



DECC Roadmap Workshop

April 10 – 13, 2006

H. Jaap van den Herik

Maastricht ICT Competence Centre (MICC)
Institute for Knowledge and Agent Technology (IKAT)



DECC

- Dutch Entertainment Computing Consortium
- Jaap van den Herik (Universiteit Maastricht)
- Anton Nijholt (Universiteit Twente)
- Matthias Rauterberg (Technische Universiteit Eindhoven)

Games and Entertainment Activities in the Netherlands

- Amsterdam: ICCT, Institute for Creative Content and Technology
 - Prof.dr. Simon Jones (New Media)
 - Prof.dr.ir. Arnold Smeulders (Multimedia)
- Utrecht: AGS, Advanced Gaming and Simulation
 - Prof.dr. Mark Overmars (Virtual Environments)
 - Prof.dr. Peter Werkhoven (TNO, Virtual Environments)
- Eindhoven / Maastricht / Twente: DECC
 - Prof.dr. Emile Aarts (Philips, Heuristic Search Methods)
 - Prof.dr. Jaap van den Herik (Game and AI)
 - Prof.dr.ir. Anton Nijholt (Human Media Interaction)
 - Prof.dr. Matthias Rauterberg (Human Communication Technology)

Programme DECC Workshop

- **Preliminary Program (original planning)**
All four days will follow the same schedule:
- 09.00-10.30 Statement of interests
- 10.30-10.45 Tea break
- 10.45-12.00 Statement of interests
- 12.00-13.30 Lunch
- 13.30-15.00 Roadmap session 1
- 15.00-15.30 Tea break
- 15.30-17.00 Roadmap session 2
- 17.30-20.00 Dinner at a local restaurant (optional)

- Monday April 10 Entertainment and Gaming
- Tuesday April 11 Entertainment and Health
- Wednesday April 12 Entertainment and Sport
- Thursday April 13 Entertainment and Training

Programme Thursday April 13

- 9:00 - 9:30 Henk de Vries (Philips)
"A Creative Innovation Centre for Technology-Market Transfer"
- 9:30 - 10:00 Leo Vollebregt (Innosana)
"VitaValley - Gaming in Healthcare?"
- 10:00 - 10:15 Coffee break
- 10:15 - 10:45 Kees Nieuwenhuis (DECIS)
"Gaming for Innovation?"
- 10:45 - 11:15 Alma Schaafstal (TNO)
"Games voor Training: doorbraaktechnologie?!"
- 11:15 - 11:30 Coffee break
- 11:30 - 12:00 Marc Ponsen (Universiteit Maastricht)
"The Future Role of Computer Games
.... from a game society, military and academic perspective"
- 12:00 - 12:30 Anne Helsdingen (TNO)
"Games: leuk en/of leerzaam?"