

The following links relate to the introduction talk by Andreas Lykke-Olesen, Kollision, at the Ludinno-workshop 15.09.2008 at Platform4 in Aalborg, Denmark.

**Introduction to Kollision:**

<http://www.kollision.dk/?profile>

**On games and user-involvement:**

<http://www.kollision.dk/?havnespil>

**On interaction design and user-involvement:**

<http://www.kollision.dk/?byensstemmer>

**On interactive planning tools:**

<http://www.kollision.dk/?brandtilst>

**On narratives and personas:**

<http://www.kollision.dk/?helsing>

**On 3D environments, personas and exhibitions:**

<http://www.kollision.dk/?koege2027>

**On different video techniques:**

<http://www.kollision.dk/?inquiry>