

**coordinator master CS/multimedia****inleiding multimedia** – [www.cs.vu.nl/~eliens/imm](http://www.cs.vu.nl/~eliens/imm)

doelgroep: eerste jaar INF, IK

studiepunten: 3

evaluatie(s): [www.cs.vu.nl/~eliens/imm/eval.html](http://www.cs.vu.nl/~eliens/imm/eval.html)**multimedia authoring** – [www.cs.vu.nl/~eliens/mma](http://www.cs.vu.nl/~eliens/mma)

doelgroep: IK/mmc, mCS-MM

studiepunten: 6

evaluatie(s): [www.cs.vu.nl/~eliens/mma/eval.html](http://www.cs.vu.nl/~eliens/mma/eval.html)**visual design** – [www.cs.vu.nl/~eliens/design](http://www.cs.vu.nl/~eliens/design)

doelgroep: IK/mmc, mCS-MM

studiepunten: 6

evaluatie(s): [www.cs.vu.nl/~eliens/design/eval.html](http://www.cs.vu.nl/~eliens/design/eval.html)**intelligent multimedia technology** – [www.cs.vu.nl/~eliens/imt](http://www.cs.vu.nl/~eliens/imt)

doelgroep: mCS-MM

studiepunten: 6

evaluatie(s): [www.cs.vu.nl/~eliens/imt/eval.html](http://www.cs.vu.nl/~eliens/imt/eval.html)**project multimedia & game development** – [www.cs.vu.nl/~eliens/projects](http://www.cs.vu.nl/~eliens/projects)

doelgroep: mCS-MM

studiepunten: 6

evaluatie(s): [www.cs.vu.nl/~eliens/projects/eval.html](http://www.cs.vu.nl/~eliens/projects/eval.html)**bachelor project(s)** – [www.cs.vu.nl/~eliens/projects](http://www.cs.vu.nl/~eliens/projects)

doelgroep: IK/MMC, m-CS-MM

studiepunten: 30/36 ects

**afstudeer project(s)** – [www.cs.vu.nl/~eliens/projects](http://www.cs.vu.nl/~eliens/projects)

doelgroep: IK/MMC, m-CS-MM

studiepunten: 30/36 ects

evaluatie(s): [www.cs.vu.nl/~eliens/projects/eval.html](http://www.cs.vu.nl/~eliens/projects/eval.html)**onderhoud multimedia zaal (S353)** – [www.cs.vu.nl/~eliens/multimedia/zaal.html](http://www.cs.vu.nl/~eliens/multimedia/zaal.html)**acquisitie projecten**

- climate game @ VU – [www.cs.vu.nl/~eliens/projects/project-climate.html](http://www.cs.vu.nl/~eliens/projects/project-climate.html)
- VU @ Second Life – [www.cs.vu.nl/~eliens/projects/project-secondlife.html](http://www.cs.vu.nl/~eliens/projects/project-secondlife.html)

**masterclass game development (vwo)** – [www.cs.vu.nl/~eliens/masterclass](http://www.cs.vu.nl/~eliens/masterclass)