



In English Please

The board of the GATE project has decided that from now on the internal communication of the GATE project will be in English. This is good news for all the non-Dutch researchers involved in the project because they will finally know what is going on. So please send your contributions for the newsletter from now on in English.

Of course this was not the only thing the board decided. The board accepted the new plans for the pilots Education and Healthcare and we discussed the pilot Safety which will hopefully start in October. Also we talked about the knowledge transfer projects. Unfortunately the contract and other formal aspects of these are progressing very slowly and it will take until the fall until knowledge transfer projects can actually start. We made plans for various dissemination activities for the coming period. We will organize the next GATE symposium in January or February with an important focus on the pilots. More details will follow. We encourage everybody to send us other ideas for dissemination activities and workshops that you like to see take place as part of GATE. And finally the board decided that Mark Overmars will remain both scientific and managing director of the project.

Report 2007 Accepted

ICTRegie has accepted the report about GATE over the year 2007. Both the activity report and the financial reports were accepted. ICTRegie was impressed by the amount of work carried out and by the clearness of the reports. As a result we will now get the second payment for the project which will hopefully arrive soon, such that we can distribute it to the partners.

Muse

MUSE (Multidisciplinary Utrecht Serious game Expert group) is a collaboration of researchers in the areas of games, learning, and education. Utrecht University leads MUSE which falls under the umbrella of AGS (<http://www.gameresearch.nl/>). In the coming season 2008-2009 four thematic meetings will be organized from various perspectives (e.g. education psychology, education sciences, teaching education, new media and digital culture, computer science and information science). Through presentations and discussions we will look for harmonization in the area of "games, learning and education". The meetings are open for researchers in this area. They will take place on the following dates:

- 9/15/2008 2:30 hour
- 11/24/2008 2:30 hour
- 2/9/2009 2:30 hour
- 4/20/2009 2:30 hour

The meetings will be held in Utrecht in De Uithof. Details will be announced later. The website of Muse can be found at: www.surfgroepen.nl/sites/muse/. More information can be obtained from Joost Raessens (chairperson, joost.raessens@let.uu.nl) or Vincent Jonker (secretary, vincent@fi.uu.nl)

Motion in Games (MIG 2008)

By Arjan Egges

From June 14th to June 17th, the GATE project, in collaboration with the NLGD Festival of Games, has

organized a Workshop on Motion in Games in Utrecht. Motion plays a crucial role in computer games. Characters move around, objects are manipulated or move due to physical constraints, entities are animated, and the camera moves through the scene. Even the motion of the player nowadays is used as input to games.

Motion is currently studied in many different areas of research, including graphics and animation, game technology, robotics, simulation, computer vision, and also physics, psychology, and urban studies. The goal of the workshop Motion in Games was to bring together researchers from this variety of fields to present the most recent results and to initiate collaboration. The local organization of the workshop was done by Arjan Egges, Arno Kamphuis and Mark Overmars.



The boat trip during the MIG 2008 workshop.

The MIG08 workshop has hosted over 30 internationally renowned researchers who all presented their ongoing work, on topics such as crowd simulation, motion capture, path planning and facial animation. We also organized a variety of social events, such as a boat trip and a dinner in the Oudaen castle in Utrecht. All the papers presented during the MIG08 workshop will be collected in a Lecture Notes in Computer Science volume by Springer. This volume is being edited at the moment and will be available soon. Also, a select number of papers will be published as



Game research for training and entertainment

an extended version in a Special Issue on Gaming in the Computer Animation and Virtual Worlds journal by Wiley.

Overall the MIG08 workshop was a very successful event that has set the starting point for interdisciplinary collaborations and for novel research ideas following the interesting discussions that took place. We will organize a MIG workshop again next year, and we hope that it will be even more successful than MIG08!

NLGD Festival of Games

By Roland Geraerts

The NLGD Festival of Games, situated at a beautiful old part of the city center of Utrecht, was a week of interesting events around games. One of the events was a collection of lectures covering many areas of the games industry, ranging from the *serious side of games* to *everything you always wanted to know*.

One of the things I always wanted to know was how the games industry started. Ralph H. Baer, known as the "Father of Video Games", was, among 40 speakers, one of the keynote speakers who opened the conference. Being an electronic engineer and engineering consultant, he covered both the method and apparatus of video games. His work in the sixties resulted in the Magnavox Odyssey game system, which was the first commercial home video game. The system was sold with translucent plastic overlays that gamers could put on their TV screen to simulate color graphics. While the device was a technical success, it never became a big commercial success due to the bad marketing.

Besides the lectures, the conference included more than 40 exhibiting companies and schools on the Expo and the Career Fair. Hence, there was ample opportunities to get a glance of their innovative ideas and to check out for a job.

Report Research Day

By Sander Jansen

The first GATE research day took place on June the 24th at the Faculty Club Helios in Utrecht. For the first time, researchers had the opportunity to discuss results and future research plans with each other.

During the day it became clear that there exists a wide variety of research topics within the GATE project. There were talks from people within all four research themes, starting with virtual worlds and virtual characters, followed by interacting and learning. A total of 14 talks was a lot, but the diversity of topics ensured that the audience maintained the focus of their attention to the speaker until it was time for drinks.

Besides informing each other, there were also good opportunities to talk to colleagues, about possible collaboration. This was especially important for people within the same work package.

It proved to be an interesting day. A lot of enthusiastic research plans were announced. Let's see if the next meeting will bring results just as promising.

IIP/Create Research Agenda

IIP/Create is one of the ICT Innovation Platforms funded and supported by ICT Regie. An ICT Innovation Platform (IIP) is a cooperation of research institutes, companies and representatives of users on a focused ICT topic. The goal is to bring about a boost to the subfield by joining forces of innovation. IIP/Create focuses on ICT and the creating industry. Gaming is an explicit theme for IIP/Create.

IIP/Create has recently produced a strategic research agenda (SRA). By developing a long-term strategic agenda shared by industries, knowledge institutes, and creative SMEs more power can be derived from research and innovation.

The five themes in the SRA are search & find, contextivity about the importance of context exploration, virtual and real worlds, collaboration as a way of life, and interactive and tangible environments. Nine tools are discussed: instruments for interaction, location-based infrastructure, tools for data worlds and building real & virtual worlds, labs such as world experience labs, and living labs. Abstracts are included for equally important measures such as policies for property rights, entrepreneurship and research of the creatives.

The goal of the SRA is that it will lead to a program that funds research, collaboration and innovation. IIP/Create is currently actively pursuing this. More information about the activities of IIP/Create can be found on <http://www.iipcreate.com>. The SRA can also be downloaded there.

News in Brief

- Fontys Hogescholen had appointed Ben Schouten as lector *Serious Game Design* at Fontys Hogeschool ICT in Eindhoven.
- Control, the Dutch journal for game developers, will from now on be distributed for free among all professionals in the Dutch games industry. The frequency will be increased from six to ten printed issues per year. More information will soon be available (in Dutch) on <http://www.control-online.nl/>.

Internal Events

Here we give a list of interesting meetings and events organized by GATE or its partners. We would appreciate receiving information about forthcoming events that should be added to this list. Please send these to rita@cs.uu.nl.

- 3 October, 15.00-18.00: Meeting Dutch Game Researchers, faculty club, Achter de Dom 7, Utrecht.
- 12 December, 15.00-18.00: Meeting Dutch Game Researchers, faculty club, Achter de Dom 7, Utrecht.



Game research for training and entertainment

Events in the Netherlands

Here we give a list of interesting meetings and events in the Netherlands. We would appreciate receiving information about forthcoming events that should be added to this list. Please send these to rita@cs.uu.nl.

- 25-27 July: IADIS International Conference Gaming 2008, Amsterdam. <http://www.gaming-conf.org/>
- 26-29 August: Measuring Behavior 2008, 6th International Conference on Methods and Techniques in Behavioral research, Maastricht. <http://www.noldus.com/mb2008>
- 8-10 September: 5th Joint Workshop on Machine Learning and Multimodal Interaction (MLMI 2008), Utrecht. <http://www.mlmi.info>
- 16 September: Facial and Bodily Expressions for Control and Adaptation of Games, Amsterdam. <http://hmi.ewi.utwente.nl/conference/ECAG08>
- 17-19 September: 2008 IEEE International Conference on Automatic Face and Gesture Recognition, Amsterdam. <http://www.fg2008.nl/>
- 1-2 October: Probing Experience II, Philips, Eindhoven. http://www.extra.research.philips.com/probing_experience/2008/

Events outside the Netherlands

Here we give a list of interesting meetings and events outside the Netherlands. We would appreciate receiving information about forthcoming events that should be added to this list. Please send these to rita@cs.uu.nl.

- 30 July – 2 August: 12th International Computer Gaming Conference, Louisville, USA. <http://www.cgamesusa.com/>
- 9-10 August: Sandbox08 co-located with Siggraph'08, Los Angeles, USA. <http://sandbox.siggraph.org>
- 1-3 September: 21st Annual Conference on Computer Animation and Social Agents (CASA 2008), Seoul, Korea. <http://casa2008.kaist.ac.kr>
- 1-3 September: Eighth International Conference on Intelligent Virtual Agents (IVA-08), Tokyo, Japan. <http://research.nii.ac.jp/~iva2008/>
- 10-12 September: 3rd International Conference on Digital Interactive Media in Entertainment and Arts (DIMEA 2008), Athens, Greece. <http://www.dimea2008.org>
- 25-27 September: 7th International Conference on Entertainment Computing, Pittsburgh, USA. <http://www.etc.cmu.edu/icec2008/>
- 13-14 October: Workshop on Hyper-media 3D Internet, Saint_Malo, France. <http://hypermedia3d.miralab.unige.ch/>
- 22-24 October: Fourth Conference on Artificial Intelligence and Interactive Digital Entertainment, Palo Alto, USA. <http://www.aiide.org>
- 3-5 November: 13th International Computer Gaming Conference, Wolverhampton, England. <http://www.cgames.org>

- 17-19 November: GAMEON'2008, Valencia, Spain. <http://www.eurosis.org/cms/?q=node/763>
- 8-11 December: Workshop on 3D Physiological Human 2008, Switzerland. <http://3dph.miralab.unige.ch/>
- 12-15 December: IEEE Symposium on Computational Intelligence and Games (CIG) 2008, Perth, Australia <http://www.csse.uwa.edu.au/cig08/>
- 26-30 April 2009: First Conference on the Foundations of Digital Games (FDG), Orlando, USA.

GATE Publicity

- In //Collectie, the magazine for employees of libraries in the Netherlands, an interview appeared with Mark Overmars about the importance and future developments in the games world. In the article also information about the GATE project was provided.

Acknowledgements

It is important that all publications that are (partially) the result of the GATE project contain an acknowledgement with the following text:

"This research has been supported by the GATE project, funded by the Netherlands Organization for Scientific Research (NWO) and the Netherlands ICT Research and Innovation Authority (ICT Regie)."

Or in Dutch:

"Dit onderzoek werd mogelijk gemaakt door het GATE project, ondersteund door de Nederlandse Organisatie voor Wetenschappelijk Onderzoek (NWO) en het Nationaal Regieorgaan voor ICT-Onderzoek en -Innovatie (ICT Regie)."

Please realize that also the publications of employees that are used as matching for the GATE project must contain such an acknowledgement. Please send a pdf file of each publication to Rita Jansen (rita@cs.uu.nl). These are important for the yearly reports and for the archive. All publications will be made available through the website.

Colofon

Address: Rita Jansen, Department of Computer Science, Utrecht University, P.O. Box 80.089, 3508 TB Utrecht, the Netherlands.

Editors: Piet Buitendijk and Mark Overmars.

Contributions: Please send to markov@cs.uu.nl.

Administration: Please report new or left employees or changes in email addresses to rita@cs.uu.nl.

Website: <http://gate.gameresearch.nl>