

The image features a vibrant orange color scheme. In the foreground, several silhouettes of people are captured in various dynamic dance poses. The central figure is the most prominent, with arms raised high in a 'V' shape. To the left, another person is in a crouched, forward-leaning pose. To the right, a person is jumping with arms outstretched. In the background, a city skyline is visible, with several tall skyscrapers of varying heights and architectural styles. The overall composition is energetic and celebratory.

m scapeFest09
November 25 & 26

Tilburg,
The Netherlands

WELCOME

Welcome to Tilburg. Fontys Teacher Training college are delighted to be hosting mscapeFest09 following previous conferences in Bristol and Belfast. As a teacher training college, dedicated to educating future generations of teachers, it is important for us to be at the forefront of new technological innovations that enhance and enrich the educational experience for students and teachers.

At mscapeFest08 in Belfast two Fontys lecturers were so inspired by the possibilities and potential of mscape that they immediately jumped at the chance to be the hosts for this year's mscapeFest. In collaboration with the Technical Teacher Training College in Eindhoven and with financial support from Kennisnet and SURFnet we are delighted to support the fourth mscapeFest. I sincerely hope that history will repeat itself and that mscapeFest09 will be an inspiration for using mscape in education, heritage and other fields both today and in the future. As the director of Kennisnet said recently: "ICT makes unlimited learning possible. Thanks to ICT the world becomes your village". Judging by the enthusiastic stories from my colleagues, mscape is a fantastic contribution to that global educational village.

We wish you all lots of learning fun!

Ans Buys, director Fontys Lerarenopleiding Tilburg (Fontys Teacher Training College)

About Kennisnet and SURFnet

The Kennisnet foundation is a public ict support organization in the Netherlands. Kennisnet encourages and supports the use of ICT in the daily curriculum of primary education, secondary education and vocational training. Our principle is: offer schools and educational institutions the right support to realize innovation in education with ICT. The mission of Kennisnet is 'Learning to innovate with ict'.

SURFnet is the National Research & Education Network (NREN) organisation in The Netherlands. SURFnet develops and provides innovative services for education and research in the field of network infrastructure, authentication and authorisation and on-line multimedia collaboration services. Every day SURFnet provides access to these services to over one million users in higher education and research.

SURFnet is part of SURF, the collaborative organisation for higher education institutions and research institutes which are together working on breakthrough innovations in ICT.

For more than 20 year SURFnet has been one of the world's leading research network operators. More information can be found at: <http://www.surfnet.nl/en/Pages/default.aspx>

SURFnet is participating in 2 projects concerning Mobile Learning:

- Make it Mobile (with Kennisnet) is a contest where teachers can send in ideas about developing mobile applications for educational use.
- Technology scout about Mobile Gadgets and testing of gadgets. This is about which mobile devices (gadgets) are useful in education and can really support the development and stimulation of mobile learning in higher education.

Last but not least, location based learning with GPS technology and augmented reality are also fields of interest for SURFnet. Read also the article about our own SURFnet Layar in computable magazine:

(http://www.computable.nl/artikel/ict_topics/netwerken/3078292/1276932/surfnet-toont-hotspot-op-mobieltje.html)

Agenda day 1

Wednesday 25 November - morning schedule

09.00	-	10.00	Registration & Coffee, Fontys Reception and room D 1.01
10.00	-	11.00	Opening of mscapeFest09: Phil Stenton, Research Manager Pervasive Media Studio
11.00	-	12.00	Introduction to mediascapes for beginners: Tom Melamed (All welcome)
NOTE: for people who are familiar with mediascapes there are two additional options from 11.00 - 12.00			
11.00	-	12.00	Networking time and optional mediascape trial outside *
11.00	-	12.00	Brainstorming session on context-based applications for the iPhone - what would you make? Jo Reid
12.00	-	13.00	Lunch (registered conference delegates only)

* Mediascapes to play from 11.00 - 12.00

We've uploaded three mediascapes to try outside of the main reception building

- Snakes and Ladders by Kevin Coyle
- Phantom Orchestra by Joep Aben
- Biology mediascape by Tom Toebes & Peter Krijnen

You can sign out a device outside of room D 1.01

Agenda day 1

Wednesday 25 November - afternoon schedule

All talks are in room D 1.01			
13.00	-	13.45	Keynote: Matthijs Leendertse 'Following the Leader' (p.7)
13.45	-	14.00	Serious gaming "the Roman mystery": Martijn Ketelaars
14.05	-	14.20	Moving Image - creating conversations across place and community: Jackie Calderwood
14.25	-	14.40	Vue - researching mediascape devices in the distant future: Anneris Tiete
14.45	-	15.00	Using mediascapes as a didactic learning tool: Tom Toebes
15.00	-	15.20	20 minute refreshments break
15.20	-	15.35	Public engagement outside the museum using mobile media: René van Engelenburg
15.40	-	15.55	mscape 2.6 release & the Calvium platform: Ben Clayton
15.55	-	16.00	Quick explanation of the next 1.5 hours
16.00	-	17.00	Q&A session with speakers, post-it session*
17.00	-	19.00	Hot buffet
19.00	-		Drinks in Theater de Nieuwe Vorst (Central Tilburg)

** Post-it session: write the topic that you would like to talk about on a post-it and stick it on the wall. DON'T FORGET TO WRITE YOUR NAME ON IT TOO! We will cluster all the topics and 5 - 7 lead topics will emerge, which will be taken into the Open Space Session on day 2.*

Agenda day 2

Thursday 26 November - Open Space Session

Open Space is a process which allows for conversation, new insights, relationships and the awareness of what matters to emerge from those who participate. The 5 - 7 topics will be chosen based on your input in the post-it session on day 1 of mscapeFest09. The table hosts are chosen on day 1 and will remain with their topic for the duration of the session. Participants are free to float between topics as long as the total number of people on a table does not become unmanagable for the discussion.

10.00	-	10.30	Introduction, explanation of Open Space Session and table hosts to introduce topics
10.30	-	12.00	Choose topic, join table, discuss
12.00	-	13.30	Lunch (table hosts write-up discussions)
13.30	-	14.40	Presentations of 5 - 7 table discussions
14.40	-	15.00	20 minute refreshments break
15.00	-	16.00	Summary and end discussion of conference, hosted by Phil Stenton



Matthijs Leendertse - Keynote: Following the Leader

Learning is shifting from being a separate activity at a fixed time and place (such as in a school) to a subconscious process that can take place during other activities as well. This requires that learning becomes context aware, and can 'go where the learner goes'. Mobile technologies can help to achieve this and can greatly benefit education. In his presentation, Matthijs Leendertse will discuss how mobile technologies can improve current learning practices, and enable new ways of learning. Rather than focusing solely on the possibilities offered by new technology, Matthijs will address the educational uses of mobile technology, its effects on learners and how the educational system can facilitate the adoption of successful applications.

Biography:

Matthijs Leendertse works as a research consultant for TNO Information and Communication Technology (<http://www.tno.nl/>) where he studies and advises on ICT-enabled innovation in education and media. In addition, he is scientific lecturer at the Erasmus University Rotterdam (<http://www.eur.nl/english/>) on media trends, strategies and policy.

Abstracts - public speaker papers

Martijn Ketelaars - Serious Gaming “The Roman Mystery”

Martijn wil present a mediascape designed for educational purposes to aid history lessons.

The mediascape is based in Nijmegen, the oldest city in The Netherlands. Nijmegen has a rich history and remnants of Roman walls and buildings. In the mediascape players are investigating the death of a Roman woman.

The player has to collect theories and clues and investigate which of these could be valid or not. After finishing the mediascape students present their own theories in the class room. This presentation is the catalyst for further discussion in subsequent history lessons.

Jackie Calderwood - Moving Image: creating conversations across place and community

The presentation, with video and photos, will focus on work from recent mediascape projects e-merge, Ambience and Soundlines, looking at different ways in which visual content has been gathered and re-presented. Levels of user-involvement and potential for further development will be addressed, along with key learning points to date. Each of these projects use mscape with moving images and music to offer an interactive and experiential interpretation of a specific place.



Abstracts - public speaker papers

Anneris Tiete - VUE : researching mscape devices in the distant future

As part of his MSc thesis Anneris Tiete was embedded in the HP Lab's Pervasive Media Project in Bristol for 6 months. Here he used industrial/interaction design activities as a research tool to work further on the user interaction side of mscales and to embody a future vision of Pervasive Media from an end-user perspective.

The outcome of this project was VUE, a Pervasive Media device that uses a novel approach aided by camera technology, gesture recognition and a flexible display to enable users to discover the possibilities for engaging Pervasive Media experiences in their immediate context.

Anner will be presenting both the activities undertaken during the project as well as the end result and the working prototype at mscaleFest09.

Tom Toebes - Using mediascapes as a didactic learning tool

This presentation will focus on the use of mediascapes in the teacher training curriculum for biology. Biology is traditionally not a subject taught via ICT. Tom will talk about the stages of development and the use of mediascapes in nature. He will also talk about the current outcomes of having embedded the use of mediascapes in the module didactic learning through ICT in the second year and the possible collaboration with Natuurmonumenten (a conservation organisation) for future student work.

A bstracts - public speaker slots

René van Engelenburg - Public engagement outside the museum using mobile media

DROPSTUFF.nl is a new platform for media art and e-culture that broadcasts both artworks by professional artists and creative contributions from the public themselves live on a growing network of 'Dropstuff Hotspots' in museums, libraries, railway stations, schools and art academies. Base camp is a 'glass house pavilion', a mobile AV-studio space with a gigantic 60 square meters LED screen that travels round various cities. By sending in creative expressions such as videos, games or animations to your account, everyone stands the chance of having his or her work broadcast on this museum-like network.

Furthermore, since all the 'Hotspots' are connected with each other, a live exchange between the various locations is also possible. The public can interact by means of texting, sending messages or drawings by a touch screen, using Bluetooth or via live webcams thereby directly assisting in programming what is being displayed on the network, a sort of digital graffiti. This creates a truly interactive platform with a scope unprecedented for the arts.

Ben Clayton - mscape 2.6 release & the Calvium platform

The team that brought you mscape have recently formed a new company called Calvium dedicted to allowing creatives to easily build simple pervasive media experiences targeting the new generation of smartphones, such as Apple's iPhone. In this talk, Ben Clayton will be talking about the final release of the mscape platform, plans for Calvium's next generation pervasive media toolset, and how users can transition from one to the other. A demo session will focus on Mscape 2.6's new features, such as the new map service component for Northern Ireland, and the ability to quickly move an anchored mediascape to a new location. The second part of the session will focus on Calvium's plans, including an overview of the architecture and feature set, explaining how the new design will provide exciting new possibilities for both seasoned mscape users and those new to the field. The migration path from mscape to the new toolset will also be outlined.

Pervasive Media Studio Residencies - call for ideas

The media industries are going through a period of rapid change. As technologies converge and platforms proliferate, finding time and space to develop projects which capture the imagination becomes even more tricky. The Pervasive Media Studio carves out space for brilliant people to make time and take risks as start-ups, artists or researchers.

Do you have an original idea or project which uses wireless, mobile, display or sensor technology? Have you been working on a creative technology application that you would like some time and support to keep developing? The Pervasive Media Studio is offering residencies in its unique research space for individuals and organisations wanting to develop a pervasive media project.

We offer: a great location, desk space for three months, meeting rooms, editing facilities, access to advice and guidance from pervasive media experts (from HP Labs, BBC, University of West of England) and most importantly an open and collaborative environment which will help shape your idea.

You must: spend the majority of time during the residency at the studio and be willing to contribute to the community of research by talking about your project, participating in skill swap sessions and helping others with their ideas. You should be very self motivated and well organised.

See <http://www.pmstudio.co.uk/joining-pervasive-media-studio> for more details.

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pervasive media studio

Thanks

