

# Roadmap Workshop of the Dutch Entertainment Computing Consortium (DECC)

April 10-13, 2006

## Introduction

This workshop aimed to define a roadmap in the field of entertainment computing for the mid- and long term future. The focus lied on four themes: (1) Entertainment & Health: e.g. children and obesity, pets for health care, mental health in isolation (i.e. ultra long flights, submarines, prison, etc). (2) Entertainment & Gaming: e.g. from chess to multi user games on internet. (3) Entertainment & Training: e.g. simulation environment, tools for managers, etc. (4) Entertainment & Sport.

## The Workshop

About 30 people from The Netherlands, US and Germany attended the workshop: most of the participants were presenting their particular view on the required research in the mid- and long term future but observers were also invited to participate. The number of participants was small enough that a well coordinated pre-workshop preparation was possible. The participants of this workshop were divided over the different field in entertainment computing (i.e., gaming, interactive art, multimedia, human computer interaction, simulation, etc). The fact that people from different disciplines (art, computing sciences, industrial design, psychology, human factors, etc) working on the same or related questions came together, resulted in a very lively exchange.

We had a full program with several lectures in the morning and discussion sessions in the afternoon; each discussion group addressed one of the themes above. Discussion leaders were assigned for each of these sessions. Their main job was to introduce the topic and start the discussion. Everyone then was free to contribute, either by discussion or by showing a few slides. The results were summarized by the discussion leaders in a short report as input for the roadmap.

## Outcome of the Workshop

By the end of the workshop summaries of each discussion were drawn up by each discussion group leader, and the coordinator of each topic day gave a short presentation showing the main results coming out of the several discussions. The workshop definitely helped to exchange ideas and to generate high quality input for the roadmap. The participants were all enthusiastic about the meeting and its scientific level. In particular they were extremely pleased with the smooth, efficient and flexible organization by the management of the Lorentz Center. Again, this could only be achieved thanks to the generosity, infrastructure and outstanding organization of the Lorentz Center and of the people working there.

Finally, the results of this roadmap effort will shortly be published on the website of DECC. We hope that all present and future Dutch research in the field of entertainment computing will take into consideration the outcome of this extremely successful workshop.

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