

Artur Lugmayr's White Paper Collection and Online Digital Resources (www.artur-lugmayr.com)

Artur Lugmayr

Visualisation and Interactive Media (VisMedia)

Curtin University, Perth, WA, Australia

artur.lugmayr@artur-lugmayr.com

ABSTRACT

The white paper collection on Artur Lugmayr's website – www.artur-lugmayr.com – covers a wide range of topics. There are also additional digital resources available to the public on the website.

The collection and the online resources are freely available under the Creative Commons license, and are the author's contribution to the public for non-commercial use. For some items, copyright is reserved, however, this is individually marked on documents, where applicable.

This publication briefly describes the content of the online archive, and can be utilised to reference and cite individual white papers and/or other online digital resources that are part of the collection.

Author Keywords

white paper; information resource; human-computer-interaction; usability software; Unity; computer graphics; UNIX; programming languages; ambient intelligence; sensor networks; ubiquitous computation; pervasive computation; networking

INTRODUCTION

The online white paper collection contains information for a wide variety of domains, and has been made freely available to the public. The information includes:

- A wide variety of guides for the Unity game engine software
- Tools and software resources to help productivity
- Software tools that support scientific research
- Guidelines and manuals for different domains and application areas
- Additional resources for contributed publications, published as part of conference proceedings
- Software tutorials for other software products that may be relevant for business or scientific works
- An online wiki containing additional readings and materials.

If you use any of the software, works, or contributions in your own work, you are asked to reference this publication, instead of the individual contribution.

The white paper collection, as well as the online digital resources, make use of the Creative Commons licensing scheme, where you are required to attribute the creator. Please reference this resource as indicated in the following section.

REFERENCING THE COLLECTION

If you make use of one of the white papers or any other online digital resources, please use the referencing or citation information as illustrated in Table 1 and Table 2, and in [1].

Artur Lugmayr. Artur Lugmayr's White Paper Collection and Online Digital Resources. Proceedings of the 8 th Workshop on Semantic Ambient Media (SAME 2016): Smart Cities for Better Living with HCI and UX, San Jose, CA, USA, 2016

Table 1: Citation and referencing information

@inproceedings {LugmayrWhitePapers, author={Artur Lugmayr}, year={2016}, title={Artur Lugmayr's White Paper Collection and Online Digital Resources}, booktitle={Proc. of the 8 th Workshop on Semantic Ambient Media (SAME 2016): Smart Cities for Better Living with HCI and UX}, language={English}, publisher={International Ambient Media Association (iAMEA)}, url={ www.ambientmediaassociation.org/Journal } }

Table 2: Citation and referencing information in BibTex

Please omit references to individual works or digital contributions; instead, use only the reference above. As the content is attributed with the Creative Commons licenses you will need to attribute this information to its creator.

For some of these resources, it took a lot of effort to compile them into coherent information. Thus, the author appreciates receiving due credit in the form of 'scientific merit'. Since the project and its content were multi-disciplinary by design,

it required large input from experts and specialists in certain subject fields. A stakeholder mapping exercise was used to address the cross-cutting approach.

Other Relevant Works of Interest

If you should be interested in other works, for example. scientific contributions, please refer to the following research outcomes:

- Ubiquitous Media (or Ambient Media/Pervasive Media) [2], [3], [4], [5], [6], [7]
- Interactive Media and Emerging Media Technology [8], [9], [10], [11], [12], [13]
- Personalization, Emotional Computation, and Affective Media [14], [15]
- Business Models, Information Systems, and Innovations in the Media Industry [16], [17], [18], [19], [20], [21], [22],
- New Methods in Teaching and Learning, Design Thinking, and University Management [23], [24]
- Media Technology in Financial Services [25], [26], [27]
- Media Studies, Storytelling, and Media Theory [28]–[30], [31].

REFERENCES

- [1] A. Lugmayr, “Artur Lugmayr’s White Paper Collection and Online Digital Resources,” in *Proc. of the 8th Workshop on Semantic Ambient Media (SAME 2016): Smart Cities for Better Living with HCI and UX*, 2016 [Online]. Available: www.ambientmediaassociation.org/Journal
- [2] A. Lugmayr, A. Pohl, M. Muehlhaeuser, J. Kallenbach, and K. Chorianopoulos, “Ambient Media and Home Entertainment,” in *Interactive Digital Television: Technologies and Applications*, Idea Group Publishing, 2007.
- [3] A. Lugmayr, “The future is ‘ambient,’” *Proceedings of SPIE Vol. 6074, 607403 Multimedia on Mobile Devices II*, 2006.
- [4] A. Lugmayr, E. Serral, A. Scherp, B. Pogorelc, and M. Mustaquim, “Ambient media today and tomorrow,” *Multimedia Tools and Applications*, pp. 1–31, 2013.
- [5] B. Pogorelc, R.-D. Vatavu, A. Lugmayr, B. Stockleben, T. Risse, J. Kaario, E. C. Lomonaco, and M. z Gams, “Semantic ambient media: From ambient advertising to ambient-assisted living,” *Multimedia Tools and Applications*, vol. 58, no. 2, pp. 399–425, 2012 [Online]. Available: <http://link.springer.com/article/10.1007/s11042-011-0917-8>
- [6] A. Lugmayr, “Connecting the real world with the digital overlay with smart ambient media—applying Peirce’s categories in the context of ambient media,” *Multimedia Tools and Applications*, vol. 58, no. 2, pp. 385–398, 2012.
- [7] A. Lugmayr, “Ambience, ambience, ambience - What are Ambient Media?,” in *Interactive TV: A Shared Experience, TISCP Adjunct Proceedings of EuroITV 2007*, 2007, vol. 35.
- [8] I. Rakkolainen and A. Lugmayr, “Immaterial Display for Interactive Advertisements,” in *ACM Conference on Advances in Computer Entertainment Technology*, 2007, pp. 95–98.
- [9] A. Lugmayr, “Implementation of ‘Looney’ - Designing an Interactive Game for Children on FogScreens,” *SIGGRAPH 2006*, 2006.
- [10] A. Lugmayr, H. Adrian, P. Golebiowski, S. Jumisko-Pyykko, F. Ubis, S. Reymann, V. Bruns, A. Kybartaitė, J. Kauranen, and D. Matthes, “E = MC2+ 1: a fully digital, collaborative, high-definition (HD) production from scene to screen,” *Computers in Entertainment*, vol. 6, no. 2, pp. 1–33, 2008.
- [11] C. Peng, A. Lugmayr, and P. Vuorimaa, “A digital television navigator,” *Multimedia Tools and Applications nl. Kluwer Academic Publishers*. 17, pp. 121–141, 2002.
- [12] A. Lugmayr and M. Teras, “Immersive Interactive Technologies in Digital Humanities: A Review and Basic Concepts,” in *Proceedings of the 3rd International Workshop on Immersive Media Experiences*, 2015, pp. 31–36 [Online]. Available: <http://doi.acm.org.dbgw.lis.curtin.edu.au/10.1145/2814347.2814354>
- [13] A. Lugmayr, A. Greenfeld, A. Woods, and P. Joseph, “Cultural Visualisation of a Cultural Photographic Collection in 3D Environments – Development of ‘PAV 3D’ (Photographic Archive Visualisation),” in *Entertainment Computing - ICEC 2016: 15th IFIP TC 14 International Conference, Vienna, Austria, September 28-30, 2016, Proceedings*, G. Wallner, S. Kriglstein, H. Hlavacs, R. Malaka, A. Lugmayr, and H.-S. Yang, Eds. Cham: Springer International Publishing, 2016, pp. 272–277 [Online]. Available: http://dx.doi.org/10.1007/978-3-319-46100-7_29
- [14] S. Uhlmann and A. Lugmayr, “Personalization algorithms for portable personality,” in *Proceedings of the 12th international conference on Entertainment and media in the ubiquitous era*, 2008.
- [15] A. Lugmayr, S. Reymann, S. Kemper, T. Dorsch, and P. Roman, “Bits of Personality Everywhere: Implicit User-Generated Content in the Age of Ambient Media,” in *Parallel and Distributed Processing with Applications, 2008. ISPA '08. International Symposium on*, 2008, pp. 516–521.
- [16] L. A. Lasrado, “Crowdfunding in Finland - A New Alternative Disruptive Funding Instrument for Businesses,” Tampere University of Technology (TUT), EMMi Lab., Tampere, Finland, 2013.
- [17] L. A. Lasrado and A. Lugmayr, “Equity crowdfunding -A finnish case study,” in *Multimedia and Expo Workshops (ICMEW), 2014 IEEE International Conference on*, 2014, pp. 1–6.

- [18] A. Lugmayr, Y. Zou, B. Stockleben, K. Lindfors, and C. Melakoski, "Categorization of ambient media projects on their business models, innovativeness, and characteristics - evaluation of Nokia Ubimedia MindTrek Award Projects of 2010," *Multimedia Tools and Applications*, vol. 66, no. 1, pp. 1–25, 2012.
- [19] A. Lugmayr, Y. Zou, B. Stockleben, K. Lindfors, and C. Melakoski, "Categorization of ambient media projects on their business models, innovativeness, and characteristics"evaluation of Nokia Ubimedia MindTrek Award Projects of 2010," *Multimedia Tools and Applications*, vol. 66, no. 1, pp. 33–57, 2013 [Online]. Available: <http://dx.doi.org/10.1007/s11042-012-1143-8>
- [20] Sabine Bachmayer, A. Lugmayr, and G. Kotsis, "Convergence of collaborative web approaches and interactive TV program formats," *International Journal of Web Information Systems*, vol. 6, pp. 74–94, 2010.
- [21] S. Bachmayer, A. Lugmayr, and G. Kotsis, "New Social & Collaborative Interactive TV Program Formats," in *11th International Conference on Information Integration and Web-based Applications & Services (iiWAS2009)*, 2009.
- [22] A. Lugmayr, "Brief introduction into information systems and management research in media industries," in *2013 IEEE International Conference on Multimedia and Expo Workshops (ICMEW)*, 2013, pp. 1–6.
- [23] A. Lugmayr, "Applying 'Design Thinking' As a Method for Teaching in Media Education," in *Proceedings of the 15th International Academic MindTrek Conference: Envisioning Future Media Environments*, 2011, pp. 332–334 [Online]. Available: <http://doi.acm.org/10.1145/2181037.2181100>
- [24] A. Lugmayr, "Managing Creativeness in a Research Laboratory - Lessons Learned from Establishing NAMU Lab./EMMi Lab.," in *25th Beld eConference: eDependability: Reliable and Trustworthy eStructures, eProcesses, eOperations and eServices for the Future*, 2012.
- [25] A. Lugmayr and G. Gossen, "Evaluation of Methods and Techniques for Language Based Sentiment Analysis for DAX30 Stock Exchange - A First Concept of a 'LUGO' Sentiment Indicator," in *Proceedings of the 5th International Workshop on Semantic Ambient Media Experience (SAME) - in Conjunction with Pervasive 2012*, 2012.
- [26] A. Lugmayr, "Survey of Financial Market Visualization Utilizing Interactive Media Technology," in *Enterprise Applications and Services in the Finance Industry, 7th International Workshop, FinanceCom 2014, Sydney, Australia, December 12, 2014, Revised Papers*, 2015, no. 217.
- [27] A. Lugmayr, Ed., *Enterprise Applications and Services in the Finance Industry, 7th International Workshop, FinanceCom 2014, Sydney, Australia, December 12, 2014, Revised Papers*, no. 217. Springer-Verlag Berlin Heidelberg, 2015.
- [28] A. Lugmayr and C. D. Zotto, "Convergent Divergence - Cross-Disciplinary Viewpoint on Media Convergence," in *European Media Management Education Association Conference 2013 - Digital Transformations and Transactions in Media Industries*, 2013.
- [29] C. D. Zotto and A. Lugmayr, "Media Convergence as Evolutionary Process," in *Media Convergence Handbook (Vol. 1): Journalism, Broadcasting, and Social Media Aspects of Convergence and Media Convergence Handbook (Vol. 2): Firm and User Perspective*, A. Lugmayr and C. D. Zotto, Eds. Germany: Springer Verlag, 2015.
- [30] A. Lugmayr and C. D. Zotto, "Convergence is NOT King - The Tripe "Convergence, Coexistence, and Divergence IS King," in *Media Convergence Handbook (Vol. 1): Journalism, Broadcasting, and Social Media Aspects of Convergence and Media Convergence Handbook (Vol. 2): Firm and User Perspective*, A. Lugmayr and C. D. Zotto, Eds. Germany: Springer Verlag, 2015.
- [31] A. Lugmayr, E. Sutinen, J. Suhonen, C. I. Sedano, H. Hlavacs, and C. S. Montero, "Serious storytelling – a first definition and review," *Multimedia Tools and Applications*, pp. 1–27, 2016 [Online]. Available: <http://dx.doi.org/10.1007/s11042-016-3865-5>