The Open University of the Netherlands

1. Distance education
2. Research and Innovation (technology-enhanced learning)
3. Teacher training in the Netherlands (influx)

EMERGO game engine

Evenementenbureau Galema (SPL)

15 Realtime emotion detection from video

Language technologies: chatbots

- Gartner: in 2013 15% of Fortune top 100 use chatbots
- FP7-call: artificial human tutors
- Bachelor students Informatica ‘Chatbots in het onderwijs’.
- Tekst analyse t.b.v. reflectie en formatieve feedback

Staged collaboration games

Thermenmuseum Heerlen

EMERGO en 3D