Paul – Professor

Paul is a professor in Artificial Intelligence at the Technical University of Eindhoven. He teaches students in Computer Science who are in their second your of their bachelor program the course Engineering Multi-Agent Systems and together with his students he participates in different Multi-Agent and Robotics competitions because he thinks it is most important that the Technical University of Eindhoven spends much research in this field. This way he tries to exploit the possibilities of agents and artificial intelligence together with his students. To make Multi-Agent programming accessible to his students, Paul would like to use a system that is easy to use for the students but has limitless possibilities in ways of programming the agents. Furthermore, Paul would like to use the system to do research on Human-Computer Interaction and communication between different agents and would he like the simulations to be as realistic as possible concerning the different scenarios but does not value fancy graphics and animations. Paul is good with computers and assumes that his students are as well.

Red – Researcher

Ad holds a masters degree in Computer Science and is a researcher in Multi-Agent systems and Artificial Intelligence. Together with his research group, he does research from the Technical University of Delft to explore the possibilities and restrictions in the field of agents and robots. His research focuses on the analysis, modeling, and development of agent technology that integrates different aspects of intelligence such as reasoning, decision-making, planning, learning and interaction but also integrates aspects such as emotional intelligence. This multi-agent technology has been applied, among others, in micro-simulation of domains such as traffic, logistics and supply chain management, serious gaming, negotiation, socio-cognitive robotics, and user modeling. As a researcher, Ad would like to use software that is complex in its possibilities but easy to use. He would like to run different simulations multiple times and track results easily.