

## Forskningsprojekt og akademisk formidling - 5

Biblioteksressourcer

Introduktion til forskning på ITU

# + Læringsmål

- Kende biblioteksfaciliteterne på ITU
- Kunne foretage en simpel søgning efter en bestemt artikel og en søgning på keywords
- Beskrive hvilke forskningsområder, der findes på ITU, og hvilke generelle retningslinier der gælder for forskning på ITU
- Beskrive hovedpunkterne for InC-gruppens og Gazegroups forskningsfelter

# + Indhold

- 10:00-10:45 Introduktion til biblioteket
- Pause
- 10:55-11:20
- Introduktion til forskningsområder på ITU
- ITU forskningskarakteristika
  - ITU trekanten
  - Pasteurs kvadrant
  - Ny forskningsstrategi på vej
  - Forskningsgrupperne på ITU
- 11:20: John Paulin om InC og Gaze-gruppen

# + Biblioteket til forskningsbrug

- Introduktion v. Jens Ludvigsen

# + Forskning på ITU



## Forskningshistorier



Det gode ældreliv er digitalt



Frivillig sporing



Unge mennesker og digitale medier



At tale med øjnene



Spil er mere end blot underholdning



It skal hjælpe maniodepressive



## Forskning på IT-Universitetet

Målet for IT-Universitetets forskning er at styrke Danmarks evne til at skabe værdi med it. Forskningen skal skabe ny indsigt, som kan være fundamentet for nye typer interaktion, nye gennembrud for digital kultur, bedre ressourceoptimering, teknologiske nyskabelser og meget andet.

Forskerne på IT-Universitetet er på én gang unikke repræsentanter for deres forskningsfelt og en del af det tværfaglige forskningsråd på IT-Universitetet. Vi illustrerer det med terningen til venstre.

En vigtig del af forskningen er vores ph.d.-uddannelse. IT-Universitetet tiltrækker hvert år højt kvalificerede ph.d.-studerende fra hele verden. Disse studerende arbejder tæt sammen med fakultetet om deres forskningsprojekter med henblik på at udvikle deres forskningskompetencer og internationale netværk.

Fantasi og "lidsiggørlighed" er i højsædet i vores forskning. Med et globalt udsyn, de bedste

## Bliv involveret i forskning

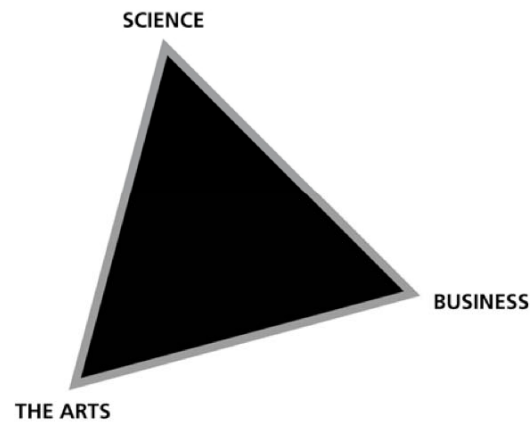
- > [Hvad er en IT forsker?](#)
- > [Typer af samarbejde](#)
- > [Forskningsstrategi](#)
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## Igangværende forskning

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- > [Samarbejdspartnere](#)
- > [Forskningsinitiativer](#)
- > [Faggrupper](#)
- > [Events](#)
- > [Nøgletal](#)

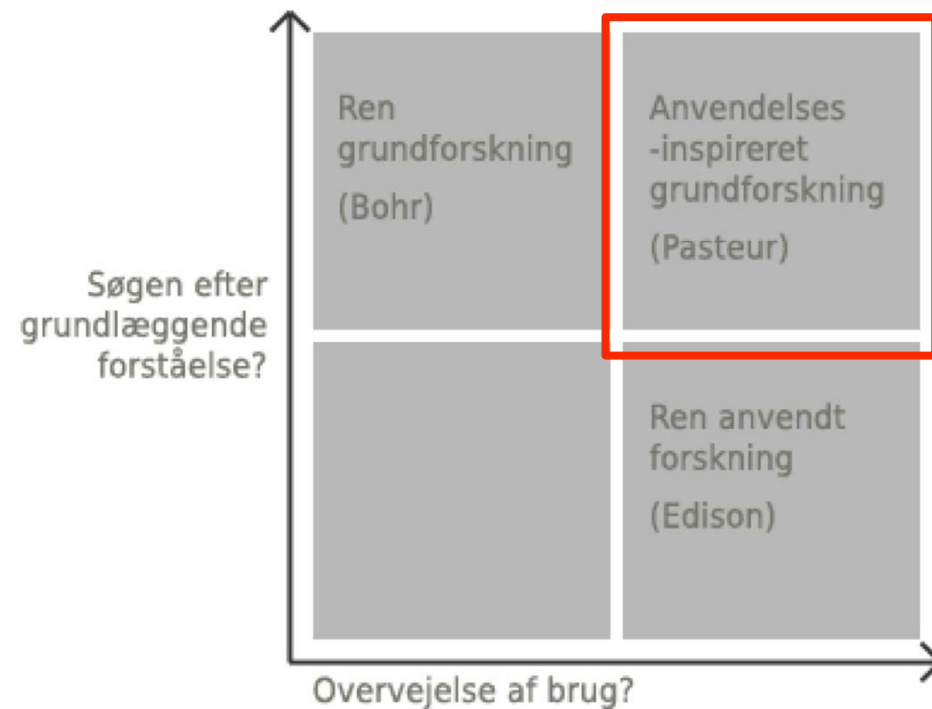
# + Forskningens karakteristika

## ■ ITU trekant



Forskningsprojekt og akademisk formidling

## ■ Pasteurs kvadrant



+ Ny forskningsstrategi på vej ...???

# + Forskningsgrupper (faggrupper)

- Design, Culture and Mobile Communication
- Center for Computer Games Research
- Technologies in Practice
- Innovative Communication
- Efficient computation
- Software Development Group
- Programming, Logic and Semantics





# DESIGN, CULTURE, MOBILITY, AND COMMUNICATION

research group at the IT University of Copenhagen

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## Internet Hoaxes and fake lesbians

06/15/2011

The recent revelations of two prominent lesbian internet activists as being men have understandably created a media storm. Damascus Gay Girl is now only available for invited readers, after it was revealed as a hoax over the days between June 6th and June 13th. The [Wikipedia entry dedicated to the blog](#) is interesting reading, rich on references.

I have written [more](#) about this on my own blog, mainly with the focus of [internet hoaxes](#).

This event is however ripe with other topics. There's the online identity issue, the need to check your sources, both for journalists and for us regular readers, the very interesting concept "Münchhausen by Internet" used to describe another hoax, and the gender and LGBT issues, just to mention a few.

 [Leave a Comment »](#) |  [Uncategorized](#) | Tagged: [blogs](#) |  [Permalink](#)  
 Posted by drtorill

### ABOUT DCMC

The Design, Culture, Mobility, and Communication research group studies design, social, political and cultural dynamics of mediated technology.

### META

- o [Register](#)
- o [Log in](#)
- o [Entries RSS](#)
- o [Comments RSS](#)
- o [WordPress.com](#)



## About

### Center for Computer Games Research

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### News

ITU delivers internationally leading research and teaching contributing to an improvement of our ability to create value with IT. Since its establishment in 1999, ITU has established a tradition for close collaboration with research organizations as well as industry and professional and industrial bodies, nationally and internationally. In its relatively short time of operation, ITU has been successful in innovation, global interaction, achieving high academic standards and the creation of value.

The Center for Games Research was formally established in 2003, building on ongoing work in the area at the ITU since its founding in 1999. The center houses a multi-disciplinary research group with backgrounds in the Arts, Humanities, Social Sciences and Computer Science. The group performs basic and applied research, approaching games from a variety of perspectives including theoretical analysis, design, ethnographic and qualitative approaches, AI, user (cognitive and affective) modeling and player experience.

The group has participated in several national and international research projects, and is



# TIP TECHNOLOGIES IN PRACTICE

## Technologies in Practice

The research performed within the Technologies in Practice (TiP) group emphasizes interdisciplinary research, which focuses on qualitative studies of technologically mediated practices in organizations and every day life.

We find rich empirical studies crucial for understanding how people, organizations, and technologies are constructed and transformed. Such studies are equally important for getting to terms with broader analytical questions relating to the challenges and possibilities of living in a globalized and technologized society.

Inspired in particular by the research traditions of STS (science and technology studies) and CSCW (computer supported cooperative work) the shared emphasis of TiP research is on the mutual shaping of culture, organizations, people, and technologies, through practices of design and use.

Currently, TiP members are involved in research projects focusing on health care information technologies, global interaction, and technologically mediated collaboration.

TiP arranges and participates regularly in seminars, conferences, workshops etc. For further information on actual and upcoming activities click [here](#)<sup>2</sup> or enter the faculty Group



### Research themes

Action Research Actor-Network Theory  
 Actor-Network Theory (ANT)  
**Computer Supported  
 Cooperative Work (CSCW)**  
 design anthropology embodiment  
 ethnography feminist technoscience  
 futures Globalization Green Technology  
 healthcare IT **Information Systems  
 (IS)** Infrastructure Philosophy of  
 Science & Technology **Science  
 and Technology  
 Studies (STS)** smart textiles  
 Social Anthropology Sociotechnical  
 Innovation ubiquitous computing

## Inc group makes 4 presentations NGCA

Posted on [May 17, 2011](#) by [Paulin](#)

Diako and Dan will present their paper "Mobile gaze-based screen interaction in 3D environments" at the conference Novel Gaze-Controlled Applications, May 26-27, 2011, organized by Blekinge Institute of Technology. Henrik, Javier, Sune, John and Martin will present the paper "Evaluation of a Remote Webcam-Based Eye Tracker". John, Javier and Henrik will present the paper "Gaze Interaction from Bed" and John will give an invited talk. The papers will be available from the ACM Digital Library after the conference. See the full program [here](#).

Posted in [General](#) | [Leave a comment](#)

## Low cost eye tracking

Posted on [May 11, 2011](#) by [Sune Alstrup](#)

## What is InC?

InC is the Innovative Communication research Group at the IT University of Copenhagen. It focuses on

- design and development of interactive technologies in the contexts of prior and emerging cultures of information
- advanced and innovative communication trends
- historical and rhetorical methods of innovation

The group members have background in humanities, computer science, psychology and engineering.



[[start]]

EFFICIENT COMPUTATION

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## Efficient Computation

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- Efficient Computation
- Group members
- Activities
- Potential PhD student?

The Efficient Computation group at ITU conducts research and teaching in theory and practice of making software that makes efficient use of computing resources. We approach this from two different angles:

- **Algorithms and data structures.** Our interests range from deep understanding of complexity questions to algorithm engineering issues in bridging the gap to efficient software.
- **Systems.** Interests include sensor networks and data management, e.g. how to make the tools that scientists need to collect, manage and organize their data.

You can find out about other research at the IT University at [www.itu.dk/research](http://www.itu.dk/research).

### Group members

- [Philippe Bonnet](#), associate professor
- [Thore Husfeldt](#), associate professor
- [Jesper Larsson](#), assistant professor
- [Rasmus Pagh](#), associate professor, group head
- [Andrea Campagna](#), PhD student
- [Nina Sofia Taslamán](#), PhD student
- [Joel Granados](#), PhD student
- [Natalie Schluter](#), PhD student
- [Aslak Johansen](#), PhD student
- [Konstantin Kutzkov](#), PhD student
- [Ninh Dang Pham](#), PhD student

#### Alumni

- [Philip Bille](#) (now at DTU)
- [Milan Ruzic](#)
- [Marcus Chang](#) (now at Johns Hopkins)
- [Rasmus Resen Amossen](#) (now at Edlund)

### Activities

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- Profile
  - Research projects
  - Labs
- People
  - Faculty
  - PhD Students
  - Assistant
  - Former member:
- Events, past and present
- Internal information
- Contact

## Profile

The Software Development Group at the [IT University of Copenhagen](#) does research on software development, broadly speaking. Our interests include requirements specification, user interface design, user interface software technology, ubiquitous computing, decision support systems, empirical studies of software development in organizations, object-oriented methodology and notations, software architectures, programming language technology for functional and object-oriented languages, model-driven development, ontology, use-oriented development, software verification, computer-based voting, applied formal methods, and more. Much of our research is practically motivated and is executed in collaboration with industrial partners such as [KMD](#), [Microsoft Development Center Copenhagen](#), [Danske Bank](#), [A.P. Møller-Mærsk](#), [Edlund A/S](#), [CLC Bio A/S](#), and [DHI Water and Environment](#), as well with the Danish public sector, such as major hospitals and government offices involved in the design of standard contracts for public IT procurement.

## Research projects

- [Trustworthy Democratic Technology \(DemTech\)](#), funded by the [Danish Council for Strategic Research](#) by the Programme Commission on Strategic Growth Technology.
- [Actulus](#), with [Edlund A/S](#) and [Copenhagen University](#), funded by the [Danish Advanced Technology Foundation](#).
- [Tools and Methods for Scalable Software Verification](#) funded by [DFF](#) | [FTP](#).
- The [Activity-Based Computing](#) project funded by [NABIIT](#).
- The [Collaborative Mini-Grid](#) project funded by [NABIIT](#).
- The [AWARE](#) project done in cooperation with [Horsens Sygehus](#).
- The [Java Context-Awareness Framework \(JCAF\)](#).
- [ENERPLAN](#) with [A.P. Møller-Mærsk](#) and the [Technical University of Copenhagen](#). Funded by [The Danish Council for Strategic Research](#).
- [BAYSTOW](#) with [Ange Optimization ApS](#). Funded by [the Danish Maritime Fund](#).
- [Constrained Based Stowage Planning industrial PhD](#) with [Ange Optimization ApS](#). Funded by [The Danish Agency for Science Technology and Innovation](#).
- [The Successful Electronic Health Record \(S-EHR\)](#) project funded by [NABIIT](#).
- [Next \(2002–2009\)](#), funded by [Microsoft Development Center Copenhagen](#) and the [IT University](#).
- [Evolvable Software Products \(2006–2010\)](#), funded by [NABIIT](#), [Microsoft DCC](#), [DHI](#), and the [IT University](#).
- [Resource-constrained embedded systems \(1999–2005\)](#).
- [MOBIUS \(Mobility, Ubiquity and Security\) Enabling proof-carrying code for Java on mobile devices \(EU FP6, 2005–2009\)](#).
- [CHARTER \(Critical and High Assurance Requirements Transformed through Engineering Rigour\) – An ARTEMIS Embedded Computing Systems Initiative project \(EL 2011\)](#).



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## The Programming, Logic, and Semantics group (PLS) at ITU [↗](#)

Welcome to the homepage of the Programming, Logic and Semantics group at ITU. The PLS group is one of the seven research groups at [research section of ITU's homepage](#) [↗](#)).

### People

[Directions](#) (how to find us) and [Information for visitors](#) [↗](#)

### Projects

[Teaching, Seminars and Reading Groups](#)

[Lunch Meetings](#)

[COPLAS](#) [↗](#) seminar series (for scientific talks)

[Possible Ph.D. topics](#)

[Friday Breakfast Plan](#)

[tiger.itu.dk](#)

[[ITU Survival Guide to Living in Copenhagen](#) [🔒](#)]

## Upcoming news

[Chris Martens](#) [↗](#) visits August 11, 2011. Host: Carsten Schuermann. See schedule [2011-11-08-Martens](#).

[Aslan Askarov](#) [↗](#) visits May 30, 2011. Host: Lars Birkedal.

[Christian Urban](#) [↗](#) visits May 23, 2011. Host: Lars Birkedal.

# + Forskningsgruppepræsentation: John Paulin: InC + Gaze-gruppen

## John Paulin Hansen (Head of Group)



John Paulin Hansen, head of the Inc group, is an Associate Professor at the IT University of Copenhagen. He received a MSc in 1984 and a PhD in 1992 both in Psychology from Institute of

Psychology, University of Aarhus.

His research areas are human factors, cognitive modelling and gaze-based interaction. He has published more than 30 research papers within this area. John Paulin Hansen initiated and was co-organizing the IST EU Sixth framework programme "Communication by Gaze Interaction" (COGAIN), 2004 – 2009, with more than 100 researchers from all over the world and is now serving as vice-president for the Cogain association ([www.cogain.org](http://www.cogain.org)).





# + Øvelser

- Find forskningsartikler fra pensum
- Søg relevant materiale til jeres forskningsopgave på keywords og andre søgestrategier