

A. Eliens – short CV & publications 2010-2012

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affiliation(s) (1): [0.8]

VU University Amsterdam, FEW/CS
coordinator (master) multimedia @ VU
universitair docent

affiliation(s) (2): [0.2]

Universiteit Twente, EWI
praktijk hoogleraar creative technology / new media

keywords:

multimedia, game development, interactive video, serious games, (mobile) AR

ANTON ELIENS studied art, psychology, philosophy, and computer science. He graduated cum laude in theoretical computer science, and published his Ph.D. thesis on the design, implementation and semantics of the distributed logic programming language DLP as a text book. He also published a book on object-oriented software development, of which the second edition has been translated in Russian and Chinese.

Anton Eliëns is lecturer at the Computer Science department of the Faculty of Science of the Vrije Universiteit Amsterdam, where he teaches multimedia courses. He is also coordinator of the Master Multimedia for Computer Science, and chairman of the curriculum committee for Information, Multimedia and Management. He has written numerous papers on the application of (intelligent) multimedia technologies. His most recent projects include the establishment of a virtual campus in Second Life, and the development of a game-platform, XIMPEL, driven by interactive video, for the Clima Futura climate game. This work has led to the foundation of the Clima Futura Laboratories BV, that specializes in media and game productions for climate issues and sustainability.

Anton Eliëns has ample expertise in teaching, and in particular in doing projects with groups of 10-20 students. His work with students has often led to publications on conferences. He has supervised three Ph.D. students, and acquired two NWO Open Competition projects, in the areas of intelligent agents in virtual environments and information retrieval in virtual environments. His current activities focus on the application of game technology in serious applications and the development of serious games for education and business training.

general information:

- profile – www.cs.vu.nl/~eliens/cv/profile-eliens.html :
- education – www.cs.vu.nl/~eliens/onderwijs
- research – www.cs.vu.nl/~eliens/research
- CV – www.cs.vu.nl/~eliens/cv
- creative technology – www.cs.vu.nl/~eliens/.CREATE

education

- 1979 – Doctoraal Philosophy (UvA)
- 1979 – Gerrit Rietveld Academy - painting
- 1985 – Doctoraal Psychology (UvA)
- 1986 – Doctoraal Informatica (UvA, cum laude)
- 1991 – Ph.D. Informatica, prof. dr. J. de Bakker, prof. dr. P. Klint

employment

- 1979-82: project medewerker Institute of Sonology (Univ of Utrecht)
- 1981-82: assistant researcher, Dept of Philosophy, UvA
- 1996-90: assistant researcher, CWI
- 1990-...: universitair docent, FEW/Informatica/IM&SE, VU

- 1998-2000: senior researcher, CWI (part-time, in exchange with VU)
- dec 2008 - juli 2011 – praktijk hoogleraar creative technology / new media (UTwente/EWI)

organisations

- Professional member of ACM/SIGWEB
- Professional member of IEEE
- Professional member of Web3D Consortium
- member of ANMA – Amsterdam New Media Association

publication(s) 2012

Social Eliëns .A, serious games in a social context, GAMEON'2012, November 14-16, 2012, University of Malaga, Malaga, Spain, Eurosis/ETI, pp. 8-13 (ISBN: 978-9077381-74-8) (DARE/NI)

publication(s) 2011

Scenario Jan-Willem Van 'T Klooster, Bert-Jan Van Beijnum, Anton Eliëns and Hermie Hermens, Interactive Scenario Visualisation for Homecare Technology, accepted as short paper for: PCHT'11: www.pervasivehealth.org

Community Dhaval Vyas, Anton Nijholt, Anton Eliëns and Wim Poelman, Exploring Community Building with an Awareness Display , Proc. of The 4th International Conference on Pervasive Technologies Related to Assistive Environments (PETRA 2011), ACM Press. ISBN 978-1-4503-0772-7/11/05. (to appear)

publication(s) 2010

CTSG Eliëns A., Creative Technology – the CTSG: game design in 7 steps, In Proc. GAME-ON Asia 2010, Mao W. and Vermeersch L. (eds.), Shanghai, EUROSIS, ISBN 978-90-77381-54-0, pp. 53-57

Space Eliëns A., Interactive Space(s) – the CTSG: bridging the real and virtual, In Proc. GAME-ON Asia 2010, Mao W. and Vermeersch L. (eds.), Shanghai, EUROSIS, ISBN 978-90-77381-54-0, pp. 58-62

Chinese Eliëns A., Elements of a chinese language game, In Proc. GAME-ON Asia 2010, Mao W. and Vermeersch L. (eds.), Shanghai, EUROSIS, ISBN 978-90-77381-54-0, pp. 77-82

reflection(s) – creative technology / new media

Looking back on the (almost) past two years creative technology I am happy to observe that:

- the curriculum is attractive for (potential) students
- new media provides a significant contribution

Eventhough we did not realize the *paradigm shift* as envisaged in the original proposal, we may be proud to have found an effective way to bring in a substantial element of creativity in a technical curriculum.

My personal interest can best be expressed by the phrase: *creative technology – it's all in the game*¹. With my (second year) students *creative technology* we are currently investigating how Bentham's original hedonic calculus can be taken as an inspiration to guide behavior by feedback mechanisms, in cooperation with T-Xchange (*knowledge center for serious games*) for the theme – *het nieuwe werken*. Such issues are worth exploring, since many changes in society essentially rely on developments in technology. In addition game development in itself provides the students with playful opportunities not only to tackle serious problems, but at the same time become proficient in program ad application development.

Looking back to my work in the past years, and the prospects for continuing this work with an emphasis as indicated there is no need to further amplify my wish to stay involved with the further development(s) of the creative technology curriculum.

¹creativetechnology.eu/wordpress/?p=527