



IKON & ISM Seminar

Spring Term 2009

Speakers: Nikiforos Panourgias (WBS), Frans Feldberg (Vrije University Amsterdam), Alex Schouten (Vrije University Amsterdam)

Title: Interdisciplinary Innovation and Virtual Worlds seminar

Date: Tuesday 20 January 2009

Venue: Room B3.09, Warwick Business School, Scarman Road

Time: 11.10 – 15.30

11.10 **Welcome and Introduction to the Interdisciplinary Innovation and Virtual Worlds Workshop**
Julia Kotlarsky (Warwick Business School)

11.20 **Interdisciplinary collaboration in innovative computer games development**
Nikiforos Panourgias (Warwick Business School)

13.30 **Virtual Worlds a Platform Perspective: Experiences So far.**
Frans Feldberg (Vrije University)

14.30 **Virtual Worlds: Communication and Decision Support**
Alex Schouten (Vrije University)

Biography: **Nikiforos Panourgias** is Research Fellow at the Unit for the study of Innovation, Knowledge and Organisational Networks of Warwick Business School. He is currently working on an ESRC-funded research project studying interdisciplinarity in the design and development of computer games. He completed PhD at London School of Economics. His thesis studied the design and development of an information and communication technology based platform for the cross-border settlement of securities transactions between the UK and Ireland, France, Belgium, and Holland and which receiving financial support from the EPSRC. His main research interests are in the areas of interdisciplinarity in the design and development of ICTs, and the role of ICTs in the reconfiguration of many areas of social life, from games and entertainment to markets and marketplaces, commerce, processes of economic and political integration, and finance.

Frans Feldberg is Assistant Professor E-business at the Faculty of Economics and Business Administration, VU University Amsterdam. He holds a PhD in online decision behavior. His research is on the interface of business administration, cognitive psychology and information

sciences. He specializes in decision making behavior and collaboration in computer mediated environments. His research projects focus on online decision making, decision support systems, computer mediated communication, and relationship building, collaboration and learning in virtual environments. He was the initiator and project manager of a multidisciplinary research team that was responsible for the VU University Second Life research initiative.

Alexander Schouten is Assistant Professor of Information Systems at the Faculty of Economics and Business Administration, VU University Amsterdam. In his PhD research, which was funded by the Dutch Science Foundation NWO, he investigated adolescents' use of new communication technologies, such as social networking sites and instant messaging. Currently, his research focuses on the effects of new communication technologies and virtual environments on team performance, decision making, self-presentation and social interaction and, in general, the use of new communication technologies in the workplace.

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