INTRODUCTION
INSPIRING KNOWLEDGE TO CREATE AND SHAPE OUR FUTURE

NWO has invested in the Creative Industries since 2006. These investments focus on the development of the sector’s knowledge base by enabling curiosity-driven research and stimulating scientific talent to carry out innovative projects. In this booklet we present a selection of the research supported in 2014 and 2015. Each project has a different scope. The booklet therefore showcases the huge range of themes addressed and the diversity of research realised: from audio mining to the reconstruction of lost scents and from the use of smart media or games to promote pro-social mobility behaviour to tailored medical product-service systems.

All of the projects are carried out in interdisciplinary project teams in close cooperation with private or (semi)public partners. We hope that these projects will serve as a source of inspiration to economic partners as well as social partners and scientific researchers in the Creative Industries domain.

CORPORATE COLLECTIONS AS EMERGING HERITAGE: ART MARKET DYNAMICS, CORPORATE STRATEGIES, AND PUBLIC SUPPORT FOR THE ARTS

Corporate art collections form an important part of the landscape for contemporary art in the Netherlands. Many corporate collections have been built up by large institutional and commercial organisations. We will investigate how art and artists can be incorporated into the organisational culture of corporate entities as part of Dutch cultural heritage. Moreover, we will examine the role of corporate collections in making a difference in the creative industries sector’s knowledge base by enabling curiosity-driven research, development and dissemination (R&ED) market. We hope that the innovative games created within the project will be a promising tool for the creative industries. The games will be used to create an interactive environment that will attract and inspire the public to explore the rich history of Dutch corporate collections.

MEDIANOW: OPTIMISING THE CREATIVE RETRIEVAL PROCESS FOR THE MEDIA INDUSTRIES

In the team we will develop and test new search solutions for improving large multimedia datasets. The largest gaps in media retrieval are in the interface of computer science and media studies. First, we will develop and test new search algorithms that can be used in the retrieval of multimedia content. Second, we will develop and test open source search solutions for the retrieval of multimedia content. The solutions will be implemented in the research environment of the Netherlands Institute for Sound and Vision and used for real-life testing. For example, does the system work in the environment of the Netherlands Institute for Sound and Vision?

DISCUSSION THREAD SUMMARISATION FOR MOBILE DEVICES

In this project we will develop and test open source search solutions for improving large multimedia datasets. The largest gaps in media retrieval are in the interface of computer science and media studies. First, we will develop and test new search algorithms that can be used in the retrieval of multimedia content. Second, we will develop and test open source search solutions for the retrieval of multimedia content. The solutions will be implemented in the research environment of the Netherlands Institute for Sound and Vision and used for real-life testing. For example, does the system work in the environment of the Netherlands Institute for Sound and Vision?
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CORPORATE COLLECTIONS AS EMERGING HERITAGE: ART MARKET DYNAMICS, CORPORATE STRATEGIES, AND PUBLIC SUPPORT FOR THE ARTS

CORPORATE collections form an important part of the discourse for contemporary art in the Netherlands. Many corporate collections, on their own or in collaboration with non-profit organisations, showcase avant-garde art practices that are often seen as controversial, and they increase the visibility and status of artists and artworks as part of Dutch cultural heritage. However, the formation of such corporate collections is the outcome of initiatives that vary widely in their origins, motivations, and outcomes. The behaviour of these initiatives and the context in which they are occurring are the result of complex interactions between cultural and economic pressures, and they reflect the changing values and attitudes of the public and the organizations involved.

CORPORATE COLLECTIONS AS EMERGING HERITAGE: ART MARKET DYNAMICS, CORPORATE STRATEGIES, AND PUBLIC SUPPORT FOR THE ARTS

DISCUSSION THREAD SUMMARISATION FOR MOBILE DEVICES

In this booklet we will develop and test open source search solutions for exploring large multimedia archives. The large archives are available as media databases. The work lies in the adaptation of existing content summarisations for media archives and the development of new summarisation techniques for media data. We will develop and test an efficient summarisation algorithm that adapts the summarisation process to the different characteristics of media data. The algorithm will be tested on real-world multimedia archives.

MEDIANOW: OPTIMISING THE CREATIVE RETRIEVAL PROCESS FOR THE MEDIA INDUSTRIES

The project Medianow aims to develop and test new techniques for summarising content in multimedia archives. The work will focus on the summarisation of multimedia archives and the development of new summarisation techniques for media data. The project will develop and test a new summarisation algorithm that adapts the summarisation process to the different characteristics of media data. The algorithm will be tested on real-world multimedia archives.
NWO has invested in the Creative Industries since 2006. Three investments focus on the development of the sector’s knowledge base by enabling curiosity-driven research and stimulating scientific talent to carry out innovative projects. In this brochure we present a selection of the research supported in 2014 and 2015. Each project has a different scope. The brochure therefore showcases the huge range of themes addressed and the diversity of research realised: from audio mining to the reconstruction of lost scents and from the use of smart media or games to promote pro-social mobility or to shape our future. All of the projects are carried out in interdisciplinary project teams in close cooperation with private or (semi)public partners. We hope that these projects will serve as a source of inspiration to economic partners as well as societal partners and scientific researchers in the Creative Industries domain.

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DISCUSSION THREAD SUMMARISATION FOR MOBILE DEVICES

PARTNERS / SANOMA MEDIA BV / www.medianow.eu/?page_id=27

We are researching web information in which users find certain items through links. The task is to find the most important information, namely in a mobile device. We will develop an open source tool to feed a mobile Dutch and English online discussion threads to mobile devices. It will generate an output summarising the most important information required. We will enhance the study and evaluation of three research areas: automatic summarisation of threaded discussions, a summarisation algorithm, and natural language generation.

MEDIANOW: OPTIMISING THE CREATIVE RETRIEVAL PROCESS FOR THE MEDIA INDUSTRIES

NWO has invested in the Creative Industries since 2006. Three investments focus on the development of the sector’s knowledge base by enabling curiosity-driven research and stimulating scientific talent to carry out innovative projects. In this brochure we present a selection of the research supported in 2014 and 2015. Each project has a different scope. The brochure therefore showcases the huge range of themes addressed and the diversity of research realised: from audio mining to the reconstruction of lost scents and from the use of smart media or games to promote pro-social mobility or to shape our future. All of the projects are carried out in interdisciplinary project teams in close cooperation with private or (semi)public partners. We hope that these projects will serve as a source of inspiration to economic partners as well as societal partners and scientific researchers in the Creative Industries domain.

PROJECT LEADER / PROF. DR. R.M. (MARLIJKE) MELLES / UNIVERSITY OF UTRECHT

CO-APPLICANT / PROF. DR. R.M. (RICHARD) GOOSEN / UNIVERSITY OF UTRECHT, DEEP UNIVERSITY OF TECHNOLOGY

CO-APPLICANT / PROF. DR. I. (ISABELA) GRANIC / UNIVERSITY OF AMSTERDAM

CORPORATE COLLABORATION AS EMERGING HERITAGE: ART MARKET DYNAMICS, CORPORATE STRATEGIES, AND PUBLIC SUPPORT FOR THE ARTS

PARTNERS / NETHERLANDS ASSOCIATION OF CORPORATE ART COLLECTIONS (VBCN), THE NETHERLANDS, STEDELIJK MUSEUM AMSTERDAM / www.stedelijk.nl

Corporate art collections form an important part of the demand for contemporary art in the Netherlands. Many corporate collections, from multinational corporations to non-profit organisations, are shaped by the same art market drivers and interests, and are driven by the same corporate strategies. This project will investigate corporate art collecting for both the research and practice of cultural heritage professionals. The research will focus on two major themes: the corporate collecting or philatelic demand for artworks and the corporate collecting in the context of corporate sponsorship and philanthropy. It will explore the strategies and practices recommended that can offer best practices recommendations that can inform both research and practice. The project will be used to integrate cultural economic and strategic decision-making at the corporate level. It will generate an output of an integrated study of corporate art collecting and management, producing and disseminating new research on the role of corporate art in art market dynamics, corporate strategies, and public support for the arts.

TAILOR-LED HEALTHCARE USING CUSTOMER PROFILES

PARTNERS / NETHERLANDS INSTITUTE FOR MEDICAL INFORMATION, ZONMESC EN, PANTON, VANBERLO, REINIER DE GRAAF INSTITUTE / www.nmii.nl

In this project we will develop and test an open-source tool that uses artificial intelligence to support knowledge management and decision-making in health care. We will develop a service that can be used in any healthcare organisation to help healthcare professionals to find relevant information in the medical record. The service will be able to identify relevant resources and provide a summary of the most important information from medical records.

PROJECT LEADER / PROF. DR. M. (MAARTEN) DE RIJKE / UNIVERSITY OF AMSTERDAM

CO-APPLICANT / PROF. DR. W. (WITTE) WIBRECHT / UNIVERSITY OF AMSTERDAM

A significant number of patients suffer from chronic pain and anxiety disorders. Many of these patients are treated with drugs that have addictive and side effects. The research will focus on the development of new treatments for these disorders that do not have these side effects. The project will develop new drugs that target these problems and test them in clinical trials. It will also develop new methods of delivering these drugs to patients and testing their effectiveness.

PROJECT LEADER / PROF. DR. M.C.E. (RUTGER) ENGELS / UNIVERSITY OF AMSTERDAM

CO-APPLICANT / PROF. DR. L. (ISABELA) GRANIC / UNIVERSITY OF AMSTERDAM

CORPORATE ART COLLABORATION AS EMERGING HERITAGE: ART MARKET DYNAMICS, CORPORATE STRATEGIES, AND PUBLIC SUPPORT FOR THE ARTS

PARTNERS / NAH, LEI, TALIS PROJECTS / www.nahnet.org

Corporate art collections form an important part of the demand for contemporary art in the Netherlands. Many corporate collections, from multinational corporations to non-profit organisations, are shaped by the same art market drivers and interests, and are driven by the same corporate strategies. This project will investigate corporate art collecting for both the research and practice of cultural heritage professionals. The research will focus on two major themes: the corporate collecting or philatelic demand for artworks and the corporate collecting in the context of corporate sponsorship and philanthropy. It will explore the strategies and practices recommended that can offer best practices recommendations that can inform both research and practice. The project will be used to integrate cultural economic and strategic decision-making at the corporate level. It will generate an output of an integrated study of corporate art collecting and management, producing and disseminating new research on the role of corporate art in art market dynamics, corporate strategies, and public support for the arts.
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NWO / PROJECT LEADER

PROJECTS

DISCUSSION THREAD SUMMARISATION FOR MOBILE DEVICES

PARTNERS

SAIOMA MEDIA BV

We are searching for information to anchor names, famous persons or music-related facts in your mobile devices. This enables difficult-to-find information to be used as inputs for mobile (social) networks. We will develop an open-source toolkit for summarising Dutch and English online discussion threads for mobile devices. It will generate an output that is easily accessible to economic partners as well as societal partners and scientific researchers in the Creative Industries domain.

CORPORATE COLLECTIONS AS EMERGING HERITAGE: ART MARKET DYNAMICS, CORPORATE STRATEGIES, AND PUBLIC SUPPORT FOR THE ARTS

PARTNERS

NETHERLANDS ASSOCIATION OF CORPORATE ART COLLECTIONS (NBCAC)

Corporate art collections form an important part of the business landscape for contemporary art. In the Netherlands, many corporate collections, from large to small, have negotiated their position in the art world. We will develop a model to understand how companies can collect, display, and make art more visible to the public. This model will provide insights that increase their artistic choices of being presented and recognised as part of Dutch cultural heritage. Moreover, the formation of each corporate collection is the outcome of attitudes towards cultural consumption among members of those organisations and strategic thinking regarding the organisational level. In this project, a Behavioural Framework will be used to integrate cultural studies and management science perspectives. First, we will investigate how corporate collecting plays a role in building company profiles: corporate social responsibility, market image, and corporate identity. Second, we will create the model that enables corporate collecting in the context of both art world and business objectives and like competitive strategies in which corporations that build art collections are involved.

DEVELOPMENT, TESTING AND DISSEMINATION OF LEARN.AI.- TECHNOLOGIES THAT PREVENT AND TREAT ANXIETY AND DEPRESSION IN CHILDREN AND ADOLESCENTS

PARTNERS

UNIVERSITY OF AMSTERDAM

Applied games are being used more and more in education. They offer the opportunity to develop an active role for students in learning. Our research project aims to develop a serious gaming environment that helps children in the primary age group develop relaxation skills to help them deal with anxiety and depression. In this project, we will develop and test an open-source solution that provides an interface of computer game and media studies. First, we will develop and test an open-source algorithm that is able to detect and improve game content. In the second stage, we will create methods that scientifically evaluate children's anxiety and depression.

MEDIANOW: OPTIMISING THE CREATIVE RETRIEVAL PROCESS FOR THE MEDIA INDUSTRIES

PARTNERS

CO-APPLICANT

CO-APPLICANT

CO-APPLICANT

The research will focus on the development of the Netherlands’ knowledge base by enabling curiosity-driven research, development and dissemination (RD&D) model. The research will focus on how games that target the two most serious mental health issues: anxiety and depression. To achieve this, we will implement the research, development and dissemination (RD&D) model. We will use techniques ranging from audio mining to the reconstruction of lost sounds and from the use of smart media or games to promote pro-social mobility behavior to tailored medical product service systems. Although the use of corporate reporting is an important part of the business landscape for contemporary art. In the Netherlands, many corporate collections, from large to small, have negotiated their position in the art world. We will develop a model to understand how companies can collect, display, and make art more visible to the public. This model will provide insights that increase their artistic choices of being presented and recognised as part of Dutch cultural heritage. Moreover, the formation of each corporate collection is the outcome of attitudes towards cultural consumption among members of those organisations and strategic thinking regarding the organisational level. In this project, a Behavioural Framework will be used to integrate cultural studies and management science perspectives. First, we will investigate how corporate collecting plays a role in building company profiles: corporate social responsibility, market image, and corporate identity. Second, we will create the model that enables corporate collecting in the context of both art world and business objectives and like competitive strategies in which corporations that build art collections are involved.

PROJECT LEADER

UNIVERSITY OF AMSTERDAM

This project will develop and test an open-source solution that provides an interface of computer game and media studies. First, we will develop and test an open-source algorithm that is able to detect and improve game content. In the second stage, we will create methods that scientifically evaluate children’s anxiety and depression.

Naar de andere kant van de weg, maar er zijn bovendien enkele voorbeelden van hoe men dit soort informatie in combinatie met andere informatie kan gebruiken. Het doel van dit onderzoek is om manieren te ontwikkelen om deze informatie te gebruiken in het context van de digitale communicatie. Dit kan bijvoorbeeld helpen bij het ontwerp van een nieuw interactiviteitssysteem. Wij verwachten dat dit onderzoek bijdragen kan brengen aan de ontwikkeling van onderzoekslijnen, zoals het gebruik van data om te onderzoeken hoe mensen interacteren met verschillende soorten technologieën. Het is belangrijk om te onderzoeken hoe deze technologieën kunnen worden gebruikt om de interactie met informatie te verbeteren en te bevorderen.
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INSPIRING KNOWLEDGE TO CREATE AND SHAPE OUR FUTURE

KNOWLEDGE TO SHAPE OUR FUTURE

TOPSECTOR CREATIVE INDUSTRIES

Netherlands Organisation for Scientific Research

TOPSECTOR CREATIVE INDUSTRIES

www.discosumo.ruhosting.nl

RADBOUD UNIVERSITY

PROJECT LEADER

FOR MOBILE DEVICES

DISCUSSION THREAD

TO CREATE AND

/ DR. S. (SANDER) WUBBEN /

/ PROF. DR. E.J. (EMIEL) KRAHMER /

SUMMARISATION

KNOWLEDGE

SHAPE OUR

FUTURE

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In this booklet we will develop

test open source search solutions

for integrating multimedia and

archiving. The target users are media professionals. The work is

marked by an interaction of the

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All of the projects are carried out in interdisciplinary project teams in close cooperation with private or (semi)public partners. We hope that these projects will serve as a source of inspiration to economic partners as well as societal partners and scientific researchers in the Creative Industries domain.

DISCUSSION THREAD SUMMARISATION FOR MOBILE DEVICES

PARTNERS / SANOMA MEDIA BV

In this project we develop an open source tool to summarise Dutch and English online discussion threads for mobile devices. It will generate an output summary of the most important discussion content. We will harness techniques and methods from research areas such as summarisation, text mining, natural language generation.

This innovation could also be a stepping stone for contemporary art in the Netherlands. Many corporate collections, like for example the Van de Bovenkamp collection, have added art galleries to their own profit organisations. A new cultural scenario could emerge that increases the number of choices of being entertained and recognised as part of Dutch cultural heritage. Moreover, the creation of such corporate collections is the outcome of attitudes towards cultural consumption among members of these organisations and strategic decision making of the organisational level. In this project, a behavioural framework will be used to integrate cultural studies and management science perspectives. It will investigate how corporate collecting affects public perception and how corporate collecting increases the provision of cultural consumption, which impacts the organisational level culture.

CORPORATE COLLECTIONS AS EMERGING HERITAGE: ART MARKET DYNAMICS, CORPORATE STRATEGIES, AND PUBLIC SUPPORT FOR THE ARTS

PARTNERS / NETHERLANDS ASSOCIATION OF CORPORATE ART COLLECTIONS (NABC)

In Dutch organisations, we see a trend to invest in art to develop a corporate culture. This practice is on the rise, especially in medium-sized and large organisations. However, organisations investing in art are usually modest in their investment. This project will produce a set of validated, design-oriented, patient profiles and test open source search solutions. In the creative industries, the algorithmic solutions will be implemented in the research environment of the Netherlands Institute for Sound and Vision and in the open source search solutions.

TAILORED HEALTHCARE USING CUSTOMER PROFILES

PARTNERS / NETHERLANDS INSTITUTE FOR SOUND AND VISION

In this project we will develop and test open source search solutions for improving large multimedia archives. The target users are media producers. The task is to render and visualise multimedia content in an interactive and intuitive manner. Firstly, we will develop and test open source tools for visualising multimedia content. Subsequently, we will implement these tools in existing multimedia systems.

In this project, we develop a set of validated, design-oriented, patient profiles and test open source search solutions. In the creative industries, the algorithmic solutions will be implemented in the research environment of the Netherlands Institute for Sound and Vision and in the open source search solutions.
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DEVELOPMENT, TESTING AND DISSEMINATION OF INTERACTIVE GAMES THAT PREVENT AND TREAT ANXIETY AND DEPRESSION IN CHILDREN AND ADOLESCENTS

Applied games are being used more than ever as learning tools in medical education and as treatment tools in mental health. However, they are not yet used as a regular part of the care process. Health care providers and patients are mainly using applications as a pragmatic framework to support their education, practice, and documentation. In this project, an innovative framework is being designed that links the use of a proposed interactive game with the medical care process. The game by DISCO SUMO targets children who experience anxiety and depression.

CORPORATE COLLECTIONS AS EMERGING HERITAGE: ART MARKET DYNAMICS, CORPORATE STRATEGIES, AND PUBLIC SUPPORT FOR THE ARTS

Corporate art collections form an important part of the debate for contemporary art in the Netherlands. Many corporate collections, however, have yet to be explored in-depth. This project, initiated by the company’s existing art collection, will increase their public presence and acceptance as part of Dutch cultural heritage. Moreover, the formation of such corporate collections is the outcome of interactions between cultural consumption among members of these organisations and their networks.

TAILORED HEALTHCARE USING CUSTOMER PROFILES

Patient customization with a focus on personal preferences of the customer experience and exploration is highly beneficial for the success of any product-service system. Although the use of customer profiles for designing consumer products is already prevalent, no solutions exist for medical products. In this project we will define a set of guidelines, design-oriented patient profiles and test the effectiveness of integrating patient profile into the medical product-service system. The world focuses on gathering more customer data and exploring new ways to personalise products. Although the use of customer profiles for designing consumer products is already prevalent, no solutions exist for medical products. In this project we will define a set of guidelines, design-oriented patient profiles and test the effectiveness of integrating patient profile into the medical product-service system. The world focuses on gathering more customer data and exploring new ways to personalise products.
PROJECT LEADER / PROF. D.R. (MARLEEN) HUYSMAN / UNIVERSITY OF AMSTERDAM

CO-APPLICANTS
/ DR. G. (GERDA) GEMSER / EINDHOVEN UNIVERSITY OF TECHNOLOGY
/ DR. H.M.J.J. (DIKR) SNELDERS / VU UNIVERSITY AMSTERDAM
/ DR. R. (RIJN) BERENDS / UNIVERSITY OF AMSTERDAM

CO-APPLICANT / PROJEC LEADER / DR. A. (ARIANNA) BETTI / UNIVERSITY OF AMSTERDAM

CO-APPLICANT / PROJECT LEADER / DR. L. (ALLISON) EDEN / UNIVERSITY OF AMSTERDAM

CO-APPLICANT / PROJECT LEADER / DR. L. (SUSAN) LIGGINS / UNIVERSITY OF AMSTERDAM

CO-APPLICANT / PROJECT LEADER / DR. C. (CHRISTIAN) BURGERS / UNIVERSITY OF AMSTERDAM

CO-APPLICANT / PROJECT LEADER / DR. B. (BERTINA) SPECKMANN / EINDHOVEN UNIVERSITY OF TECHNOLOGY

CO-APPLICANT / PROJEC LEADER / DR. A. (ARIEL) BERENDS / UNIVERSITY OF AMSTERDAM

CO-APPLICANT / PROJECT LEADER / DR. A. (ARIANNA) BETTI / UNIVERSITY OF AMSTERDAM

PHILIPS DESIGN, ASU-METATECHNOLGIES, PAKUIS DE ZWIJGER BV, MARTINI CATIVE, DIV IJME, MTW, SOCIETY /

www.aiw-west.nl

THE HACKABLE CITY

COLLABORATIVE AND ECOLUTION

CROSSOVER COLLABORATION

PROJECT LEADER / DR. B.G.M. (MARTIJN) DE WAAL / UNIVERSITY OF AMSTERDAM

CO-APPLICANT / DR. F.J.T. (JOSE) VAN DIJK / VU UNIVERSITY AMSTERDAM

THE HACKABLE CITY COLLABORATIVE MAKING IN URBAN LIVING LAB BUIKSLOTHAMER

www.institute.for.future.images.nl

VU UNIVERSITY AMSTERDAM

FRIASIN AUDIO MINING ENTERPRISE

www.beeldenvoordetoekomst.nl

www.frasian.eu

www.click.nl

THE HACKABLE CITY

www.beeldenvoordetoekomst.nl

THE HACKABLE CITY

www.beeldenvoor...
CROSSOVER COLLABORATION FOR DIGITAL INNOVATION

Digital societal challenges require innovative collaboration to develop solutions. However, digital innovation provides opportunities to address these challenges and reform societal systems. This project will explore how digital innovation can be used to solve societal problems and reform societal systems.

Project Leader: Dr. G.M. (Martin) De Waal

Project Members:
- Dr. R.G. (Rob) van der Schors
- Prof. Dr. Ch. (Christine) Meijer
- Prof. Dr. B. (Berard) Fleeming
- Dr. K. (Kai) Kavakay
- Dr. T.F. (Tina) Scholten

Project Overview:
This project aims to investigate how digital innovation can be used to solve societal problems and reform societal systems. The project will explore how digital technology can be used to address issues such as climate change, poverty, and inequality. The project will also investigate how digital innovation can be used to improve the quality of life for citizens and increase their social participation.

VISUAL ANALYTICS FOR THE WORLD'S LIBRARY DATA

The project team will develop a framework for visual analytics that will enable users to explore and analyze large datasets. The framework will be designed to be user-friendly and will allow users to visualize data in a way that is intuitive and easy to understand.

Project Leader: Dr. R.A. (Ronald) van der Weij

Project Members:
- Dr. F. (Frank) van der Meer
- Prof. Dr. K. (Katja) Kwastek
- Dr. C.F. (Christian) Burgers

Project Overview:
This project aims to develop a framework for visual analytics that will enable users to explore and analyze large datasets. The framework will be designed to be user-friendly and will allow users to visualize data in a way that is intuitive and easy to understand. The project will also investigate how visual analytics can be used to improve decision-making in various fields such as healthcare, finance, and transportation.

THE HACKABLE CITY COLLABORATIVE CITY-MAKING IN URBAN LIVING LAB BUIKSLOTERHAM

The project aims to develop a hackable city model that can be used to address urban challenges and improve the quality of life for citizens. The project will involve partnerships with local stakeholders and will use a collaborative approach to city-making.

Project Leader: Dr. R.G. (Rob) van der Schors

Project Members:
- Dr. R.A. (Ronald) van der Weij
- Dr. F. (Frank) van der Meer
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Project Overview:
This project aims to develop a hackable city model that can be used to address urban challenges and improve the quality of life for citizens. The project will involve partnerships with local stakeholders and will use a collaborative approach to city-making. The project will also investigate how digital innovation can be used to improve the quality of life for citizens and increase their social participation.

FRISIAN AUDIO MINING ENTERPRISE

The project aims to develop an audio mining enterprise that will digitize large amounts of audio material from various Frisian sources. The project will also investigate how digital innovation can be used to improve the quality of life for citizens and increase their social participation.

Project Leader: Dr. R.G. (Rob) van der Schors

Project Members:
- Dr. R.A. (Ronald) van der Weij
- Dr. F. (Frank) van der Meer
- Prof. Dr. K. (Katja) Kwastek
- Dr. C.F. (Christian) Burgers

Project Overview:
This project aims to develop an audio mining enterprise that will digitize large amounts of audio material from various Frisian sources. The project will also investigate how digital innovation can be used to improve the quality of life for citizens and increase their social participation. The project will also explore the possibility of cross-border cooperation with other organisations in the Netherlands for the digitisation of regional archives.

IN SEARCH OF SCENTS LOST: RECONSTRUCTING THE AROMATIC HERITAGE OF THE AVANT-GARDE

The project aims to investigate the role of scents in the avant-garde movement and its impact on contemporary society.

Project Leader: Dr. R.G. (Rob) van der Schors

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Project Overview:
This project aims to investigate the role of scents in the avant-garde movement and its impact on contemporary society. The project will also explore the possibility of cross-border cooperation with other organisations in the Netherlands for the digitisation of regional archives.
Digital innovation challenges require new ways to co-operate to develop solutions. However, digital innovation also opens up new possibilities for understanding crossing borders new opportunities for the development of cities.

We will explore two trends that will result in a prototype for a hackable city-making process, as the implications of emerging digital innovations for the creative industries and society at large.

Library resources and digital representations are made available to the public through digital libraries. But they also raise new questions about how brokers are radically different due to the current crossover collaborations on digital innovation. In this project, we aim to develop new business models cooperating with private partners (connecting), (2) new digital innovations for the creative industries and society at large.

This project will disclose 2600 hours of video broadcasts from Den Haag Polder (Dutch broadcast) that contain everyday situations and cultural events from the period 1905-2005. The videos are made available to the public on the website "Haven film". The project also develops a visual analytics toolkit that enables visualisation of the data. The resulting lists are essentially lost when digitising products and databases with semantically enriched, (2) data analysis, data cleaning, clustering, and enrichment, (3) data storage and sharing (geographic) representation of visual results.

Images for the Future: From Digitisation to Dissemination, When Can We Watch?

The website includes a timeline, and visualisation of audiovisual material from organisations like the Netherlands Institute for Sound and Vision, the Netherlands Architecture Institute and the Rijksmuseum. The project will develop a visual analytics toolkit that enables visualisation of the data. The resulting lists are essentially lost when digitising products and databases with semantically enriched, (2) data analysis, data cleaning, clustering, and enrichment, (3) data storage and sharing (geographic) representation of visual results.

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This project will investigate the role of smell, and other sensory cues, in city-making processes. By focusing on two developments: (1) “the big and open,”i.e., public and private spaces, and (2) the small and intangible, i.e., artefacts and materials, we will explore how these contexts influence each other. We will examine how these contexts influence each other. We will explore how these contexts influence each other.

### The Hackable City Collaborative Making in Urban Living Lab Buiksloerham

Amsterdam-based and 12-studying sustainable practices and technologies to improve the liveability of our cities, this project will investigate the role of smell in shaping urban spaces and social interactions. By focusing on two developments: (1) “the big and open,” i.e., public and private spaces, and (2) the small and intangible, i.e., artefacts and materials, we will explore how these contexts influence each other. We will examine how these contexts influence each other.

### Frisian Audio-Mining Enterprise

The project will develop a novel method to explore the potential of smell as a tool for social change. By focusing on two developments: (1) “the big and open,” i.e., public and private spaces, and (2) the small and intangible, i.e., artefacts and materials, we will explore how these contexts influence each other. We will examine how these contexts influence each other.

### Dutch Design Society

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### Interactive Flavours and Fragrances

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CROSSOVER COLLABORATION FOR DIGITAL INNOVATION

Digital societal challenges require innovative collaboration to develop solutions. Recent digital innovations provide promising opportunities to address these challenges. Such innovations require interaction between various disciplines and industries to collaborate. Important insights from existing research on collaborations are often missing. Although insight into the specific characteristics of these collaborations are radically different, this project will investigate the impacts of digital innovations on city-making processes by universities, government, and societal organisations.

This project will disclose that smart citizen initiatives contribute to academic and heritage circles, while academic and societal circles are difficult to navigate and do not provide a general overview. Therefore how should persuasive media and games be targeted at different demographic and lifestyle groups? The aim of this project is to develop a measurement instrument to train the senses of the child. The results will provide a general overview of the efficiency and performance of different persuasion strategies. This will be done by assessing the efficiency of the project. This project will study the societal aspects of the role of smell in society, as well as in social interaction. It will also assess the socio-economic impact of digital innovations in the context of the current COVID-19 pandemic. This project will also develop a scent-based concept for the promotion of pro-social mobility behavior.

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Digital societal challenges require comprehensive exploration to drive solutions. However, digital innovation provides promising solutions to address these challenges. Such innovations are conducted between various disciplines and industries to collaborate. These insights from existing research on collaborations are vital for identifying the requirements for the effective development and implementation of digital innovations. This research will cover understanding of the interdependencies of different sectors and the importance of stakeholders and will engage technological partners (pioneering). Our research will focus on the creation of digital innovation in urban areas, with the aim to manage and understand the three-dimensional environment. The project will be conducted through a systems approach that addresses the interaction between people, systems, and processes and infrastructure for supporting and monitoring the citizen’s activities. The project will investigate the design and development of a smart city through digitalization. This will result in a prototype for a hackable city-making process, as well as in a scholarly reflection on the societal aspects of the new infrastructures to systemic change. This project will investigate the opportunities for collaborators to work together and the societal aspects of the new infrastructures to systemic change. The point of departure is not only to enrich bibliographic databases with semantically meaningful structures. However, the search queries will be the most appealing and effective. The project will develop a visual analytics toolkit that meets humanities researchers’ needs as well as concrete demands from the domain. The project will create a visual analytics toolkit that meets humanities researchers’ needs as well as concrete demands from the domain.
PROJECT LEADER / PROF. DR. M.H. (MARLEEN) HUYSMANS / VU UNIVERSITY AMSTERDAM
CO-APPLICANTS / DR. Q. (QUIRIJA) SEMES / EINDHOVEN UNIVERSITY OF TECHNOLOGY

This project will examine creative solutions to the societal aspects of the rise of urban digital media and games as a form of expression, leisure and entertainment. The project will in the Netherlands and New York focus on the following research questions: How can we visualize the world里面的内容。
Digital social challenges require innovative solutions to develop services. To meet this goal, a new media is needed to manage and understand these digital interactions. The proposed "Digital Social Platforms" project aims to design and develop interactive systems for social interaction. The project will focus on developing a new media platform that combines social and technical aspects to support social interaction. To achieve this goal, the project will adopt a user-centered approach to design and development, involving stakeholders from various domains to provide insights and feedback. The project will also involve the development of new algorithms and tools to support social interaction. Ultimately, the project aims to create a new media platform that enhances social interaction and supports the development of new social relationships.
INTRODUCTION
INspiring KNOWLEDGE TO CREATE AND SHAPE OUR FUTURE

NWO has invested in the Creative Industries since 2006. These investments focus on the development of the sector’s knowledge base by enabling curiosity-driven research and stimulating scientific talent to carry out innovative projects. In this booklet we present a selection of the research supported in 2014 and 2015. Each project has a different scope. The booklet therefore showcases the huge range of themes addressed and the diversity of research realised: from audio mining to the reconstruction of lost sounds and from the use of smart media or games to promote pro-social mobility behaviour to tailored medical product service systems. All of the projects are carried out in interdisciplinary project teams in close cooperation with private or (semi)public partners. We hope that these projects will serve as a source of inspiration to economic partners as well as societal partners and scientific researchers in the Creative Industries domain.

SUMMARY

In this booklet we will develop and test open source search solutions for capturing large multimedia corpora. The large text or multimedia corpora will serve as a source of inspiration to economic partners as well as societal partners and scientific researchers in the Creative Industries domain.

CORPORATE COLLECTIONS AS EMERGING HERITAGE: ART MARKET DYNAMICS, CORPORATE STRATEGIES, AND PUBLIC SUPPORT FOR THE ARTS

Corporate art collections form an important part of fine art assets for contemporary art in the Netherlands. Many corporate collections, from large corporations to non-profit organisations, showcase avant-garde art practices which in turn act as key innovation drivers and increase the visibility of artists’ choices of being commissioned and recognised as part of Dutch cultural heritage. However, the formation of such corporate collections is a result of attitudes towards corporate collecting in the context of cultural, strategic, and financial functions as a source of signals for contemporary art. This project aims to study the development and dissemination of (commercial) models for the formation of corporate art collections.

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CO-APPLICANT
/DR. D. (DIPL. ENG. S. (STELLA) BOEKS / DEPARTMENT OF MEDIA AND INFORMATION, UNIVERSITY OF LEIDEN

DISCUSSION THREAD SUMMARISATION FOR MOBILE DEVICES

We are increasingly seeking information to cherish online: photos, social media, and news that appeal to us. With all this information, we often lack the time to consume it all. However, mobile devices allow us to access information on the go. We will develop an open source toolkit for summarising online discussion threads for mobile devices. It will generate an overview rich in the most important and related content. We will harness techniques and methodologies from research areas such as summarisation, summarisation of web and social media, and natural language generation. This innovation combination could also foster developments in the individual research areas. In collaboration with Sanoma Media B.V. we will perform reference real-life testing. For example, does the availability of automatically summarised discussion threads facilitate readers in discovering online debate? Can summarised summaries improve the quality of discussions? Can a mobile way of discussing a discussion be adopted?

PARTNERS
/ SANOMA MEDIA B.V

www.sanoma.nl/sumo

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MEDIANOW: OPTIMISING THE CREATIVE RETRIEVAL PROCESS FOR THE MEDIA INDUSTRIES

In this project we will develop and test open source search solutions for capturing large multimedia corpora. The large text or multimedia corpora will serve as a source of inspiration to economic partners as well as societal partners and scientific researchers in the Creative Industries domain. The development of new search engine result page presentations that provide summaries is an important part of this research. This research will focus on the development and dissemination of (commercial) models for the formation of corporate art collections.

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