

Workshop XIMPEL

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S.V. Bhikharie & A. Eliëns
VU University Amsterdam

www.ximpel.org
ximpel@gmail.com

Overview

- Introduction to XIMPEL
- Today's schedule
- Why use XIMPEL?

Introduction to XIMPEL

- XIMPEL: Interactive Media Platform
- Available since 2007
- Accessible for beginners and experts
- Education: VU University Amsterdam & University of Twente
- Research: Short paper @ Game-on 2013 – XIMPEL for ethical frameworks

Today's schedule - morning

- Self introduction (9:45-9:55)
- Technical preparation (9:55-10:15)
- Check technical preparations (10:15-10:20)
- Production 1 (10:20-11:00)
- Break (11:00-11:15)
- Production 2 (11:15-11:35)
- Round-up (11:35-11:50)
- Presentation of results (11:50-12:20)
- Discussion/Q&A (12:20-12:35)

Today's schedule - afternoon

- Self introduction (14:10-14:20)
- Technical preparation (14:20-14:40)
- Check technical preparations (14:40-14:45)
- Production 1 (14:45-15:25)
- Break (15:25-15:40)
- Production 2 (15:40-16:00)
- Round-up (16:00-16:15)
- Presentation of results (16:15-16:45)
- Discussion/Q&A (16:45-17:00)

Why use XIMPEL? (1)

- Possibilities:
 - Interactive narratives
 - Gameplay with scores
 - Minigames
 - Scenario visualization with choices
- Extensions
 - Contour overlays
 - Custom media types (maps, minigames)
 - Profiling/Multiple scores
 - ...

Why use XIMPEL? (2)

- Available for everyone (including education)
- Free download at ximpel.org
- With your support XIMPEL can be improved and expanded!