casual game mechanics, and what recently has been identified as the dynamics of gamification.

grading -- serious games is a portfolio course, that means there is no theoretical exam, instead the grade is based on the overall portfolio, including the basic exercises, the final project and an essay (see the grading requirements below)

assignment(s): <http://www.cs.vu.nl/~eliens/sg/assignment.html>

basic exercise(s)

project utopia -- brief description of ideal society and potential role of (y)our serious games

moodspace -- concept design & (also) exercise in visual rhetorics

final project(s)

game (prototype) -- with sufficient documentation

mockup (concept design) -- with elaboration of narrative(s) and visual design

minimal grading requirement(s): <https://sites.google.com/site/seriousvu12/grading-requirement-s>

- updated portfolios
- utopia description
- simple (interactive) moodspace (visual)
- completed final project, preferably in group of max 4 students
- a readable essay (2-5 pages)
- sufficiently detailed peer reviews
- overall satisfactory presence in class

learning goal(s): <http://www.cs.vu.nl/~eliens/course/sg/monitor/goal.php>

	portfolio	utopia	moodboard	concept	final application	essay	Æ
mastery of computational technology					20%		20%
practical design thinking	10%		10%		10%		30%
academic skills		10%				10%	20%
knowledge of social & intellectual context	10%			10%		10%	30%
	20%	10%	10%	10%	30%	20%	100%

explanation(s)

- mastery of computational technology -- basic exercises / final project
- practical design thinking -- concept / clip / moodboard / final project
- academic skills -- concept / presentation(s) / portfolio / essay
- knowledge of social & intellectual context -- essay / presence in class

These criteria are constructed in accordance with the requirements specified by the educational board of the Faculty of Sciences (FEW).

estimation of effort required: <http://www.cs.vu.nl/~eliens/sg/@s5-effort.html>

Course name: Serious Games
 Total study load: 168 hours
 Lectures: 8 classes = 16 hours
 Practical Work Assignment(s): 112 hours
 Preparation Presentation(s): 8 hours
 Documentation and Portfolio: 32 hours

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