



## The Summer is Over

I assume you all have had a nice and relaxing vacation. But I guess that, like for me, for most of you this already feels like a long time ago. September is always a very busy month in which everything is starting again. Also a lot has happened in the GATE project. The pilot Safety is now defined and is almost ready to get started. Also we made considerable progress with the formalities of the knowledge transfer projects. We are now in agreement with ICTRegie and NWO about the framework. The contract texts are being adapted and we are writing a guideline for those interested. We will soon send additional information to all work package leaders. And on a larger scale we are very actively involved in the formulation of a proposal for an innovation program for the creative industry and new ICT projects from the FES budget and within NWO. Gaming plays a role in all of these. We will keep you updated about the progress.

## Meeting Dutch Game Researchers

The next meeting of the Dutch Game Researchers is on October 3 from 15.00-18.00 hours. As usual it is held in the faculty club, Achter de Dom 7, Utrecht. The program this time is as follows:

- 15.00 Welcome with coffee and tea
- 15.15 **Mixing Meaning and Feeling across Time and Space: Questions and problems**  
*Jay Lemke (University of Michigan, USA)*
- 16.15 **Development and Validation of a Game Addiction Scale for Adolescents**  
*Jeroen Lemmens (ASCoR, UvA)*
- 17.15 Drinks

Participation is free but you are requested to register through

<http://gate.gameresearch.nl/index.php?pageID=105>

You can also find additional information there. The next meetings will be on December 12, March 6, and May 15.

## Onderwijs en Open Leermiddelen

The education council (Onderwijsraad) has produced an advice to the government on *Onderwijs en Open Leermiddelen* (in Dutch). Games are mentioned at many places in the report and are considered an important promise for the future of education. A short citation from page 22 of the report (in Dutch):

*"De grootste belofte van ict ligt volgens velen bij simulaties, games en virtuele omgevingen. Deze vormen combineren verschillende sterke kanten van ict: er wordt een rijke, uitdagende leeromgeving geboden, waarbij de leerling actief en vaak in samenwerking met anderen kan werken aan een 'levensechte', complexe opdracht die een beroep doet op diverse kennisgebieden en vaardigheden."*

Of course we all know this already but it is important that others agree. You can download the full report from <http://www.onderwijsraad.nl/>.

## Symposium at Measuring Behavior

*By Herwin van Welbergen*

Motion capture is used in various research fields. At the University of Twente, the motion capture lab is used for research in biomechanics, Human Computer Interaction and computer animation. To share some knowledge between these fields and to set up a meeting between researchers of these fields, we (=Herman van der Kooij, Zsofi Ruttkay, Wim Fikkert and me) organized a symposium at the measuring behavior conference. Because we all work in different fields, it was relatively easy to find several interesting speakers from all the fields.

The symposium started with presentations on motion capture technology with a talk by XSense on their motion capture suit and a talk by Chris Baten (Roessingh & University of Twente) on their motion capture shoe. Herman showed how motion capture is used to create an elaborate hip movement model, estimating muscles forces. Chris showed us some interesting work in the Freemotion project, in which portable movement labs are designed, that measure the movement of subjects is measured in real time, on their working location. He also showed how to present such data to experts in ergonomics, sports or physiotherapy. GATE, and the computer animation field, was represented by Arjan Egges, Ben van Basten and me. Nadia Berthouze and Wim showed us how motion capture can be used to make interaction with computers more fun and efficient.

All and all, we had some interesting talks and the audience was quite involved, which required us to cut off the discussions and questions after nearly every talk. I got some new contacts with bio-mechanical engineers and got some good pointers for literature to read on this field.

During the break we had some time to walk around and look at several industry demos at the conference itself. The demo gallery featured several rat-torturing devices, but also several interesting systems to measure human behavior, such as gaze and face trackers. The day ended with some drinking at a local bar.

The proceedings of the Measuring Behavior conference, including extended abstracts of the talks in our symposium are available at

<http://www.noldus.com/mb2008/>



# Game research for training and entertainment

## Muse Meetings

MUSE is a trans-disciplinary working group at Utrecht University that brings together the various disciplines and groups that study serious games, such as educational psychology, teacher training, new media and digital culture, informatics, information sciences, technology, business science, pedagogy, etc.

There are strong ties between Muse and the research in Theme 4 of GATE: Learning with Simulated Worlds and the pilot Education. Hence, the project has decided to further support the Muse activities. In particular we will support the regular meetings that Muse organizes. The next meetings are on November 24, February 16, and April 20. We will provide you with more information about these meetings when the programs are known.

For more information on Muse, please see <http://www.surfgroepen.nl/sites/muse/>.

## Internal Events

Here we list interesting meetings and events organized by GATE or its partners. Please notify us of events that should be added, by email to [rita@cs.uu.nl](mailto: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.
- 17-19 June 2009: Computer Animation and Social Agents (CASA09), Amsterdam. <http://hmi.ewi.utwente.nl/casa09>

## Events in the Netherlands

Here we list interesting meetings and events in the Netherlands. Please notify us of events that should be added, by email to [rita@cs.uu.nl](mailto:rita@cs.uu.nl).

- 1-2 October: Probing Experience II, Philips, Eindhoven. [http://www.extra.research.philips.com/probing\\_experience/2008/](http://www.extra.research.philips.com/probing_experience/2008/)
- 28-31 October: 3D Analysis of Human Movement, Santpoort-Amsterdam. <http://www.3dma-08.org/>

## Events outside the Netherlands

Here we list interesting meetings and events outside the Netherlands. Please notify us of events that should be added, by email to [rita@cs.uu.nl](mailto:rita@cs.uu.nl).

- 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: 13<sup>th</sup> 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>
- 1-4 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. <http://www.foundationsofdigitalgames.org/>

## GATE Publicity

- In the magazine *Nationale veiligheid en crisisbeheer* issue 7/8 of the ministry of the Interior and Kingdom Relations (BZK), there was a lot of attention for the use of serious games. The GATE project was regularly mentioned and there was an interview with Peter Werkhoven.

## 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](mailto: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

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