

UT Austin | Portugal INTERNATIONAL COLLABORATORY FOR EMERGING TECHNOLOGIES, CoLAB



# Call for Grants

**PhD Scholarships in Advanced Digital Media in the following areas:**

- Production of Audiovisual and Interactive Contents
- Technology
- Journalism
- Industry, Publics, and Markets

Applications until 15th July 2011.  
More information at [www.utaustinportugal.org](http://www.utaustinportugal.org)

## STUDENT HIGHLIGHT

**Gustavo Magalhães**, Digital Media PhD Program  
**Research Topic: Web-based platform business models**

Starting with the (not so) basic question: What is a business model? Despite the current wide use of the term business model by society in general - managers, consultants, business pundits, or the general public - researchers have yet to develop a common and widely accepted framework for the term, in order to allow for a theoretical construct of its concept. Even though the concept of business model is increasingly relevant to all companies, economic, and strategy literatures, there is no extensive literature on business models, and no large-scale studies on the topic.



Nevertheless, it is overall fairly accepted that the concept of business model stems from the context of e-business. During the last two decades, the democratization and consolidation of the Internet, together with globalization and open trading policies, have yielded a number of diverse rather innovative web-based businesses. In fact, the Internet has evolved from a network of scattered inventiveness into a rather solid (and still evolving) backbone of businesses, communication, entertainment, and social communities. Specifically, on a business perspective, the novelty is that "the way in which companies make money nowadays is different from the industrial era, where scale was so important and the capturing value

thesis was relatively simple". [1]

Although there is no generally accepted definition of business model, it is often simplified to the way the firm operates. However, a more comprehensive definition may describe a business model as the design of the value creation, delivery, and capture mechanisms a firm employs.

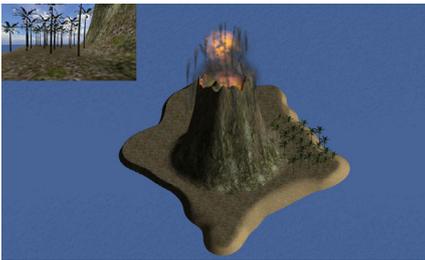
The aim of Gustavo's research is to develop a framework understanding, designing, innovating, and implementing new business models for web-based platforms in diverse global markets.

Additionally, since joining the program Gustavo has cooperated in occasional projects at INESC Institute, namely composing a guide for digital entrepreneurship, collaborating in the study of a sustainable business model for internet access and content broadcasting in Porto's transport system, and providing business-plan-consultancy for a number of digital media companies at based at PINC creative-industries-incubator in Porto, Portugal.

[1] Teece, D. J. (2010). Business Models, Business Strategy and Innovation. Long Range Planning, 43(2-3), 172-194.

## R&D PROJECT HIGHLIGHT

**Project: INVITE: social Identity and partNership in VlrTual Environments**  
**Principal Investigator: Rui Prada, GAIPS, INESC-ID**



INVITE (social Identity and partNership in VlrTual Environments) – <http://project-invite.eu> - explores the effects of Social Identity in the collaborative attitudes of people when interacting in virtual environments. The main goal is to

create artificial agents that populate such environments and behave believably and consistently with people expectations. This means that the agents need to react to Social Identity priming in similar ways as people do. The social identity defines a shared identity that is recognizable by others (e.g. supporter of a club, similar jobs).

One of the main tasks of the project is to develop computational models of social identity to drive the generation of behaviour for the artificial agents. This implies understanding of the psychological processes of social identity, such as self-categorization and social comparison, and then defining algorithms and knowledge representations that enable the agents to perform similar processes.

In order to test their ideas the research team is developing a virtual environment, in the form of a game, which depicts a scenario where social identity can be primed and affect the decisions of the players, either artificial or human. The theme

chosen is an emergency situation, where the participants must cooperate in order to survive, but are also in the presence of possible egoistical choices. Participants will be grouped and primed with social identity cues (e.g. belonging to similar or opposite social groups). The number of groups and the fitting of the social identity will be configurable. The game will take place in an island that is doomed to destruction (see picture). Players may escape the island if they team up to build a raft. However, the island is full of diamonds and they may spend the time collecting them instead of collecting the wood that is required for building the raft. The decisions are private and it will not be possible to directly know who brought wood or diamonds. It is assumed that non-player characters are building the raft and do not take part of the collecting task. Thus, the game is centered on the collecting decisions. In such, situation it will be a good decision to gather diamonds and wait for the others to get the wood, but if nobody collects wood the whole team dies, thus, it is also important to care about the wood. This presents the typical dilemma of snow drift games.

It is known that social identity influences people in such dilemmas making players to be more or less cooperative. For example, people are inclined to cooperate more with those of the same culture and this effect is stronger if the culture is more salient (e.g. in the presence of very distinct cultures). The artificial agents should follow the same patterns.

An extensive experiment will be conducted to test how people will react to manipulations of social identity and to test if the artificial agents are able to cope in a believable way. It should

be hard for the people to understand if another player is artificial or human. The research team will also plan to study the stability of the teams and extend the computation model to deal with changes in the team formation, e.g. members being expelled or change teams.

The results of this project may be applied to the creation of artificial characters in games and virtual environments that need

believable characters to enhance the players' experience, in particular for the creation of socially rich situations. This is especially relevant in serious games that target the training of social skills.

## ■ **Twitómetro: the novelty on the parliamentary elections in Portugal**

The COLABSQUARE team meet with the responsible for the "Twitómetro", a new tool which is part of the Reaction project, a Strategic Research and Development project in Interactive and Advanced Digital Media, funded by the UT Austin | Portugal program. The principal investigator from this project, Mário J. Silva, talked about this new instrument that was highlighted during the last parliamentary elections in Portugal.

### **CoLab: How does the Twitómetro works?**

Twitómetro is a system that collects short messages from the Twitter Social Network (tweets) and parses their content in order to identify which ones refer to selected targets (5 political leaders in the 2011 parliamentary election). We identify the sentiment of these tweets (negative, neutral or positive) with respect to the target. From the sentiment statistics, we generate the interactive chart that is periodically updated and published online (<http://legislativas.sapo.pt/2011/twitometro/>). Journalists then comment on the evolution of sentiment as the political campaign advances.

### **CoLab: How many people are managing this tool and how is their daily work?**

Sixteen people have performed technical work and authored our short report describing the system, but there are also additional stealth contributors who did not perform software tasks. They were, however, key in opening the doors to the newsrooms and involving the teams working there. We have been researching for some time how to properly identify the Twitter users related to Portugal and crawling their tweets, as well as building linguistic resources and strategies for sentiment analysis in user-generated content in Portuguese. When it became obvious that there would be an election very soon, we decided to join forces and committed to having this tool running fully automated in a reliable way before the start of the electoral campaign. We had seen similar tools in the latest elections abroad (US, UK, Germany) and we thought that we could do the same or better in Portuguese with the resources we already had assembled. What I have described is just the set web services, databases and visualization software, but the challenge included setting all this up running smoothly and bullet-proof for continuous use in the production environments of the newsrooms of our media partners.

How is our day to day work now? We have not been working on Twitómetro since the campaign started, because the entire process, from tweets collection to the rendering of the chart is fully automated. But we worked very intensively on the 3-4 weeks before it was publicly announced. We

will work on analyzing the data collected during the campaign and later on improving the methods for sentiment analysis and data collection, but during the campaign we mostly relaxed and watched it display the sentiments about our politicians as everyone else.

### **CoLab: What kind of reactions have you been receiving on this project?**

Surprisingly very good. We are aware that internet users tend to make very negative comments, but most were in fact very encouraging and welcomed the new instrument. We were very open about its internal operating details since the project was announced, by putting together in advance a set of notes describing to the journalists and the public how the entire process was performed. This, I believe, helped us

remain perceived as independent from the political contenders during the campaign.

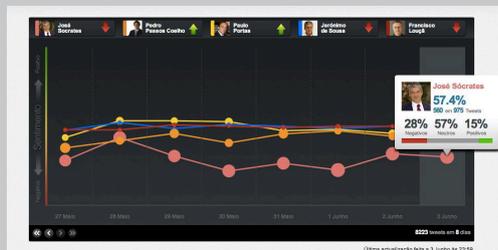
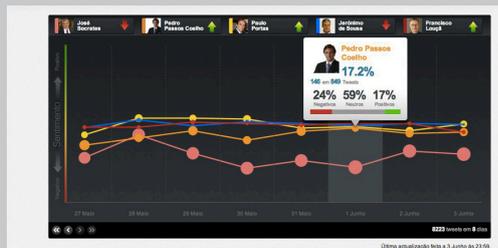
### **CoLab: How did the partnership with Público newspaper and SAPO come along?**

Público and SAPO are the industrial partners of the REACTION project; they have been involved in the proposal preparation, and since the project started last October. We all wanted to do this as soon as the idea came out.

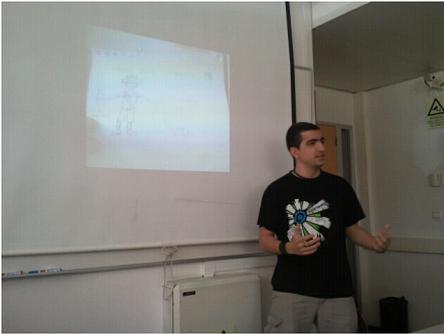
### **CoLab: Is Twitómetro planned to keep working after the elections? Which are the next steps?**

We have plans to develop tools like Twitómetro that enable tracking social media and other content and use the collected information in the news production environment, both to assist the journalists and to create widgets for conveying directly to the reader in real time. The demonstration and real use of tools like these this early in the project was not anticipated. However, we could not let pass such an opportunity to cover an event like this election, so we changed plans and decided to focus most of the team entirely in the development of this tool. We will now go back to our research plan, focusing on improving linguistic resources, developing new algorithms and tools for news data collection and integration, and evaluating them in the newsroom.

Given the complexity of the task and the diversity of the teams involved, I am still amazed that we were able to pull this out in such short time. <http://xldb.fc.ul.pt/wiki/Reaction> is our project web page. People will see here most of the buzz we found about our project in the media.



## “Design and Computation Series” gathered students and researchers in Lisbon



Students showing their work at the end of the workshop

The Design and Computation Series presented a great opportunity for the students at IST and FCT/UNL to share and discuss their work with some experienced researchers for different countries and, at the same time, to be exposed to innovating work and

different research perspectives. IST and FCT/UNL hosted six speakers in April and May.



Students working on the design of a game

Peter Hall, from UT Austin, gave a talk at Auditório da Biblioteca, FCT/UNL, on Mapping as Visual Inquiry. This talk was the starting event for a week long workshop with Dan Olsen on the same topic. In the workshop, students from different backgrounds including design, communication and computer science used their individual technical skills to make mapping experiments. Projects were designed to provide the students an opportunity to investigate aspects of their own research.

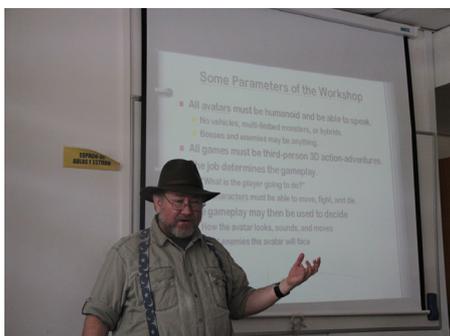
The third visitor was Panos Markopoulos from the Eindhoven University of Technology. He presented work at IST and FCT/UNL related to the use of persuasion techniques to help technology convey messages to users. His ideas inspired lively discussions after the talks. It was a good opportunity for the students to state their opinions and it was noticeable the fact that his talk stimulated the students.

The last visitor, Anthony Brooks from Aalborg University, presented several examples of the use of technology to enhance interactive installations as means to generate playful and fun experiences. He showed several examples from the SoundScapes project where these installations were used by impaired people. Seeing these examples, illustrated by videos, was a very interesting experience for the students who could see how technology could be used to improve the expressiveness and creative power of people that have extreme limitations.



Anthony Brooks presenting the SoundScapes project

The first visitor was Yacov Sharir from University of Texas at Austin. He presented some interesting work regarding the creation of wearable computing devices and the use of ambient intelligence to enhance the performance of dancers. It was a good opportunity for the students to



Ernest Adams presenting the instructions for the workshop on Character Design

see different applications of the technology they study and build. It was an enriching experience to see Yacov's aesthetic perspective of the use of technology contrasting with the more engineering oriented perspective of some of the students.

Ernest Adams was our second visitor. Ernest is a game design consultant with wide experience in teaching game design. He visited for three days. On the first day he presented his view on the future of gaming by projecting the challenges game developers face until 2050. This presentation was held at Ordem dos Engenheiros and was open to a wide audience. In the next two days, Ernest gave two workshops: one on Game design and another on Character Design. The workshops were quite successful and completely full. Students were very engaged in the design of games and characters and one of the highlights was the design of a game based on a Portuguese war hero, Aníbal Augusto Milhais. In the last evening some stu-

## Luis Frias Interacting In Austin



Several UNL PhD students spent the spring semester in Austin, working with UT faculty and making use of UT's extensive research facilities. As the students prepare to leave, we spoke to PhD student Luis Frias about his experience in Austin this spring.

Frias is a career designer who's examining interactive film and in-

teractive narrative for his thesis proposal. His project draws on both conventional film studies and more technical aspects of interface design. His goal is to develop a film interface that uses video to get audience feedback. He says the broad range of Digital Media faculty helped him advance his project and clarify his research questions. Two classes at UT were particularly useful for his work, Frias says. This spring he took a research seminar with RTF professor Joe Straubhaar titled "Analyzing Audiences." In this course, students learned about how ethnographic methods and interviews can be used to study and bet-

ter understand audiences' relationships with media. Students also took part in field work in East and South Austin, interviewing subjects about the digital divide. "It was very rich in terms of knowledge," Frias says, noting it provided valuable insights into how to approach his topic.

Frias also attended a course in UT's School of Information with assistant professor Luis Francisco-Revilla. In the course on Natural User Interfaces, students explored how devices such as multi-touch screens have the potential to simplify user interaction. Frias says spending time with this technology also directly helped him advance his research.

In addition to these classes, Frias also sat in on two other courses this semester. Also at the iSchool, he took the program's introductory programming course, which emphasized the Java language. Since his project will likely be written in Java, it gave Frias some fundamental knowledge. Frias attended Writing for Interactive Media / Games taught by Sheldon Pacetti in the RTF department. Although the class emphasized video games, Frias

enjoyed the class, saying, "It was very rewarding. He's a very interesting guy."

In general, Frias is highly impressed with the range of research facilities and resources UT offers. "The resources for research are completely different from what we have in Lisbon," he says. Although Frias will be returning to Lisbon in July, he already has plans to come back this fall and stay in Austin several more weeks.

Frias also enjoys the cultural climate of Austin. "The town is great," he says, although he has had at least one adjustment issue: finding a place with a good espresso. Frias says the best place he's found for a European-style coffee is actually an ice cream parlor. He prefers the coffee at Dolce Vita in Hyde Park to most of the coffee places in town.

PhD students can receive funding for both brief exploratory visits or long-term research visits to Austin. Frias is one of seven UNL students who came to Austin this spring as part of the Digital Media program.

## Students Arrive in Austin for ZON Animation Lab

A group of students and professionals have arrived in Austin for what will be an intense educational experience. The ZON Digital Animation Advanced Lab is an eight-week course at UT Austin intended to expand the skills of experienced animators. Eleven animators will stay on campus at UT and take accelerated courses with Radio-TV-Film lecturers Geoff Marslett and Ben Bays.

The ZON Digital Animation Advanced Lab is funded by ZON, the Portuguese cable operator, in order to expand the digital-media talent pool in Portugal. The company covers the cost of travel and living expenses for the students while they're in Austin. ZON holds an annual multimedia competition, and students are encouraged to develop projects during the lab that will be submitted for the call this fall.

The students were chosen through a competitive process administered by ZON. They come from a variety of backgrounds; many are working professionals in the video game and TV industry, while others are graduate students and college instructors. Two winners of the ZON prize will also attend classes with these students.

The format of the program will require intense effort from the students. On Mondays and Wednesdays, students will attend a three-hour class in the morning taught by Geoff Marslett



and then return in the afternoon for another three-hour class taught by Ben Bays. Because animation is extremely time-consuming, the rest of the week will be dedicated for students to work on their projects.

Geoff Marslett and Ben Bays are highly rated animation instructors at UT. Marslett, who recently screened his animated feature Mars in Lisbon, emphasizes character animation and fundamental animation techniques. Bays lends his years of experience in the video-game industry to his workshop on visual effects and 3D animation.

It won't be all work and no play for the students, however. The program has organized recreational outings on an amphibious duck boat, a night at a country dance hall, and even a float trip down the scenic Guadalupe River.

The ZON Digital Animation Advanced Lab follows last year's ZON Intensive Script Development Lab, which led stu-

dents through an intensive screenwriting and pre-production experience. Several of the students entered their projects in the 2010 ZON competition, and two of the Lab's students, Ricardo Filipe Feio and Pierre-Marie Jézéquel were selected for the final round of competition.

## Trainees from Digital Media Leadership Program complete internships

This month, the Digital Media Leadership Program bid adieu to two outstanding interns: Ioli Campos and Katerina Markova, who both recently completed their internship experience here in Austin, TX. Ioli interned for major public radio station KUT as a digital journalist, while Katerina worked in

web design and development for startup data company Infochimps.

Both interns were very well received by their host organizations. Joe Kelly, CEO of Infochimps, said "Katerina has

great talent and skills. (Her) output was always excellent." Emily Donahue, News Director of KUT, said "Ioli is smart, talented, humble and very easy to work with...she created some wonderful work for KUT and was generous with her time and talents."

Below are comments from Katerina and Ioli regarding their time in Austin:

*My experience with the internship at Infoclimps through the UT | Portugal program was highly valuable. The company environment was quite a surprise. I also appreciated the brief insight to the US job market within my area of work. It was awesome to be learning new skills with the guidance of highly experienced developers and being able to contribute with my knowledge, while having my own responsibilities for the work developed. Thanks to this experience I was able to reflect about my personal and professional intentions.*

- Katerina Markova

*I had already worked for ten years before coming to Austin and doing this internship at KUT news. So I had some fears that this could be a waste of time but I was encouraged to try it as a way to improve my English and learn new digital*

*techniques. However the internship has completely surpassed my expectations and provided me with substantial and valuable work experience. It was a unique chance to stop my work routine, develop a new project and observe different ways a newsroom can work, besides just improving my English and learning new techniques. Furthermore KUT news makes awesome journalism and it was a truly inspirational experience being able to work near them.*

- Ioli Campos



Ioli Campos

Both Ioli and Katerina will be greatly missed, but their contributions to our program and their organizations were very valuable and will pave the way for future interns. The DMLP is currently accepting applications for Fall internship opportunities from interested parties in Portugal, as well as seeking partnerships here in Austin with interested digital media organizations. To learn more about DMLP, please contact Jonathan Daniels at [jonathan.a.daniels@gmail.com](mailto:jonathan.a.daniels@gmail.com).

## ■ Summer Course and Workshop on Optimization in Machine Learning, The University of Texas at Austin, May 31 - June 7, 2011

The Summer Course and Workshop on Optimization in Machine Learning was held at the University of Texas at Austin between May 31st and June 7th. This event consisted of a four day course taught by Professors Nati Srebro (TTI/U. of Chicago) and Katya Scheinberg (Lehigh U.) and a day and a half workshop. The event was sponsored by the UT Austin | Portugal Program in the Area of Mathematics (CoLab), the Program in Applied and Computational Analysis, Research and Training Group in Applied and Computational Analysis (RTG-NSF) of the Department of Mathematics of UT Austin and the Institute for Computational Engineering and Sciences (ICES). This event was part of the programs of the Portuguese Operations Research Society (APDIO) and the Portuguese International Center for Mathematics (CIM), and was organized by Omar Ghattas (UT Austin), Katya Scheinberg (Lehigh U.), and Luis Nunes Vicente (U. Coimbra).

A total of about 22 PhD students from different countries and universities attended the course. These included a number of students from Portugal, one from Turkey, some from UT Austin, Texas State, Princeton U., Columbia U., UCSD, and several other institutions. The workshop included four internationally acclaimed researchers in the area of optimization and machine learning: Kristin Bennett (PRI), Inderjit Dhillon (UT Austin), Sanjiv Kumar (Google Research), and Lieven Vandenbergh (UCLA). In addition, some local PhD students and faculty joined the workshop.



Nima Garmanjani (U. Coimbra) and Kristin Bennett (Rensselaer Polytechnic Institute)



Participants and speakers for the OML event ICES UT Austin

In recent years it has become apparent that optimization and machine learning are very tightly connected disciplines. Ultimately a machine learning problem boils down to a task of selecting a best hypothesis out a given class which optimizes some criterion, such as empirical risk, training error or the expectation of the generalization error. Each hypothesis class and a choice of setting (loss function, regularization, etc.) results in a particular class of optimization problems. What makes machine learning problems particularly interesting for optimization is that while usually these classes of problems are well behaved, they are inherently very large scale with completely dense data that often does not fit into the memory of one computer. A significant development of new methods has occurred in both the optimization and machine learning communities to target these large scale problems.

The optimization course covered the statistical background and theoretical guarantees of machine learning tasks and a variety of optimization techniques. The focus of the course was

on the convex setting, for which strong theoretical foundation is available. In the workshop the latest work was presented for models, which do not necessarily result in convex optimization problems, but which nevertheless have essential large scale applications.

## UTEN Workshop focuses on Portuguese Space Technology Transfer

The IST, Technical University of Lisbon, hosted the second UTEN Workshop 2011, which took place on 6th June, organized in collaboration with the European Space Agency (ESA) and the FCT (Foundation for Science and Technology) Space Office.



current mechanisms for space technology transfer in Portugal and its results, as well as the need to discuss ways of improvement, in order to further increase the return on space investment and the social and economic impact. The Workshop gathered national stakeholders in technology transfer and space.

The purpose was for these experts to discuss key aspects of the value chain and obtain recommendations on how to improve its efficiency and impact.

Under the theme "Portuguese Space Technology Transfer", the Workshop welcomed an internationally renowned speaker: Cornelis J.J. Eldering, from the European Space Agency (ESA), who presented the ESA Technology Transfer (TT) and National Technology Transfer Initiatives, and led discussions on "What can we learn from ESA TT model – Successes & Failures?" and "How to get space technology to non-space markets?".

The workshop also included contributions from several Portuguese entrepreneurs: Nuno Soares (Inova+) presented the ESA Portuguese Brokerage model and Diamantino Costa (Critical Software) talked about the Terrestrial Market Applications, while Ricardo Marvão (Novabase) and José Esperança (AUDAX ISCTE-IUL) focused on the "Funding Entrepreneurs" theme.

The aim of the second UTEN Workshop was to address a number of challenges, such as the need to analyze the

This first session ("What do we expect to get from this event and in what way can we contribute to improve PT Space Technology Transfer?") formatted in a round-table setting, included short presentations by field experienced experts to promote discussion and ideas. During the event, ESA specific initiatives aimed at facilitating space technology transfer in the Member States were central points for obtaining recommendations.

The results and conclusions of the event will be made available soon and future sessions are expected to analyze other issues on space technology transfer and obtain different perspectives for the future.

## Leader's Roundtable #3, Benchmarking Best Practices on International S&T Commercialization



Ana Paula de Amorim, Dr. Greg Pogue and Prof. Carlos Faro visit at Biocant

On May 23, 2011, Dr. Greg Pogue, recently of Austin-based Venture Capital firm Emergent Technologies and a new staff member of The University of Texas at Austin IC2 Institute presented at Leader's Roundtable #3, Benchmarking Best Practices on International

S&T Commercialization. Attending the Roundtable were managers and staff members from Portuguese university technology transfer offices and incubators, as well as UTEN Portugal staff and Portuguese Ministry of Science representatives. The event was held at the Institute of Molecular Medicine (IMM), University of Lisbon. The roundtable emphasis was on life science commercialization. Topics included funding models and landscapes; inventor vetting and the characteristics of successful life science

inventors; university, market and user relations; product development risk; business intelligence; and the experience of Emergent Technologies and specifically of the Emergent Company Receptor Logic. Numerous contacts were made during

the event, and follow-up visits were scheduled during Dr. Pogue's visit in Portugal. Some of these contacts led to applications to the US Connect program operated by UTEN Austin. The event shared knowledge and skills in life science commercialization with Portuguese technology transfer managers, incubator managers, and staff members, and ongoing contacts continue between Dr. Pogue and event attendees.



Dr. Greg Pogue (4th from right) with attendees at Leader's Roundtable #3

## Events

### • Festival Futur en Seine 2011 – 17-26 June, Paris

The UTAustin-Portugal Digital Media Coordination member Heitor Alvelos is going to participate in the closing conference of the Futur en Seine festival in Paris on 25 June, in representation of futureplaces.

More information at: <http://www.futur-en-seine.fr/en/fiche/creativeconference/>

### • E3 Forum (Education, Employment Entrepreneurship) - 30th June, Lisbon

Registrations for the E3 Forum are now open. The E3 Forum (Education Employment Entrepreneurship - [www.e3forum.org](http://www.e3forum.org)) is being organized by graduate students on the MIT Portugal Program and will take place on the 30th of June in Lisbon, Portugal.

The goals of the forum are to create a space to discuss the link between academic training at the PhD level, career tracks outside and inside academia, and entrepreneurship. Ultimately we want to create links between PhD students and companies by showcasing work!

Invited Speakers include Richard Wurman (Co-founder of TED Conferences), Paul Stein (CSO Rolls Royce), Zeinal Bava (CEO Portugal Telecom), José Salcedo (CEO Multiwave Photonics), Mackey Craven (Analyst Bessemer).

• **4th Annual Conference of Video Games – 2-4 December 2011, Porto**

The Conference of Video Games is the home of creativity and

science that lies behind the promotion of video games and interactive experiences. The main objective of this event is to stimulate discussion in the field of video game development and to reduce the gap between academia and the entertainment industry. The event organization invites to submit high quality scientific research to help create the basis and set the trends of the future of the videogame industry in Portugal.

More information at:

<http://www.dcc.fc.up.pt/~videojogos2011/>

## Ongoing Opportunities

### • Prize “Ser Capaz – Investigação e Tecnologia”

The Salvador Association intends to stimulate the development of projects that can make life easier for people with physical disabilities through the creation of this Prize. The project winner will receive 10.000€.

This annually award provides funding for projects that contribute to the development of products, tools, technologies, methodologies, equipment or technical systems to prevent, counteract, mitigate or neutralize the inability of a person with physical disabilities.

Deadline for submissions – 14th October 2011.

More information at: <http://www.associacaosalvador.com/>

### • Fraunhofer Portugal Challenge 2011

The Fraunhofer Portugal Challenge is an idea contest promoted by Fraunhofer AICOS with the objective of motivating and rewarding research of practical utility, through the attribution of a scientific prize to MSc/PhD Students and Researchers from Portuguese Universities in the areas of ICT, Multimedia and other related Sciences. The Challenge consists in awarding the best ideas based in graduation thesis that were developed having ‘Research of Practical Utility’ in mind.

This years’ edition of the Fraunhofer Portugal Challenge will award a total of €9.000 in scientific prizes. In addition, the award winners may also receive the opportunity to join the Fraunhofer AICOS research team, depending on their overall performance in the Challenge.

The end of the idea submittal period is 31 July 2011.

More information at: <http://www.challenge.fraunhofer.pt/>

### • Submissions open for U.Frame, the International Academic Video Festival. Entries will be accepted through July 15.

U.Frame will take place October 6-8 in Porto and is a unique international film and video festival exclusively for students and recent graduates. Works are accepted in the categories of documentary, fiction, animation and experimental.

For entry details, see [www.uframe.org](http://www.uframe.org).

### • Applications for ZON Creativity in Multimedia Award 2011 open until 7th November 2011 at [www.zon.pt/premio](http://www.zon.pt/premio)

This is one of the largest monetary prizes awarded in multidisciplinary national competitions, reaching a total of 200.000€, divided into three categories: Contents and Multimedia Applications, Digital Animation and Short Films. The prize also includes fellowships at UT Austin.

### Useful links

[www.utaustinportugal.org](http://www.utaustinportugal.org)

[www.fct.mctes.pt](http://www.fct.mctes.pt)

[www.utexas.edu](http://www.utexas.edu)

[www.ic2.org](http://www.ic2.org)

[www.ati.utexas.edu](http://www.ati.utexas.edu)

[www.austin-chamber.org](http://www.austin-chamber.org)

<http://colab.ic2.utexas.edu/dm/>

[www.utenportugal.org](http://www.utenportugal.org)

We want to hear from you! Want to share your doubts and concerns about something you read? Want to see other topics featured in next month's newsletter? Want to contribute with articles or art? Please send all your feedback to [carolina.enes@fct.unl.pt](mailto:carolina.enes@fct.unl.pt).

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