

report 2006

Time never stands still. After observing that *times flies like an arrow* in my report 2005¹, there have been many developments. First of all, I am happy to observe that most of the planned publications have been realized, as listed below, and that apart from the uncertainty about *multimedia @ VU*, which led to a number of discussions with the management, the future does not look so bad.

project(s) The overall direction of research as outlined in research plan 2006² which is oriented towards the application of *game technology*³ in various application domains seems to be fruitful, not in the least due to interest of parties within the VU, albeit outside of FEW:

- climate game @ VU – www.cs.vu.nl/~eliens/projects/project-climate.html
- VU @ Second Life – www.cs.vu.nl/~eliens/projects/project-secondlife.html

The *climate game* project is done in cooperation with the *Climate Centre* to prepare a submission for the *Academische Jaarprijs*. The *Second Life* project is done in cooperation with among others Frans Feldberg from FEWEB, and has resulted in a provisional funding of 10.000 euro from the CvB to further explore this initiative in the context of the planned *Media Institute*. The 1st of march, the opening of *VU @ Second Life* was reported on the (national) RTL news television broadcast, and (locally) in Amsterdam covered by AT5 and CampusTV.. Several newspapers, among which Telgraaf and Parool, also reported on this.

multimedia @ VU The discussions in the fall 2006, based on my report *in gesprek – achtergronden van een conflict*⁴ have led to the conclusion that the *activities multimedia* are irreconcilable with the research agenda of IMSE. A transfer to the BI group, in particular the group of Guus Schreiber, is in preparation. To maintain a high technical level, I am updating the course *Intelligent Multimedia Technology*⁵, with the help of Zeljko Obrenovic (CWI)

Further I will strive to contribute to the integration of multimedia and game development courses in the various curricula, in principle also on the level of management and curriculum organisation.

In my vision the curriculum could benefit from more attention to game development, in various ways, for both information science and computer science students, as well as, for that matter, students artificial intelligents.

Personally, I will strive for sufficient visibility of our research in this area for the international scientific community.

¹www.cs.vu.nl/~eliens/research/report-05.html

²www.cs.vu.nl/~eliens/research/research-plan-06.html

³www.cs.vu.nl/~eliens/research/game.html

⁴www.cs.vu.nl/~eliens/gesprek

⁵www.cs.vu.nl/~eliens/imt

publications 2006

- ECA** Eliëns A., Huang Z., Hoorn J.F. and Visser C.T., ECA Perspectives - Requirements, Applications, Technology, In: Z. Ruttkay, E. Andre, W.L. Johnson and C. Pelachaud (eds), Evaluating Embodied Conversational Agents, Dagstuhl Seminar Proceedings (04121)
- PEFIC** Van Vugt, H. C., Konijn, E. A., Hoorn, J. F., Keur, I., & Eliëns, A., Realism is not all! User Engagement with Task-Related Interface Characters, Interacting with Computers, 2006
- Navigate** Eliëns A., van Riel C., Wang Y., Navigating media-rich information spaces using concept graphs – the *abramovic dossier* , In Proc. InSciT 2006, V.P. Guerrero-Bota ed. Open Institute of Knowledge, Merida, Spain, pp. 186-190
- Present** Wang Y., Eliëns A., van Riel C., Content-oriented presentation and personalized interface of cultural heritage in digital dossiers, In Proc. InSciT 2006, V.P. Guerrero-Bota ed. Open Institute of Knowledge, Merida, Spain, pp. 125-129
- Guide** van Riel C., Eliëns A., Wang Y., Exploration and guidance in media-rich information spaces: the implementation and realization of guided tours in digital dossiers, In Proc. InSciT 2006, V.P. Guerrero-Bota ed. Open Institute of Knowledge, Merida, Spain, pp. 143-147
- ConceptMaps** van Riel C., Wang Y. & Eliëns A. , Concept map as visual interface in 3D Digital Dossiers: implementation and realization of the Music Dossier, In Proc. CMC2006, A.J. Canas and J.D. Novak eds., University of Costa Rica, pp. 104-111
- VULife** Eliëns A., S.V. Bhikharie , game @ VU – developing a masterclass for high-school students using the Half-life 2 SDK , In Proc. GAME’ON-NA 2006, P. McDowell ed., Eurosis-ETI, pp. 49-53, Sept 19-21, Monterey, USA
- Odyssee** Eliëns A. , Odyssee – explorations in mixed reality theatre, In Proc. GAME’ON-NA 2006, P. McDowell ed., Eurosis-ETI, pp. 62-64, Sept 19-21, Monterey, USA

2007

- WebDossier** Eliëns A., Wang Y. van Riel C. and Scholte T. (2007), 3D Digital Dossiers – a new way of presenting cultural heritage on the Web, In Proc. Web3D 2007, ACM SIGGRAPH, pp. 157-160
- Panorama** Vyas D. van de Watering M., Eliëns A. and van der Veer G. (2007), Engineering Social Awareness in Work Environments , HCI Int. 2007
- Social** Vyas D. van de Watering M., Eliëns A. and van der Veer G. (2007b), Being Social @ Work: Designing for Playfully Mediated Social Awareness in Work, HOIT 2007
- Serious** Eliëns A. & Chang T., Let’s be serious – ICT is not a (simple) game, FUBUTEC 07, Eurosis, Delft, April 2007
- Decision** Eliëns A. & Wang Y., Expert advice and regret for serial recommenders, In Proc. EUROMEDIA 2007, L. Rothkrantz and Ch. van der Mast (eds), Eurosis, pp. 111-118 (best paper award nomination)
- SL** Eliëns A. Feldberg F., Konijn E., Compter E., VU @ Second Life – creating a (virtual) community of learners, In Proc. EUROMEDIA 2007, L. Rothkrantz and Ch. van der Mast (eds), pp. 45-52, Eurosis-Eti Publication, ISBN: 9789077381328, (best paper award nomination)

- Recommend** Eliëns A. & Wang Y., Rate, Recommend, Regret – an Expert-based Approach to the Personalization of Guided Tours, PATCH'07 workshop, UM 2007, June, Greece
- PanoramaWeb** Yin S. & Eliëns A., PANORAMA: A Rich VRML Application Platform For Online Gaming , Workshop Web 3D Games, Web3D Symposium 07, Perugia Italy, April 15-18
- Pragmatist** Vyas D., Eliëns A. Heylen D., Nijholt A. (2007), Experiencing-in-the-World: Using Pragmatist Philosophy to Design for Aesthetic Experience, accepted for DUX 2007
- Shaders** Bouterse M.C. and Eliëns A., Simulating Infinite Curved Spaces using Vortex Shaders, In Proc. GAME-ON 07, Nov 20-22, University of Bologna, Marco Rocchetti (ed.), EUROSIS-ETI Publication, ISBN 9789077381373
- Climate** Eliëns A., van de Watering M., Hurdeman H., Bhikharie S.V., Lemmers H., Vellinga P. , Clima Futura @ VU – communicating (unconvenient) science, In Proc. GAME-ON 07, Nov 20-22, University of Bologna, Marco Rocchetti (ed.), pp. 125-129, EUROSIS-ETI Publication, ISBN 9789077381373
- Mashups** Eliëns A. Feldberg F., Konijn E., Compter E., Mashups in Second Life @ VU, In Proc. GAME-ON 07, Nov 20-22, University of Bologna, Marco Rocchetti (ed.), pp. 130-134, EUROSIS-ETI Publication, ISBN 9789077381373
- Aesthetics** Eliëns A. and Vyas D., Panorama – explorations in the aesthetics of social awareness, In Proc. GAME-ON 07, Nov 20-22, University of Bologna, Marco Rocchetti (ed.), p. 71-75, EUROSIS-ETI Publication, ISBN 9789077381373