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To view the online version of the **GRAND** NCE 2010/11 Annual Report, please visit www.grand-nce.ca/annualreport/2010



d'excellence



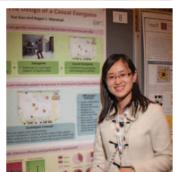














EXECUTIVE MESSAGE

Message from the Chair of the Board & Scientific Director



C. Ian Kyer Chair, Board of Directors



Kellogg S. Booth Scientific Director

GRAND has taken significant strides in the past 12 months towards meeting our goals and maturing as an organization. Although this is our second annual report, this summary of our progress is the first to address a full year of operations. Our initial report dealt with a "three-month year". We have now been through one complete cycle of our annual workflow and have come to know our strengths and also where we need to improve to meet our challenges. In the following pages we present highlights from the past year and shine a spotlight on some of the people and activities that are making GRAND a great success.

As we look back on the previous year, we are also looking forward to the coming year, knowing that we are approaching the midpoint in our initial five-year mandate. Planning for renewal has already begun. As we reach that mid-point we expect to see an evolution in our set of projects and network investigators. We shall also be putting additional emphasis on building bridges between our researchers and our corporate and institutional partners.

Following on the heels of our well-attended second annual conference in Vancouver, planning is well underway for the GRAND 2012 conference in Montréal. The annual conference is a chance for the GRAND community to gather together to exchange ideas, develop new partnerships, and celebrate the opportunities that the network offers.

GRAND's distinct trainee strategy actively involves and engages students, postdoctoral fellows, and technicians within the network. Student-driven initiatives such as GRAND Cafés and activities promoted through the Graduate Student and Postdoc

Committee (GSPC) dovetail nicely with network-directed programs.

With a streamlined reporting system, the Research Management Committee (RMC) will begin its second internal assessment of network investigators and projects in October. We have been fortunate to recruit a stellar panel of international experts to serve on the International Scientific Advisory Committee (ISAC). These scholars and innovators will be providing additional feedback as part of the coming year's evaluation process.

As you read through the 2010-2011 annual report, the broad range of interests within **GRAND** may surprise you. There truly are a number of innovative thought leaders within **GRAND** and many activities are underway to find novel solutions that employ digital media to provide social, economic, and cultural benefits to Canada.

All of this activity relies on the efforts and dedication of the GRAND team. Without the many talented people who contribute to GRAND, none of this would be possible. Special thanks go to the members of the Board of Directors and the other committees that are part of the management structure, to our private and public sector partners, and of course to the researchers, students, postdoctoral fellows, and staff who are participating in GRAND.

- C. lan Kyer, Chair, Board of Directors, GRAND
- Kellogg S. Booth, Scientific Director, GRAND

CORPORATE PROFILE

GRAND is a research network and knowledge mobilization engine whose goal is to address complex issues in digital media and transform multidisciplinary research into user-centred solutions. **GRAND** will explore the use and application of digital media in a variety of settings including entertainment, healthcare, education, environmental sustainability, and public policy.

GRAND is a federally-funded **Networks of Centres of Excellence** supporting 34 research projects divided into 5 cross-pollinating themes involving more than 140 researchers and 250 students and postdoctoral fellows, at 24 universities across Canada with more than 60 industry, government, and nonprofit partners.

Our Vision

Through technology solutions, training the next generation of talent and encouraging a robust policy environment, **GRAND** will play a pivotal role in supporting Canada's National Digital Economy Strategy.

Our Mission

- Integrate and enhance Canada's thriving digital media sector through policy and practice
- Focus research and commercialization efforts towards solution-driven products and services
- Facilitate research across the broad spectrum of digital media by linking computer scientists and engineers with artists, designers and social scientists
- Develop opportunities for researchers and partner organizations to work together
- · Teach and mentor the next generation of digital media innovators

Our Themes

GRAND addresses 5 themes: New Media Challenges and Opportunities (NMedia); Games and Interactive Simulation (GamSim); Animation, Graphics and Imaging (AnImage); Social, Legal, Economic and Cultural Perspectives (SocLeg); and Enabling Technologies and Methodologies (TechMeth).

ORGANIZATIONAL CHART

Board of Directors Chair: C. I. Kyer

Steering Committee

Audit & Finance Committee

Industry Liaison Committee

International Scientific **Advisory Committee**

Chair

Social Sciences & **Humanities Research** Director:

A. Goodrum

Scientific & Engineering Research Scientific Director / CEO:

GRAND NCE Network **Headquarters** Network Manager: A. Sheppard

Research Management Committee Chair: G. Kurtenbach

J. Marks

Knowledge Transfer & Commercialization Committee Chair: J. Brookes

Art & Design Practice Director: R. Woodbury Research **Partnerships** Director: V. DiCiccio

K. Booth

GRAND NCE Staff Admin, financial, communications. technical

Graduate Student & Postdoc Committee

Private/Public Sector Partners & Receptors Industry, Government Organizations, Non-Profits

Theme: nMedia

C. Middleton & D. Gromala New media challenges & opportunities

Theme: GamSim

D. Szafron & R. Mandryk Games & interactive simulation

Theme: AnImage

W. Heidrich & P. Poulin Animation, graphics & imaging

Theme: SocLeg

S. Trosow & E. Toms Social, legal, economic & cultural perspectives

Theme: TechMeth

J. Cooperstock & C. Gutwin Enabling technologies &

methodologies

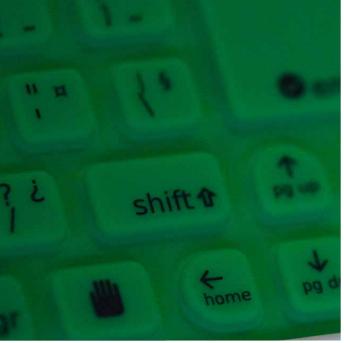




GRAND is comprised of more than 390 researchers, postdocs and students from 24 member universities located across Canada.

The multidisciplinary **GRAND** network addresses 34 projects cross-pollinated around 5 themes. **GRAND** projects explore the use and application of digital media in a variety of settings including entertainment, heathcare, education, environmental sustainability and public policy.





















15 % (22) 21 % (30) 13 % (18)

RESEARCHERS BY DISCIPLINE GROUP

	%	actual #
Computer Science	38%	54
Other Sciences & Engineering	13%	18
Media, Arts & Design	21%	30
Other Social Sciences & Humanities	15%	22
Information Science	13%	19

The following discipline groups are comprised of the individual university departments, faculties and schools as listed below.

Computer Science	Other Sciences & Engineering	Media, Arts & Design	Other Social Sciences & Humanities	Information Science
Computer & Mathematical Sciences (5)	Architecture (1)	Design (5)	Communication Studies (2)	Business & Information Technology (1)
Computer Science (35)	Architecture & Landscape Architecture (1)	Design & Computational Arts (2)	Early Childhood Education (1)	Business Administration (1)
Computer Science & Software Engineering (2)	Clinical Neurological Sciences (1)	Digital Futures Initiative (3)	Education (1)	Information (2)
Computing Science (9)	Electrical & Computer Engineering (3)	Film (2)	Educational Psychology (2)	Information & Media Studies (4)
Human Interface Technology (1)	Engineering (1)	Fine Arts (1)	English (1)	Information Management (1)
School of Computing (2)	Exercise Science, Physical & Health Education (1)	Interactive Arts & Technology (15)	English Language & Literature (1)	Information Technology Management (2)
	Human Kinetics (1)	Theatre (1)	Forestry (1)	Journalism (2)
	Information Technology & Engineering (2)	Theatre & Film (1)	Geography (2)	Law (2)
	Mechanical & Industrial Engineering (1)		History (1)	Library & Information Studies (
	Medical Biophysics (1)		History & Classics (1)	Library, Archival & Information Studies (2)
	Science & Engineering (1)		Liberal Arts & Sciences (1)	Management Sciences (1)
	Software & IT Engineering (1)		Liberal Studies (2)	
	Surgery and Oncology (1)		Philosophy (1)	
	Systems & Computer Engineering (1)		Psychology (2)	
	Systems Design Engineering (1)		Sociology (2)	
			Sociology & Anthropology (1)	



TRANSITIONS & APPOINTMENTS

The following is a list of transitions and appointments that have occurred within the **GRAND** network over the past year, as at September 2011.

ISAC

GRAND is pleased to announce the initial members of the International Scientific Advisory Committee (ISAC).

- Steven Bathiche, Director of Research, Applied Sciences Group, Microsoft
- · Shawn Brixey, Associate Professor of Digital Arts & Experimental Media, University of Washington
- Steven Collins, Adjunct Associate Professor, School of Computer Science & Statistics, Trinity College Dublin
- Arvind Gupta, CEO & Scientific Director, MITACS Inc. & Professor, University of British Columbia
- Osman Khan, Assistant Professor, School of Art & Design, University of Michigan
- Scott Kirsner, Writer & Journalist
- Harry Lewis, Professor of Computer Science, School of Engineering & Applied Sciences, Harvard University
- Joe Marks, Chair, ISAC, GRAND & Vice President, Disney Research
- · Jacquelyn Martino, Artist-Researcher & IBM Master Inventor, IBM T.J. Watson Research Center
- · Jennifer Preece, Professor & Dean, College of Information Studies, University of Maryland
- Phillipp Slusallek, Professor for Computer Graphics & Director of the Intel Visual Computing Institute,
 Saarland University

RMC

GRAND has been strengthened by the addition of seven new members to its Research Management Committee (RMC). The RMC plays a crucial role in providing scientific leadership to and research assessment of the network.

- Elizabeth Churchill, Principal Research Scientist & Manager, Internet Experiences Group, Yahoo! Research
- Jason della Rocca, Founder & Senior Consultant, Perimeter Partners
- Beverly Harrison, Principal Engineer, Lab 126
- Natalie Jeremijenko, Associate Professor of Visual Art, Steinhardt School of Culture Education, & Human Development, New York University
- Gerald Karam, Distinguished Member of Technical Staff Networking & Services Research, AT&T Labs-Research
- Duane Szafron, University of Alberta, Theme Leader (GamSim)
- Brian Wyvill, University of Victoria, Theme Leader (AnImage)

TRANSITIONS & APPOINTMENTS CONT.

RMC Cont.

We thank the following for their service on the RMC: Wolfgang Heidrich and Jonathan Schaeffer, who were members of the RMC in their roles as Theme Leaders, and Vic DiCiccio, Abby Goodrum and Robert Woodbury, who filled temporary roles on the RMC as members of the GRAND Executive Committee until the external members of the committee had been added. Each of them will continue to play a significant role in GRAND through his/her ongoing research and/or involvement on other committees.

GSPC

GRAND is pleased to introduce the following members of the inaugural Graduate Student and Postdoctoral Committee (GSPC). Their contributions have enriched **GRAND**'s support and promotion of Highly Qualified Personnel.

- · Azin Ashkan, University of Waterloo
- · Lorna Boschman, Simon Fraser University, SIAT
- Susan Campbell, OCAD University
- · Neesha Desai, University of Alberta
- · Tyler de Witt, University of Toronto
- Alex Hayter, Ryerson University
- Salman Khalili Araghi, Université de Montréal
- · Vicky McArthur, York University
- · Lori McCay-Peet, Dalhousie University
- · Cindy Poremba, Concordia University
- · Charlotte Tang, University of British Columbia
- Brett Taylor, University of Saskatchewan
- · Lola Wong, University of Western Ontario

Researchers

We gratefully acknowledge the work and efforts of the following network investigators who have demonstrated research excellence and strong leadership skills. Though their roles in the network have changed, **GRAND** is fortunate to benefit from their continued participation.

Magy Seif El-Nasr, Simon Fraser University, SIAT, former Project Lead (EOVW) and Project Co-lead (BELIEVE)
is now Associate Professor, joint between Colleges of Arts, Media and Design (Creative
Industries Program) and Computer and Information Sciences, Northeastern University.

TRANSITIONS & APPOINTMENTS CONT.

Researchers Cont.

- Elaine Toms, Dalhousie University, former Theme Co-lead (SocLeg) and Project Lead (NGAIA) now Chair
 in Information Science at the Information School and Head of the Information Retrieval
 Research Group, University of Sheffield.
- Wolfgang Heidrich, University of British Columbia, former Theme Leader (AnImage), continues as a Principal Network Investigator and Project Leader (CAPSIM).
- Jonathan Schaeffer, University of Alberta, former Theme Leader (GamSim), continues as a Principal Network Investigator and Project Leader (MCSIG).

GRAND gratefully recognizes the following researchers who have accepted new roles within the network:

- · Luanne Freund, University of British Columbia, Project Lead (NGAIA) replacing Elaine Toms.
- · Jennifer Jenson, York University, Theme Co-lead (SocLeg) replacing Elaine Toms (effective Sept 2011).
- Wolfgang Stuerzlinger, York University, elected Network Investigator Representative, Board of Directors.
- · Duane Szafron, University of Alberta, Theme Leader (GamSim) replacing Jonathan Schaefer
- Brian Wyvill, University of Victoria, Theme Leader (Anlmage) replacing Wolfgang Heidrich (effective Sept 2011).

New University Members

In 2010–11, five academic institutions from across Canada joined **GRAND**, for a new total of 24 member universities:

- École de technologie supérieure, Montréal, PQ
- Emily Carr University of Art + Design, Vancouver, BC
- · University of Manitoba, Winnipeg, MB
- · University of Ontario Institute of Technology, Oshawa, ON
- · University of Ottawa, Ottawa, ON

Staff

We thank the following for their contribution to GRAND.

• Fauve Mackenzie, Operations Coordinator, who worked on GRAND's Guideline and Policy Manuals from September 2010 to January 2011.

■ Network Management ■ Reports ■ Internal meetings ■ Kudos ■ Events (GRAND lead organizer) ■ Event Sponsor ■ Conference Participant

2010 APRIL

10 CHI 2010 Atlanta, GA

17 GRAND RMC Meeting Toronto, ON

2010 MAY

06 GDC Canada Vancouver, BC

10 Canada 3.0 Stratford, ON

14 GRAND Board Meeting teleconference

28 Congress 2010 Montréal, QC

28 Digital Kung Fu Workshop Masters of Digital Media Program, Vancouver, BC

31 AI/GI/CRV Ottawa, ON

2010 AUGUST

09 University of Manitoba joins GRAND Network

11 MITACS Focus Period on Social Networks *Vancouver, BC*

11 NSF Research Roadmap Workshop - Interactive Systems Architecture *Jackson*, *WY*

11 University of Ontario Institute of Technology joins GRAND Network

30 GRAND Researcher, Dr. D. Gromala, appointed to National Pain Centre

2010 SEPTEMBER

07 GRAND Board Meeting teleconference

15 NSF/NEA Workshop - Creativity-Based STEM Education *Arlington, VA*

17 GRAND RMC Meeting Toronto, ON

23 NSF Research Roadmap Workshop - Persuasive Technologies *Burbank*, *CA*

24 Connecting Talent in Digital Media Mississauga, ON

30 Inaugural GRAND Annual Report (web and PDF versions)

2010 DECEMBER

- 01 Computer Games and Canada's Digital Economy: The Role of Universities in Promoting Innovation" submitted to national consultations on a Digital Economy Strategy
- 05 NCE Annual Meeting Ottawa, ON
- Online Reporting Submission Deadline (Individual Reports)
- 15 GRAND Network strengthened by addition of new members to the Research Management Committee (RMC)
- 17 GRAND RMC Meeting Teleconference
- 31 GRAND INRIA MOU

2011 JANUARY

- 07 Online Reporting Submission Deadline (Project Reports)
- 19 SFU SIAT Research Colloquium ("The Talking Poles: Public Art based in Citizen Design", V. Moulder and L. Boschman) Surrey, BC
- 21 GRAND researcher Dr. R. Wakkary takes the helm as co-editor of prestigious ACM publication, interactions
- 26 GRAND researcher Dr D. Fels appointed to federal Research Ethics Panel

YEAR IN REVIEW 2010/11

2010 JUNE

- 02 GRAND Annual Conference 2010 *Ottawa, ON* (June 2-4)
- 03 GRAND Meeting of Members Ottawa, ON
- 05 GRAND-NeuroDevNet Workshop "When Virtual Meets Reality" Joint Workshop *Ottawa, ON*
- 24 NI Final Award Letters issued (2010-11)
- 25 Siggraph 2010 Los Angeles, CA

2010 OCTOBER

- 03 UIST New York, NY
- 04 Information & Social Networks Symposium *Dalhousie University, Halifax, NS*
- 07 Canadian Federation for Humanities and Social Sciences Big Thinking Lecture Series ("From Canada 2.0 to a Digital Nation", Dr. C. Middleton) Ottawa, ON
- 20 GRAND Meeting of Members teleconference
- 25 NSF Research Roadmap Workshop Ultra-large-scale Interaction *Chicago, IL*
- 28 Canada Research Chairs Seminar Series ("Beyond Pain", Dr. D. Gromala) SFU Surrey, BC
- 29 GRNCTY Project begins
- 30 Game Dev Camp Graduation and Exhibition (Dr. M. Seif El-Nasr, Organizer) Surrey, BC

2010 JULY

- 06 École de technologie supérieure joins GRAND Network
- 12 GRAND submits paper "Enhancing Canada's Performance in the Digital Media Economy" to national consultations on a Digital Economy Strategy
- 14 University of Ottawa joins GRAND Network

2010 NOVEMBER

- 01 CASCON 2010 Markham, ON
- 04 IDMAa Conference Vancouver, BC
- 04 UBC Magic Demo Day Vancouver, BC
- 05 Emily Carr University of Art + Design joins GRAND Network
- 15 GRAND Board Meeting videoconference
- 18 DIG 2010 London, ON
- 18 NEUROGAM Project begins

2011 FEBRUARY

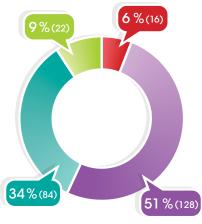
- 04 GRAND RMC Meeting Toronto, ON
- 05 GRAND GSPC Meeting and Facility Tour Toronto, ON
- Bellairs Workshop in Computer Animation: GRAND challenges, animation & geometry *St. James, BB*
- 23 GRAND Board Meeting videoconference
- PICS UBC/SFU Lecture Series ("Lecture 5 Sustainable Systems as if People Mattered", Drs. L. Bartram, S. Sheppard, R. Woodbury) *Vancouver, BC*
- 25 Western Economic Diversification Canada (WD) Funding Agreement

2011 MARCH

- 01 Planning for the GRAND 2011 Conference ramps up
- 01 GRAND International Scientific Advisory Committee (ISAC) expansion plans nearing conclusion
- 08 Sustainable laneway home, SFU West House, put to work as a living laboratory and evolving technology research space
- 24 University of Waterloo Distinguished Lecture Series (Dr. J. Marks, GRAND ISAC Chair) Waterloo, ON
- 29 NI Interim Awards Issued (2011-12)

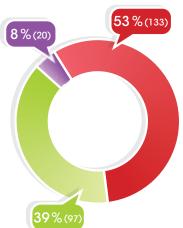


HQP: BY CATEGORY



- Masters
- PhDs
- PostDoctorates
- Undergrads & Technicians (ESTIMATED)

HQP: CANADIAN & INTERNATIONAL



- Canadian
- International
- Data not available

GRAND's Training Program attracts, develops and retains outstanding Highly Qualified Personnel (HQP). GRAND provides students and postdoctoral fellows access to a unique research environment in exciting new research areas within new media, animation and games. Mentored by some of the best researchers in the world and through ongoing interaction with industry partners, HQP develop highly marketable skills in a broad range of areas including IT, engineering, digital media and communications.

HQP By Numbers

GRAND's Highly Qualified Personnel consists of 250 postdoctoral fellows, PhD, masters and undergraduate students as well as research technicians. In addition to a healthy balance of HQP at various points in thier acacemic careers, GRAND also benefits from a talented mix of Canadian and International students. See graphs for percentage breakdowns.

HQP Engagement— A Two Way Street

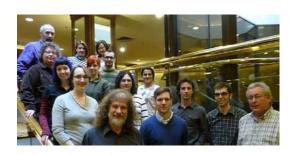
Engagement with and by Highly Qualified Personnel (HQP) continues to be one of the highest priority activities for GRAND NCE. Postdocs and students appreciate being invited to participate at all levels within the network, and they are actively seeking ways to play an even larger role in this dynamic network culture.

GSPC—Planning Meeting and Facility Tour

In February 2011, the 12-member Graduate Student and Postdoctoral Committee (GSPC) gathered in Toronto for an intensive planning workshop with **GRAND** executives. GSPC members were selected from across the country and represent the diverse disciplines within **GRAND**.

To make the most of the trip, the GSPC workshop was preceded by a one-day tour of the three local downtown universities. More than 50 students and faculty from OCAD University, Ryerson University, and the University of Toronto participated. Research presentations, lab visits and demonstrations were followed by informal networking time. The event created an invaluable opportunity for **GRAND** HQP to get to know each other and each other's research.

The following day, the GSPC convened for an intensive feedback and planning session with members of the network management team. Among the many agenda items, two initiatives in particular were discussed at length and subsequently set into motion.



DELIVERING HQP CONT.

GSPC Recommendations — Dedicated Student Track and GRAND Cafés

The GSPC strongly advocated for the addition of a dedicated student session at GRAND 2011. The resulting Works in Progress (WIPs) track was well-organized, well-attended, and an unqualified success.

The WIP track, competitively limited to 30 presentations, was organized by two student co-chairs and their 10-person team of associate chairs.

All **GRAND** HQP were invited to submit a WIP paper. More than 100 students representing all 34 **GRAND** projects participated in the "peer review" with each student peer reviewing at least three WIP submissions, often from different disciplines.

Feedback from a cross section of HQP who participated was extremely positive. Recurring comments included top marks for the WIP review process and how it was conducted according to high academic standards. For many, it was their first experience acting as a reviewer, an activity they were interested in pursuing to broaden their research skills. For all, it provided a valuable experience to add to their resumes.

GRAND Cafés are the second major initiative born out of the GSPC planning session. GRAND Cafés are HQP-driven regional events where students and postdocs can meet, network and learn about each other and their respective GRAND projects.

The agenda of each Café is determined by the student organizing committee in order to reflect the needs of the local group. Brainstorming exercises, guest speakers, lab and facility tours and other interactive activities round out the day. Planning is underway for up to three such events in the coming year.

Network-directed HQP Activities

GRAND applauds student-led initiatives. They contribute to the ongoing slate of network-directed activities that strive to include students at all levels. HQP are involved in the progress reporting process, they are members of The Forum, and they are invited to participate in a number of workshops and symposia.

Progress Reports

GRAND students and postdoctoral fellows are involved in the progress reporting function, thereby giving them a better understanding of the network's objectives and the steps being taken to achieve them. In return, it gives them an opportunity to see the vital role they play within GRAND. This involvement also contributes to their training because they gain experience reporting on their individual research activities.

The Forum

As members of the network, all HQP are listed on The Forum, GRAND's invaluable intranet site. Individual profile pages list up-to-date biographical details, projects, supervisor names and publications, which are cross-linked within The Forum. The Forum is an effective and often-used networking and information-gathering tool maintained and updated by its users.



Meeting of Minds

The GRAND network actively seeks opportunities for students to participate in policy-making initiatives, workshops, doctoral symposia and other events where they would both add value and receive benefit.

Research Roadmaps

In 2010-11, HQP participated in three "Research Roadmap" workshops open to GRAND researchers. These policy-making initiatives canvassed ideas from research experts on targeted areas intended to shape funding for the National Science Foundation. In all three instances, (Jackson, WY, August 2010; Burbank, CA, September 2010; Chicago, IL, October 2010), GRAND students were invited to accompany the GRAND researchers who attended.

Workshops & Symposia

Workshops and doctoral symposia are other avenues where students have an opportunity to share and gain knowledge. Often multi-disciplinary in nature, these interactive meetings provide a forum where GRAND students can explore and develop their research interests in an interdisciplinary environment, under the guidance of distinguished researchers.

In February, a three-day workshop held in Bellairs (Bahamas) brought together GRAND network investigators and students with other international experts in animation and geometry. Late in 2010-11, planning was underway for two doctoral symposia: the ACM CHI Doctoral

Consortium, held in May in Vancouver and the Social-Computational Systems Doctoral Symposium, held in June in Minneapolis.

"...There's nothing like a gathering of scholars to break up old thinking patterns. Thanks for the wonderful push toward new directions!"

 Lorna Boschman, Simon Fraser University, reflecting on her experience at the ACM CHI Doctoral Consortium.



"As I looked around the room, my jaw dropped when I saw many of my research idols."

 Noreen Kamal, PhD student, University of British Columbia attending the Social-Computational Workshop in Minneapolis, one of several GRAND supported international doctoral symposia.

...students
have an
opportunity
to share
and gain
knowledge...















In 2010-11, GRAND increased its number of research projects from 32 to 34. The two new projects, GRNCTY and NEUROGAM, are relevant and timely additions to the network.



GRNCTY

Greenest City Conversations



GRNCTY is a two-year project examining how digital media and different modes of public engagement ("channels") can be employed within civic discussions of issues related to sustainability. Co-funded with the Pacific Institute for Climate Solutions (PICS) (www.pics.uvic.ca), GRNCTY will develop partnerships between academia, the corporate sector and government, thereby contributing to a city-wide network for sustainability.

GRNCTY + GC2020

GRNCTY has the potential to both integrate with and expand on the City of Vancouver's "audacious" Greenest City mandate (GC2020) to become the greenest city in the world by 2020. An integral component of this initiative revolves around broad public engagement.

Two-Way Discussion

New research suggests it is important to engage in two-way discussions in order to foster shared understanding and action. With the rise of new media engagement tools, the opportunities for public engagement on sustainability are ever-increasing. GRNCTY will target audiences of all ages, gender, ethnicities and neighbourhoods.

Digital Media Engagement Tools

By using online technologies such as websites, social networks, 'casual' and mobile games, as well as traditional offline information kiosks and art performances, the project aims to reach Vancouverites where they are, thus increasing and extending participation in the discussions. GRNCTY will not only create these multi-channel opportunities but the project will evaluate the effectiveness these channels have in changing behaviour.

Evaluation, Evaluation

GRNCTY's rigorous evaluation process will assess who participates, through what channels, what types of engagement they are exposed to, and, how that engagement impacts their opinions and support for collective action.

GRNCTY Team

GRAND's director of art and design practice, Robert Woodbury of Simon Fraser University, leads the six-researcher GRNCTY team with co-lead John Robinson of the University of British Columbia.

Future Applications

The GRNCTY project provides an opportunity to further both theoretical and practical knowledge on collective pro-environmental behaviors and methods of public engagement, with potential future applications in other jurisdictions and at other scales.



NEUROGAM

Employing Game Technology for the Remediation of Neurodevelopmental Disorders in Children





The NEUROGAM project was born out of the "When Virtual Meets Reality" workshop held in Ottawa on June 5, 2010, scheduled to coincide with **GRAND**'s first annual conference.

In this workshop, brain scientists and computer scientists from two Networks of Centres of Excellence, NeuroDevNet and GRAND respectively, came together to discuss how video game technologies could assist in the diagnosis and treatment of children with brain disorders such as cerebral palsy (CP) and fetal alcohol spectrum disorder (FASD).

Combining Strengths

The one-day session clearly demonstrated how these two seemingly disparate research areas could combine their strengths and contribute to advances in understanding children's neurological development.

Dedicated Research and Funding

Following the meeting, GRAND and NeuroDevNet together committed \$500,000 to a two-year research project. The funding supports a set of sub-projects that use gaming platforms to assist children with developmental disorders. An original platform will be used to build motor skills for children with FASD. Researchers will also explore how exercise video games increase fitness and social interaction for teens with cerebral palsy.

NCE Collaboration

This unique collaboration is a great example of how two Networks of Centres of Excellence can share knowledge and work together toward a common goal. The project also showcases a novel application of game technology used to enrich the lives of Canadian children and their families.

"We are enthusiastic about applying video games to neuroscience research. We will not only expand our understanding of brain development, but also give children tools to improve their own learning, memory, attention, and well-being."

Daniel Goldowitz,
 Scientific Director, NeuroDevNet

"These projects demonstrate the unique and under-explored synergy between neuroscience and computer science. We are excited about using digital media technology in novel ways. It is all the more rewarding when those advances can lead to benefits in the lives of children."

Kellogg S. Booth,
 Scientific Director, GRAND



COLLABORATIONS

Collaboration is a high priority for the GRAND network, both internally within project teams as well as with external partners. GRAND actively seeks out opportunities to promote and strengthen the network in Canada and abroad. By extending beyond its Canadian borders, the network can optimize knowledge exchange and adopt an international approach to solving common digital media challenges.



In January 2011, **GRAND** signed a Memorandum of Understanding (MOU) with INRIA (www.inria.fr), the French National Institute for Research in Computer Science and Control.

INRIA is a world-class research facility with eight centres across France working on computer graphics, animation, user-interface design and human-computer interaction. Similar to GRAND, INRIA engages in international activities to further its scientific research.

The MOU between **GRAND** and INRIA formalized a pre-existing relationship that resulted in a number of faculty exchanges, research projects and publications. Capitalizing on this success, the MOU represents a formal, multi-year commitment of \$20,000 to support ongoing faculty visits, joint research, published papers and industry connections.

Professor Alla Sheffer was one of the first **GRAND** researchers to benefit from the new agreement which she helped develop. As part of her sabbatical from the University of British Columbia, under the MOU, Dr. Sheffer was able to resume her collaboration with Marie-Paule Cani who leads INRIA's Evasion group.

Their research picked up where a previously published paper, coauthored by INRIA and UBC researchers, left off. They addressed the problem of efficiently augmenting coarse (otherwise known in industry circles as "fast") cloth animation with realistic wrinkles. The research outcomes of this work are of particular interest to game companies, where the ability to run full-blown simulation is limited.

Going forward, **GRAND** will continue to connect with other networks with compatible research goals.

Western Economic Diversification Canada

Closer to home, **GRAND** pursues opportunities to leverage its network within Canada. In February 2011, GRAND entered into a two-year funding agreement with Western Economic Diversification Canada (WD) (www.wd.gc.ca) to accelerate **GRAND**'s commercialization efforts in British Columbia, Alberta, Saskatchewan and Manitoba. The total project budget is \$649,000, of which WD will contribute up to \$399,000 (more than 60%).

The program is intended to support existing companies with technology transfer initiatives and encourage entrepreneurial start-ups from academic research. The funding will also go towards organizing events and workshops to bring together industry and academia so that they may develop more meaningful and productive relationships.



Western Economic Diversification Canada

Diversification de l'économie de l'Ouest Canada



...GRAND
actively
seeks out
opportunities
to promote
and
strengthen
the network in
Canada and
abroad...



RECOMMENDED READS & VIEWS

Members of the **GRAND** community are experts in a variety of digital media applications covering graphics, animation and new media. Here is a sampling of reports, speaking opportunities and videos reflective of the type of research conducted by **GRAND** researchers over the past year.

Computer Games and Canada's Digital Economy: The Role of Universities in Promoting Innovation

GRAND researchers submitted "Computer Games and Canada's Digital Economy: The Role of Universities in Promoting Innovation" in response to the federal government's open call for input on strengthening Canada's digital economy. The report, based on 307 companies and 25 industry interviews from across the country, demonstrates clearly why the video game industry is one worth getting to know.

Sean Gouglas, Jason Della Rocca, Jennifer Jenson, Kevin Kee, Geoffrey Rockwell, Jonathan Schaeffer, Bart Simon and Ron Wakkary authored the report with funding from SSHRC (Social Sciences and Humanities Research Council of Canada).

In the report, readers learn that the video game industry represents a critical engine of digital society and represents a Canadian success story. In Canada alone, the industry is worth \$2 billion, employs 14,000 people and is the third ranked game producer in the world, after the US and Japan.

Video games are expanding into different demographics. They appeal to females, who make up 38% of the gamer population. Further, video games are branching out into mobile platforms as well as "serious" (or non-entertainment) applications in healthcare, education and environmental sustainability.

Research plays a crucial role in this industry that needs to keep up with ever-increasing consumer demands, changing demographics and the untapped potential of the mobile and serious game market. Universities are a hotbed of software solutions, consumer analysis and forward-thinking applications.

Still, there are a number of challenges, as revealed in this no-holds barred report, that stand in the way of effective industry-university relations. Conflicting work schedules, an IP disconnect, and, at times, a deep disregard for each other's interests and problems, are among the issues that need to be addressed.

Notwithstanding these not-so-inconsequential obstacles, the report goes on to say that industry and universities (especially those interviewed in this report) demonstrate a genuine desire to iron out differences, wherever possible, and to work together.

To read the full report, "Computer Games and Canada's Digital Economy: The Role of Universities in Promoting Innovation" click here.

...the video game industry represents a critical engine of digital society...

RECOMMENDED READS & VIEWS CONT.

From Canada 2.0 to a Digital Nation

In October 2010, **GRAND** Researcher Dr. Catherine Middleton, Ryerson University, was selected to deliver the first lecture in the prestigious Big Thinking Lecture Series organized in Ottawa by the Canadian Federation for the Humanities and Social Sciences. In her presentation, "From Canada 2.0 to a Digital Nation", Dr. Middleton challenged the politicians, policy makers, media and the public in attendance to realize a bold vision for a next-generation, broadband-enabled digital society.

Starting her talk with a story demonstrating that "digital era politicians ignore technology at their peril", Dr. Middleton went on to suggest that politicians and policy makers need to better understand current technologies and their implications in order to help shape Canada's digital strategy.

Dr. Middleton drew upon statistics and narrative to outline the importance of accessible, upgraded broadband connectivity for social and economic development and she described ways in which Canada could regain its position as a worldwide digital leader.

"From Canada 2.0 to a Digital Nation" can be read here.

Dr. Middleton is one of Canada's leading experts on the emerging digital economy. Her research focuses on consumer adoption of new communication technologies, with a focus on mobile devices and fixed and wireless broadband networks. She is also interested in how Canadians use (or don't use) the Internet in their daily lives.

Dr. Middleton holds dual roles in **GRAND**. She is a theme leader of nMedia (New Media Challenges and Opportunities) and a project leader of DINS (Digital Infrastructures). At Ryerson University, Dr. Middleton is an Associate Professor and holds a Canada Research Chair in Communication Technologies in the Information Society.

Sustainable Laneway Residence Built With Latest Smart Home Technology

SFU West House is an eco-friendly, state-of-the-art sustainable laneway home serving as a living laboratory and evolving technology research space. The home showcases the latest green technology: solar panels, a smart-meter ready electrical system and a highly efficient building envelope, and it is equipped with an Adaptive Living Interface System (ALIS).

ALIS (pronounced "Alice") is of particular interest to GRAND, whose researchers Drs. Lyn Bartram and Robert Woodbury, along with their team at Simon Fraser University and industry suppliers VerTech Solutions and Embedded Automation, developed the multi-faceted system.

By using ALIS' in-home touch screens, one can control the home's lighting, heating and appliances. For additional convenience, the system, which is browser-based, has remote capability accessible through a mobile device.

Built-in, real-time feedback and personal milestone applications allow for an easy and entertaining way to review energy consumption goals and make necessary adjustments in order to hit pre-determined targets.

...digital era politicians ignore technology at their peril...

RECOMMENDED READS & VIEWS CONT.

Another tool is the kitchen backsplash - one unlike any seen before. It is a dynamic art element that visually displays water, electricity and gas use. As consumption increases, the design glows brighter.

Ultimately, the purpose of this living experiment is to assess the efficacy of specifically designed digital tools to actively engage people to use fewer resources more efficiently. The invaluable, 'real-life' feedback garnered from the tenants currently living in SFU West House will inform and influence sustainable housing product offerings currently available in the marketplace and those in the research pipeline.

A well-attended Open House was held on March 8 to celebrate the launch. City of Vancouver Mayor Gregor Robertson joined Simon Fraser University President Andrew Petter and Lisa Coltart, Executive Director, BC Hydro Power Smart, in congratulating the SFU West House team for turning an ambitious idea into reality.

SFU West House is part of HCTSL (Human Centred Technologies for Sustainable Living), one of 34 projects within the GRAND research network.

For more information on SFU West House click here.

TedX Talk "Is Iron Man 2 Right?"

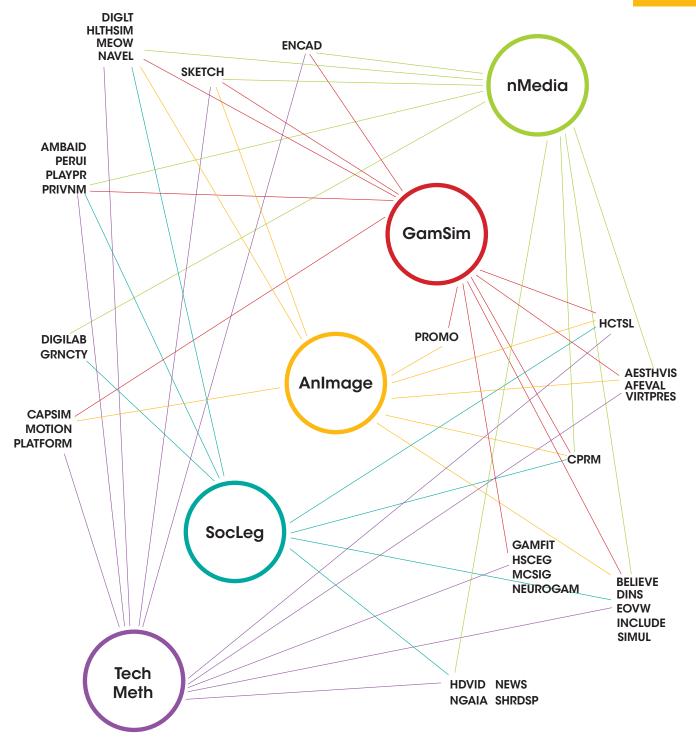
In his Tedx Talk, "Is Iron Man 2 Right? Re-investigating 3D User Interfaces" York University Associate Professor and **GRAND** researcher Wolfgang Stuerzlinger asks whether 3D technology, the kind depicted in block-buster movies, is even possible. He then delves into the potential and limitations of 3D technology in our everyday lives.



To view Wolfgang Stuerzlinger's Tedx Talk on YouTube click here

Dr. Wolfgang Stuerzlinger is a leading researcher in 3D user interfaces and virtual reality. At York University, he is an Associate Professor and a member of the interdisciplinary Centre for Vision Research (CVR). As a **GRAND** Researcher, Stuerzlinger works on three projects: ENCAD (Enabling Technologies for CAD Systems), HSCEG (High-Speed Coordination In Electronic Games) and PROMO (Procedural Modeling).





RESEARCH THEMES

nMedia—New Media Challenges and Opportunities

Leader: Catherine Middleton Co-leader: Diane Gromala

nMedia researchers will identify, develop, and evaluate the tools, skills, and methodologies needed to advance the next generation of new media applications and distribution channels. nMedia will also address the ever-evolving challenges and impacts these changes will have on lifestyle, culture, law and business.

GamSim—Games and Interactive Simulation

Leader: Duane Szafron Co-leader: Regan Mandryk

Canada is an important global leader in the computer game production industry. Beyond entertainment, "serious applications" using interactive gaming technologies have made huge strides in education, training, healthcare, and social discourse. The GamSim theme will cover a broad range of research in the construction, use, and understanding of games in three areas: Game Development Technologies, Education, and Applications.

AnImage—Animation, Graphics, and Imaging

Leader: Wolfgang Heidrich Co-leader: Pierre Poulin

The AnImage theme will not only tackle the question of how to create content, it will also question what to create, including ways to intuitively guide creators toward the details that matter. Areas of focus will include: Animation, Scalable Content Generation, Effective and Intelligent User Interfaces, and Human Perceptions.

SocLeg—Social, Legal, Economic and Cultural Perspectives

Leader: Samuel Trosow Co-leader: Elaine Toms

SocLeg will ask hard questions about how GRAND research in the areas of new media, games, graphics and animation will be relevant and beneficial to Canadians in all walks of life, and from social, cultural, economic, political and legal contexts. SocLeg will also delve into how policymakers can best adopt legal and regulatory processes to the challenges of digital media.





TechMeth—Enabling Techologies and Methodologies

Leader: Jeremy Cooperstock Co-leader: Carl Gutwin

The TechMeth theme will identify and develop the building blocks that will be used to invent, design, produce and evaluate the next generation of games, animation and new media technologies for use by consumers, research and industry. Broadly speaking, the TechMeth theme will concentrate on four categories of reusable knowledge: Architectures, Specific Techniques, Methods and Methodologies, and Tools.







RESEARCH PROJECTS

AESTHVIS 0000

Aesthetics and Visualization

PROJECT LEADER Sheelagh Carpendale University of Calgary

PROJECT CO-LEADER Lyn Bartram Simon Fraser University

AESTHVIS will develop empirical guidelines for aesthetics in visualization so designers can produce more imaginative and innovative visualizations less constrained by technology.

AFEVAL OOOO

Evaluating Affective User Experience

PROJECT LEADER Regan Mandryk University of Saskatchewan

PROJECT CO-LEADER Jeremy Cooperstock McGill University

AFEVAL will provide better tools for testing the emotional impact of games and other digital media products to reduce development costs.

AMBAID OOOO

Appropriate-Modality Bases For **Ambient Information Display**

PROJECT LEADER Karon MacLean University of British Columbia PROJECT CO-LEADER Ravin Balakrishnan University of Toronto

AMBAID will provide multi-sensory input and output capability for next-generation digital media applications.

BELIEVE 0000

Believable Characters. Behaviors and Stories in Story-based Games

PROJECT LEADER **Duane Szafron** University of Alberta

PROJECT CO-LEADER Magy Seif El-Nasr Simon Fraser University

BELIEVE will provide authors a library of high-level behaviour, plot patterns, and game story idiom scripts for adaption to the story at hand.

CAPSIM OOO

From Capture to Simulation

PROJECT LEADER Wolfgang Heidrich Eugene Fiume University of British Columbia

PROJECT CO-LEADER University of Toronto

CAPSIM will produce general methods to capturing timevarying geometry of complex physical phenomena including fluids, fire, smoke, fabric, and facial expressions to bring a new level of realism to computer graphics.

CPRM 0000

Confronting Pain: Redefining Mobility

PROJECT LEADER Diane Gromala Simon Fraser University

PROJECT CO-LEADER Chris Shaw Simon Fraser University

CPRM will lead to improved pain management tools and techniques for people who suffer from chronic pain.

DIGILAB OO

Diaital Labour: Authors, Institutions and the New Media

PROJECT LEADER Samuel Trosow University of Western Ontario

PROJECT CO-LEADER **Bart Simon** Concordia University

DIGILAB will inform public policy on copyright, access to information, employment standards, and historical archiving

DIGLT 00000

Digital Games for Learning and Training

PROJECT LEADER Cristina Conati University of British Columbia PROJECT CO-LEADER Jennifer Jenson York University

DIGLT will identify the components of successful instructional game design and develop guidelines for developers.

DINS 00000

Digital Infrastructure

PROJECT LEADER Catherine Middleton Ryerson University

PROJECT CO-LEADER Barry Wellman University of Toronto

DINS will provide a better understanding of the continued evolution of Canada as a networked society and its relationship to the global network.

Detailed theme and project descriptions are available at grand-nce.ca/research

RESEARCH PROJECTS CONT.

ENCAD 000



Enabling Technologies for CAD Systems

PROJECT LEADER Temy Tidafi Université de Montréal

PROJECT CO-LEADER Wolfgang Stuerzlinger York University

ENCAD will combine constraints. simulation, histories and alternatives with established representations so CAD system developers can readily transfer to commercial practice.



Developing Methods for Evaluation of Virtual Worlds & **Understanding User Experiences**

PROJECT LEADER Magy Seif El-Nasr Simon Fraser University

PROJECT CO-LEADER Regan Mandryk University of Saskatchewan

EOVW will use Toki World to test telemetry of user behaviour and data mining techniques for understanding user play styles and learning methods.

GAMFIT 00



Gaming for Physical Fitness

PROJECT LEADER Nicholas Graham Queen's University

PROJECT CO-LEADER Regan Mandryk University of Saskatchewan

GAMFIT will harness the popularity of computer and video gaming to maintaining and improving physical and cognitive well being

GRNCTY 00



Greenest City Conversations

PROJECT LEADER Robert Woodbury Simon Fraser University

PROJECT CO-LEADER John Robinson University of British Columbia

GRNCTY will engage the general public with participatory media events to understand the roles media can play in forming sustainable attitudes and actions.



Human Centred Technologies for Sustainable Livina

PROJECT LEADER Robert Woodbury Simon Fraser University

PROJECT CO-LEADER Lvn Bartram Simon Fraser University

HCTSL will develop interactive control and visualization systems that help building occupants make appropriate energy and resource use decisions without imposing undue technological complexity.

HDVID OOO



New Interactions Around HD Video

PROJECT LEADER **Edward Lank** University of Waterloo

PROJECT CO-LEADER Lynn Hughes Concordia University

HDVID will conduct case studies and develop prototypes designed to understand and enhance consumers' use of digital video appliances.



Multi-Modal Auamented Reality for Training Heathcare Professionals

PROJECT LEADER Roy Eagleson University of Western Ontario

PROJECT CO-LEADER Eleni Stroulia University of Alberta

HLTHSIM will use virtual world scenarios to train future health professionals to better collaborate in teams and enhance clinical-diagnostic skills.

HSCEG OO



High-Speed Coordination in **Electronic Games**

PROJECT LEADER Carl Gutwin University of Saskatchewan

PROJECT CO-LEADER Nicholas Graham Queen's

University

HSCEG will develop tools for high-speed networked games that allow true coordination amonast players.



Accessibility of New Media for Disabled, Elderly and Vulnerable Individuals

PROJECT LEADER **Deborah Fels** Ryerson University

PROJECT CO-LEADER Ronald Baecker University of Toronto

INCLUDE will explore, develop and evaluate technologies to improve access to interactive media systems for people with disabilities, people isolated from others, and seniors.

RESEARCH PROJECTS CONT.

MCSIG 00

Monte Carlo Search in Games

PROJECT LEADER Jonathan Schaeffer Holger Hoos University of Alberta

PROJECT CO-LEADER University of British Columbia

MCSIG will improve decision making for imperfect information games and in the presence of uncertainty, infer hidden state from move sequences, and model opponents' weaknesses.

MEOW 0000

Media Fnabled Organizational Workflow

PROJECT LEADER Eleni Stroulia University of Alberta

PROJECT CO-LEADER Kellogg S. Booth University of British Columbia

MEOW will ensure that GRAND uses 'best of breed' digital media tools to manage itself.

MOTION 000

Modeling Human Motion

PROJECT LEADER Michiel van de Panne University of British Columbia PROJECT CO-LEADER Paul Kry McGill University

MOTION will develop results for animation, games, e-commerce, new media interfaces, health care applications, and entertainment robotics.

Detailed theme and project descriptions are available at grand-nce.ca/research

NAVEL 00000



Network Assessment and Validity for Effective Leadership

PROJECT LEADER **Barry Wellman** University of Toronto

PROJECT CO-LEADER Abby Goodrum Rverson **Úniversity**

NAVEL will be the yin for project MEOW's yang, ensuring GRAND researchers network effectively with each other.

NEUROGAM OO



Employing Game Technology for the Remediation of Neurodevelopmental Disorders in Children

PROJECT LEADER Nicholas Graham Queen's University

PROJECT CO-LEADER Bruce Gooch University of Victoria

NEUROGAM will research the effectiveness of digital games in improving the health and lifestyles of children with cerebral palsy (CP) and fetal alcohol spectrum disorder (FASD).

NEWS



Access to News Media: Production, Search, Retrieval and Distribution

PROJECT LEADER Abby Goodrum Rverson University

PROJECT CO-LEADER **Charles Clarke** University of Waterloo

NEWS will explore the future of news seeking behavior, news retrieval, news mining and the interplay of social media and institutional media outlets in global news flows.

NGAIA

000

Next Generation Information Appliances

PROJECT LEADER PROJECT CO-LEADER **Elaine Toms** Charles Clarke Dalhousie University of University Waterloo

NGAIA will examine the advantages of a task-based rather than document-based approach to the retrieval of information for workplace decision-making.

PERUI 0000

Personalized User Interfaces in Real World Contexts

PROJECT LEADER Michael Terry University of Waterloo

PROJECT CO-LEADER Joanna McGrenere University of British Columbia

PERUI will investigate interface personalization techniques to address problems of complexity and learnability in modern interfaces.

PLATFORM 000



Platform Performance

PROJECT LEADER Alexandra Fedorova Simon Fraser University

PROJECT CO-LEADER **Bruce Gooch** University of Victoria

PLATFORM will relieve game developers from thread and shared state management and will provide faster parallel algorithms for geometry processing.

RESEARCH PROJECTS CONT.



Play and Performance Interfaces for Culture and Games

Lynn Hughes Concordia University

PROJECT CO-LEADER Ron Wakkary Simon Fraser University

PLAYPR will integrate the analysis, evaluation and design of cultural and entertainment applications with the development of interfaces for play, performance, and storytelling.



Usable Privacy and Security for **New Media Environments**

PROJECT LEADER Robert Biddle Carleton University

PROJECT CO-LEADER Konstantin Beznosov University of British Columbia

PRIVNM will support privacy and security in new media environments by leveraging social science research and exploring new designs and legal perspectives.

PROMO OO



Procedural Modeling

PROJECT LEADER Pierre Poulin Université de Montréal

PROJECT CO-LEADER Przemvslaw Prusinkiewicz University of Calgary

PROMO will extend the range of procedural modelina capabilities and extend it to a number of applications areas and industry uses.

SHRDSP OOO



Understanding Roles and Rules for Shared Display Environments

Sidney Fels University of British Columbia

PROJECT CO-LEADER Ravin Balakrishnan University of Toronto

SHRDSP will investigate a range of computer display modalities and techniques to enhance human-human communication.



Enhanced Communication in Simulation and Training

PROJECT LEADER Gerald Penn University of Toronto

PROJECT CO-LEADER Carl Gutwin University of Saskatchewan

SIMUL will provide direct benefit to Canada's defence and aerospace technology sectors, and has civilian applications such as video gaming and voice-controlled operation.

SKETCH



Sketch Interfaces

PROJECT LEADER Karan Singh University of Toronto

PROJECT CO-LEADER Faramarz Samavati University of Calgary

SKETCH will design new interaction interfaces that leverage affordances of sketching to infer user intent, recognize complex gestural communication, and create 3D models and animation.



Enhanced Virtual Presence and Performance

PROJECT LEADER Jeremy Cooperstock McGill University

PROJECT CO-LEADER Stephen Brooks Dalhousie University

VIRTPRES will enhance the next generation of virtual presence and live performance technologies in a manner that supports the task-specific demands of communication, interaction and production.

> Detailed theme and project descriptions are available at grand-nce.ca/research

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^{*}Added after March 31, 2011

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Vancouver ACM SIGGRAPH

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Carleton University	David Mould
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Concordia University	Bart Simon
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Dalhousie University	Elaine Toms
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<u> </u>	

Collaborating Network Investigators (CNI) CONT.

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University of Western Ontario	Matt Stahl
York University	Ali Kazimi

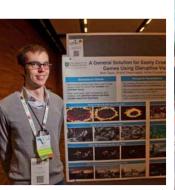
Collaborating Network Investigators (CNI) - International

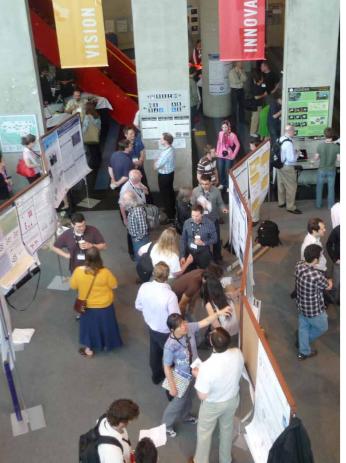
University of Canterbury, New Zealand	Mark Billinghurst
University of Canterbury, New Zealand	Andy Cockburn



















INDEPENDENT AUDITOR'S REPORT

To the Directors of Graphics, Animation and New Media NCE Inc.

We have audited the financial statements of the GRAND Fund - Network Centres of Excellence (the "Fund"), which comprise the statements of financial position as at March 31, 2011 and 2010 and the statements of operations and cash flows for the year ended March 31, 2011 and the period from commencement, January 8, 2010 to March 31, 2010 and a summary of significant accounting policies and other explanatory information.

Management's Responsibility for the Financial Statements

Management is responsible for the preparation and fair presentation of these financial statements in accordance with Canadian generally accepted accounting principles, and for such internal control as management determines is necessary to enable the preparation of financial statements that are free from material misstatement, whether due to fraud or error.

Auditor's Responsibility

Our responsibility is to express an opinion on these financial statements based on our audits. We conducted our audits in accordance with Canadian generally accepted auditing standards. Those standards require that we comply with ethical requirements and plan and perform the audits to obtain reasonable assurance about whether the financial statements are free from material misstatement.

An audit involves performing procedures to obtain audit evidence about the amounts and disclosures in the financial statements. The procedures selected depend on the auditor's judgment, including the assessment of the risks of material misstatement of the financial statements, whether due to fraud or error. In making those risk assessments, the auditor considers internal control relevant to the entity's preparation and fair presentation of the financial statements in order to design audit procedures that are appropriate in the circumstances, but not for the purpose of expressing an opinion on the effectiveness of the entity's internal control. An audit also includes evaluating the appropriateness of accounting policies used and the reasonableness of accounting estimates made by management, as well as evaluating the overall presentation of the financial statements.

We believe that the audit evidence we have obtained is sufficient and appropriate to provide a basis for our audit opinion.

Opinion

In our opinion, the financial statements present fairly, in all material respects, the financial position of the Fund as at March 31, 2011 and 2010, and the results of its operations and its cash flows for the year ended March 31, 2011 and the period from commencement of the Fund, January 8, 2010 to March 31, 2010 in accordance with Canadian generally accepted accounting principles.

Chartered Accountants

Vancouver, British Columbia

by + Watson

August 19, 2011

FINANCIAL STATEMENTS CONT.

Statement of Financial Position

March 31, 2011 and 2010

NET ASSETS	\$ 30,989	(847)
	2,035,860	1,696,380
Deferred research funding contributions (Note 4)	1,998,765	790,353
Research funding commitments	-	873,400
Accounts payable and accrued liabilities	37,095	32,627
Current		
LIABILITIES		
	2,066,849	1,695,533
Prepaid research funding	1,164,500	
Research administration advances	61,315	_
Accounts receivable	11,497	_
Committed to research funding	-	873,400
Uncommitted	797,209	822,133
Cash - restricted		
Cash - unrestricted	\$ 32,328	_
Current		
ASSETS		
	2011	2010

Statement of Operations

Year ended March 31, 2011 and period from commencement, January 8, 2010 to March 31, 2010

NET ASSETS, END OF PERIOD	\$ 30,989	(847)
NET ASSETS, BEGINNING OF PERIOD	(847)	_
INCREASE (DECREASE) IN NET ASSETS	31,836	(847)
	3,493,123	1,535,494
Travel	139,539	588
Salaries and benefits	263,911	75,861
Research funding grants (Note 3)	2,808,674	1,430,000
Administration	121,172	8,109
Professional fees	20,961	19,044
Events	138,866	1,892
EXPENDITURES		
	3,524,959	1,534,647
Other contributions	71,277	_
Contribution from Networks of Centres of Excellence	\$ 3,453,682	1,534,647
REVENUE		
	2011	2010

FINANCIAL STATEMENTS CONT.

Statement of Cashflows

Year ended March 31,2011 and period from commencement, January 8, 2010 to March 31, 2010

	 2011	2010
Cash provided by (used in)		
Operating activities		
Cash received from Networks of Centres of Excellence	\$ 4,650,000	2,325,000
Cash received from host university	50,000	-
Cash received from other sources	21,875	-
Cash disbursed for research funding grants	(4,846,574)	(556,600)
Cash disbursed for administration and events	(741,297)	(72,867)
INCREASE (DECREASE) IN CASH	(865,996)	1,695,533
NET ASSETS, BEGINNING OF PERIOD	1,695,533	-
NET ASSETS, END OF PERIOD	\$ 829,537	1,695,533
Cash Composed of		
Unrestricted cash	\$ 32,328	-
Restricted cash	797,209	1,695,533
	\$ 829,537	1,695,533

NOTES TO FINANCIAL STATEMENTS

March 31, 2011

1. OPERATIONS

The Networks of Centres of Excellence Program (the "NCE") was created by the Government of Canada to mobilize Canadian research talent in the academic, private and public sectors and apply it to the task of developing the Canadian economy and improving the quality of life of Canadians. The **GRAND** Fund (the "Fund") was established jointly on January 8, 2010 by the Natural Sciences and Engineering Research Council ("NSERC") and the Social Sciences and Humanities Research Council ("SSHRC") specifically for the purpose of promoting research in new media, animation and games, initially for the period ending on January 7, 2015, and Graphics, Animation and New Media NCE Inc. (the "Network") was selected to operate the Fund and the University of British Columbia ("UBC") was selected to serve as the host institution for the Network and the Fund, providing facilities and services for the Network's administrative centre and acting as the legal entity on behalf of the Fund.

The Network is a not for profit company which was incorporated under Part II of the Canada Corporations Act on December 9, 2009 to achieve the following objectives:

- Build an integrated, multi-disciplinary understanding of the technical aspects of new media, animation, and games as well as the social, legal, economic and cultural aspects.
- Foster an appreciation for the role of design in the research and development of technology.
- Develop strong end-to-end networking and partnerships among the academic, private and public sectors to enhance Canada's competitive advantage.
- · Conduct world class research in new media, animation and games.
- · Train highly qualified personnel and facilitate knowledge and technology exchanges that lead to commercialization and innovation.

On January 8, 2010, the Network entered into a supplemental Memorandum of Agreement with UBC, to clarify UBC's responsibilities as the host institution.

These financial statements include only the GRAND Fund contributions received from NCE by the Network and disbursed on behalf of NCE. During the period the Network received all of its revenue from NCE and may not be able to maintain the operations described in these financial statements should this funding be significantly reduced or ended.

2. SIGNIFICANT ACCOUNTING POLICIES

These financial statements have been prepared on the basis of Canadian accounting principles generally accepted ("GAAP") for non-profit organizations, which include the following significant policies:

Contributions from the Networks of Centres of Excellence (NCE)

Contributions to Fund and other programs are recorded as "receipts" at the time all criteria established in the funding agreement are satisfied. The agreement for each grant or fund determines the appropriate disbursement of NCE contributions, and contributions received but not disbursed at the end of a fiscal period are recorded as "deferred" and are transferred to "receipts" when disbursed during a subsequent fiscal period.

Any contributions received and not spent when the Fund is ended are to be refunded to NCE, no later than three months of the end of the Fund.

NOTES TO FINANCIAL STATEMENTS CONT.

Financial Assets and Financial Liabilities

The Fund's financial assets, other than cash, and financial liabilities are classified as follows:

- Accounts receivable and contributions receivable are classified as "loans and receivables" and are measured at amortized cost.
- Accounts payable and accrued liabilities and deferred contributions are classified as "other financial liabilities" and are measured at amortized cost.

The carrying amounts of these financial assets and financial liabilities as at March 31, 2011 and 2010 approximate their fair values due primarily to their short term nature or maturities.

Transaction costs directly attributable to the acquisition or issue of a financial instrument are added to the carrying amount of the financial instrument and are amortized to operations using the effective interest rate method.

The Fund classifies and discloses fair value measurements based on a three-level hierarchy:

- · Level 1 inputs are unadjusted quoted prices in active markets for identical assets or liabilities;
- · Level 2 inputs other than quoted prices in Level 1 that are observable for the asset or liability, either directly or indirectly; and
- · Level 3 inputs for the asset or liability that are not based on observable market data.

Income Taxes

The Fund is not subject to Federal or Provincial income taxes.

Use of Estimates

The preparation of financial statements in conformity with GAAP requires management to make estimates and assumptions that affect the reported amounts of assets and liabilities and the disclosure of contingent assets, liabilities and commitments at the date of the financial statements and the reported amount of revenues and expenses during the reporting periods.

Significant estimates and assumptions in these financial statements include, among others, research funding commitments and deferred research funding contributions.

Actual results could differ from the estimates and assumptions made in the preparation of these financial statements.

Future Accounting Changes

In 2006, the Accounting Standards Board ("AcSB") of the Canadian Institute of Chartered Accountants ("CICA") ratified a strategic plan that was to result in Canadian GAAP, as used by not-for-profit organizations, evolving and being converged with International Financial Reporting Standards ("IFRS"). In December 2010, the AcSB released Part III of the CICA Handbook – Accounting, which consists of accounting standards for not-for-profit organizations. The standards will be effective January 1, 2012 and allow non-governmental not-for-profit organizations to apply accounting standards for not-for-profit organizations with a reference to standards for private enterprises where appropriate or IFRS.

The Fund has assessed the impact of these options and has decided to adopt IFRS as it will most completely and accurately reflect the Fund's operations in its financial statements. The Fund does not expect the adoption to result in any material changes in its financial statement disclosure or its operating procedures.

NOTES TO FINANCIAL STATEMENTS CONT.

3. GRANTS TO NETWORK MEMBERS

During the year the Fund granted \$3,973,174 (2010 - \$1,430,000) of the NCE contributions to Network Members. This amount includes \$2,808,674 for the 2010-2011 award period and \$1,164,500 for the 2011-2012 award period. Of the total NCE contributions granted to Network Members, \$1,034,873 (2010 - \$1,430,000) was reported as unspent at the end of the fiscal year. These amounts are expected to be spent by the Network Members during the next fiscal year.

4. CONTRIBUTIONS

Networks of Centres of Excellence

In January 2010 NSERC and SSHRC agreed to contribute funding of \$23,250,000 for the Fund for five years to January 7, 2015. The funding is to be received according to the following schedule:

Fiscal Year	NSERC	SSHRC	Total
2009-2010	\$ 1,860,000	\$465,000	\$ 2,325,000
2010-2011	3,595,000	1,055,000	4,650,000
2011-2012	2,800,000	1,850,000	4,650,000
2012-2013	2,800,000	1,850,000	4,650,000
2013-2014	2,800,000	1,850,000	4,650,000
2014-2015	1,400,000	925,000	2,325,000
Total Funding	\$ 15,255,000	\$ 7,995,000	\$ 23,250,000

The annual contributions of will be released subject to:

- · Parliamentary appropriation of the funds in each fiscal period
- · Satisfactory progress, as determined by the NCE Secretariat, towards predetermined milestones for the NCE Network
- · Continuing eligibility of the NCE Network Host and the NCE Network, and
- · Compliance with the terms of the funding agreement

When all the conditions for the release of contributions to the Fund committed by, but not yet received from, NCE under this agreement have been met, the contributions to be received will be recorded as "Research contributions receivable" and "Deferred research project contributions" on the statement of net assets of the Fund.

Western Economic Diversification

The Fund entered into an agreement with Western Economic Diversification Canada ("WED") on February 25, 2011, which was amended on March 28, 2011, to receive the following funding:

Fiscal Year	Total
2011–2012	\$ 4,266
2012–2013	163,000
2013-2014	231,734
Total Funding	\$ 399,000

This funding is from the Western Diversification Program ("WDP") for small and medium enterprise outreach, commercialization and technology transfer and is intended to strengthen British Columbia and Western Canada's digital media cluster. The funding will be for the reimbursement of 64% of directly related project costs.

NOTES TO FINANCIAL STATEMENTS CONT.

5. CAPITAL MANAGEMENT

The Fund's capital management objectives are to meet the requirements of the funders providing grants for research and to safeguard its ability to continue as a going concern in order to pursue the advancement of graphics, animation and new media. The Fund considers its capital for these purposes to be its available received and committed grants, as disclosed on the statement of net assets. The Fund manages its capital by preparing annual expenditure budgets, which are revised periodically based on current commitments and available funds, and potential additional funding which it may be actively pursuing. Annual budgets and budgets which are materially updated during the year are approved by the Board of Directors.

6. FINANCIAL RISK

The Fund's activities expose it to a variety of financial risks, which include credit risk and liquidity risk. The Fund's risk management program focuses on the unpredictability of financial markets and seeks to minimize the risk to its assets and its ability to meet its mandate.

(a) Credit risk

Credit risk is the risk of financial loss to the organization if a counterparty to a financial instrument fails to meet its contractual obligations, and arises mainly from its cash. The organization limits its exposure to credit risk arising from these instruments by only depositing cash in major Canadian financial institutions and holding only financial instruments of institutions with the highest credit rating.

(b) Liquidity risk

Liquidity risk is the risk that the Fund will not be able to meet its financial obligations as they fall due. Accounts payable and accrued liabilities are due within the current operating period. The Fund manages this risk through its capital management programs (Note 5).

The Fund does not hold financial instruments which subject it to market risks.

7. COMPARATIVE FIGURES

The comparative figures have been reclassified where necessary in order to conform to the presentation used in the current year.

Photo Credit: Thank you to Bill Buxton for the use of photos from his Collection of Interactive Devices & to NeuroDevNet.

