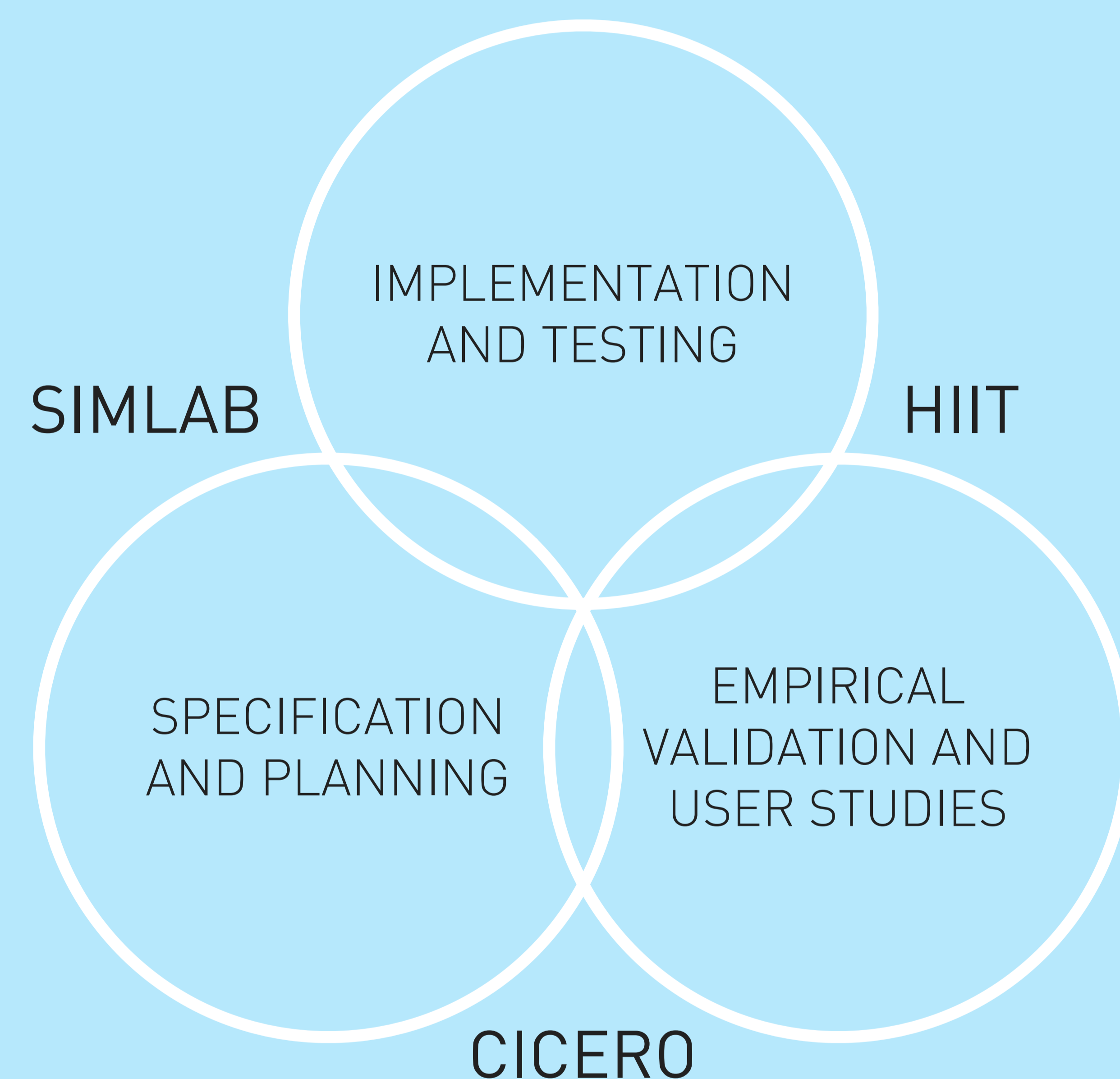


VISCI is a research project which concentrates on building **digital services and tools for distributed creative work**. The project is multidisciplinary in its nature and combines research competence from several research fields. It utilises a **user-centered approach** and produces several **prototypes** tested in work and educational settings. The main outcome of the project is **research knowledge**, which is presented in conferences and published in journal articles.

The project team will develop and test novel technologies that facilitate social interaction and collaborative knowledge creation for learning and innovation. It will explore how adaptive and personalized technology works as an enabler in learning and innovation processes, encouraging creativity and self-expression among individuals. It will produce new knowledge on how individuals from different backgrounds interact, communicate and collaborate in virtual spaces to co-construct knowledge and to create innovations through emerging technologies.

This four-year (2009-2012) research project is funded through the Motive programme of Academy of Finland.

Modern intelligent modeling technologies, guided by recent knowledge from educational sciences, can create far-reaching possibilities for enhancing innovation and learning processes in virtual teams, leading to new and more efficient working and learning practices in collaborative teams.



PROJECT CONSORTIUM

CICERO LEARNING
 University of Helsinki

- Behavioural and social sciences
- Ethnographic research

SIMLAB
 Aalto University School of Science

- SimLab environment
- modeling innovation processes
- user-centered design
- prototype development

HIIT
 Helsinki Institute for Informational Technology

- 3D environments
- information retrieval
- intelligent monitoring
- context sensitivity and personalisation