

oratie-broeders(s)

oratie(s) – tussen mens en machine

space(s)

robot chirurgy virtual reality lab training

endoscopic chirurgy

digital lifestyle(s) patients via internet

- **game(s) :: training skills for medicare of the future**

prof. dr. ir. I.A.M.J. Broeders, 4/6/2009 robotica en minimaal invasieve interventie

oratie-drukker(s)

oratie(s) – things to come

space(s)

technological innovation 3th tsunami

paradox of productivity

future of design 30-50 years maturation

- **game(s) :: exploration(s) of use-scenario(s)**

prof. dr. J.W. Drukker, 3/12/2009 design geschiedenis

oratie-eliens(s)

oratie(s): creative technology – it's all in the game

– / CTSG / – / .

creative applications web technology

interactive visualisation

game development virtual environments

- **game(s) :: scenario-driven design**

prof. dr. A. Eliëns creative technology / new media play(s) / project(s)i/videoi / cycle(s)

oratie-joolingen(s)

oratie(s) – modeltekenen

space(s)

doodle(s) simulation(s) SimQuest

Apply Create Evaluate

model to learn! computational science

- **game(s) :: interactive drawing for modelling & simulation**

prof. dr. W.R. van Joolingen, 4/2/2010 computationeel modelleren in onderwijssituaties

oratie-palen(s)

oratie(s) – beter weten door beter meten

space(s)

changing behavior COPD quality of life

computational adaptive testing

stoppen met roken item response theory

- **game(s) $\leadsto$ for adaptive behavior modification(s)**

prof. Job van der Palen, 11/2/2010 evaluatie en assessment in gezondheidsonderzoek

oratie-poelman(s)

oratie(s) – product-realisme

space(s)

human capabilities history of artefacts

strategic & operational product plan(s)

limits to growth: materials, waste,..cultural

- **game(s) $\leadsto$ exploring limit(s) – scenario(s) of adaptation**

prof. dr. ir. Wim A. Poelman, 8/10/2009

oratie-putten(s)

oratie(s) – kleine signalen van grote waarde

space(s)

epileptic patterns visualisation monitoring

wearable brain symmetry index

neurostimulation learning rhythms judgement

- **game(s) $\leadsto$ monitoring & correction – scenario(s)**

prof. dr. ir. Michel J.A.M. van Putten, 10/12/2009 klinische neurofysiologie

oratie-schraagen(s)

oratie(s) – macht en onmacht der gewoonte

space(s)

cognition in the wild traffic monitoring

analytical & intuitive system(s)

empathy dialog trust cooperation attention

- **game(s) $\leadsto$ to train critical thinking and communication**

prof. dr. J.M.C. Schraagen, 17/9/2009

oratie-verbeek(s)

oratie(s) – filosofie van mens en techniek

space(s)

deep brain stimulation impact of technology

material dimension(s) of morality

man is by nature artificial human existence

- **game(s) ∷ explore application(s) & ethics of technology**

prof. dr. ir. Peter-Paul Verbeek, 15/10/2009

oratie-vollenbroek(s)

oratie(s) – zorg op afstand dichtbij

space(s)

healthcare by technology video tele-consult

visual patterns remote monitoring

ambulant measurement(s) behavioral feedback

- **game(s) ∷ explore tele-monitoring & (sensory) feedback**

prof. dr. Miriam M.R. Vollenbroek-Putten, 12/11/2009 technology supported cognitive training

oratie-weerd(s)

oratie(s) – innovatie(f) organiseren: een kwestie van balanceren

space(s)

innovation journey(s) real life case study

cycle(s) of growth & decline / patterns

engaged scholarship art of balancing

- **game(s) ∷ scenario(s) for innovation & organization**

prof. dr. ir. P.C. de Weerd-Nederhof, 28/1/2010 organisatiekunde: organisatie van innovatie

oratie-wezel(s)

oratie(s) – netwerkende breinen

space(s)

measurement developing brain-like systems

brain as network / internet

power laws short distance scalable

- **game(s) ∷ simulation & visualisation of complex networks**

prof. dr. Richard J.A. van Wezel neurofysiologie