common-art(s)

common(s) − challenge(s)   _ .. / ... / vision(s) / science / art(s) / education(s) / machine(s) / _ / .

for any serious purpose, intelligence is a minor gift

... there is something else, though, at which he was clearly superior to Einstein or ... or any other great genius: and that is turning any work of the intellect, major or minor or sheer play, into a work of art.

create / fear(s) / reading(s) / game(s) / ?
/ play / casual / flower / story / game(s) / wave(s) / cycle(s)

common-challenge(s)

common(s) − challenge(s)   _ .. / ... / vision(s) / science / art(s) / education(s) / machine(s) / _ / .

the great challenge facing us now is to invent the corrective feedback(s) that are needed to keep custodians honest.   tragedy of the common(s) / score(s)

create / fear(s) / reading(s) / game(s) / ?
/ play / casual / flower / story / game(s) / wave(s) / cycle(s)

common-coercion(s)

common(s) − coercion(s)   _ .. / ... / vision(s) / science / art(s) / education(s) / machine(s) / _ / .

not prohibition, but carefully biased options are what we offer him. A Madison Avenue man might call this persuasion; I prefer the greater candor of the word coercion.   tragedy of the common(s)

create / fear(s) / reading(s) / game(s) / ?
/ play / casual / flower / story / game(s) / wave(s) / cycle(s)

common-culture(s)

common(s) − dossier(s) / culture(s): [hedon(s)/dolor(s)]   _ .. / ... / vision(s) / science / art(s) / education(s) / machine(s) / _ / .

innovation(s) / collaboration(s)

... *there is only one culture* – and that unless literature & criticism were admitted to be disciplines of thought in their own right, science & society would proceed in a moral vacuum, all notion of *progress* would be hollow ... [from: the critic as anti-philosopher (F.R Lewis)]

human(s) / challenge(s) / hedonic calculus
/ play / casual / flower / story / game(s) / wave(s) / cycle(s)

common-dossier(s)

common(s) – credit(s) / digital dossier(s): reward(s) / punishment(s)? _ .. / ... / vision(s) / science / art(s) / education(s) / machine(s) / _ / .

game(s) / persuasive(s) = story + dilemma(s)

- **digital footprint(s)** – native(s) / personal revelation(s)
- **google(s) dashboard(s)** – control monitor(s)
- **presentation(s)** – INCCA / cultural heritage(s) / space(s)
- **portfolio(s)** – artist(s) / statement(s) / dossier(s)

student(s) / challenge(s) / hedonic calculus / SOG
/ play / casual / flower / story / game(s) / wave(s) / cycle(s)

common-education(s)

common(s) – challenge(s)   _ .. / ... / vision(s) / science / art(s) / education(s) / machine(s) / _ / .

"**freedom is the recognition of necessity**" – and it is the role of education to reveal to all the necessity of abandoning the freedom to .... Only so, can we put an end to this aspect of the tragedy of the commons.   tragedy of the common(s)

create   / fear(s) / reading(s) / game(s) / ?
/ play / casual / flower / story / game(s) / wave(s) / cycle(s)

common-goal(s)

common(s) – dossier(s) / goal(s): reward(s) / punishment(s)?   _ .. / ... / vision(s) / science / art(s) / education(s) / machine(s) / _ / .

game(s) / persuasive(s) = story + dilemma(s)

- you underestimate how hard it is to achieve the goal
- you didn't "own" your goal
- (y)our goal wasn't clear, or measurable
- you didn't realize the rewards would be modest
- you tried to do it alone

tribe(s) / challenge(s) / hedonic calculus / rule(s)
/ play / casual / flower / story / game(s) / wave(s) / cycle(s)

common-ipad(s)

common(s) – ipad(s)   _ .. / ... / vision(s) / science / art(s) / education(s) / machine(s) / _ / .
create   / fear(s) / reading(s) / game(s) / ?
/ play / casual / flower / story / game(s) / wave(s) / cycle(s)

common-mutual(s)

common(s) – mutual coercion(s)   _ .. / ... / vision(s) / science / art(s) / education(s) / machine(s) / _ / .

the only kind of coercion I recommend is mutual coercion, mutually agreed upon by the majority
of the people affected.   tragedy of the common(s)

create   / fear(s) / reading(s) / game(s) / ?
/ play / casual / flower / story / game(s) / wave(s) / cycle(s)

common-power(s)

common(s) – dossier(s) / power(s): reward(s) / punishment(s)?   _ .. / ... / vision(s) / science / art(s)
/ education(s) / machine(s) / _ / .

game(s) / persuasive(s) = story + dilemma(s)

strength   wisdom
dexterity
constitution
charisma   intelligence

student(s) / challenge(s) / hedonic calculus / SOG
/ play / casual / flower / story / game(s) / wave(s) / cycle(s)

common-rule(s)

common(s) – dossier(s) / rule(s): reward(s) / punishment(s)?   _ .. / ... / vision(s) / science / art(s) /
education(s) / machine(s) / _ / .

game(s) / persuasive(s) = story + dilemma(s)

- **hedon(s)** – flow(s) / program(s) / pleasure point(s)
- **dolor(s)** – effort(s) / no pain no gain / goal(s)
- **collecton(s)** – for contribution(s) to social context

student(s) / challenge(s) / hedonic calculus / SOG
/ play / casual / flower / story / game(s) / wave(s) / cycle(s)

common-score(s)

common(s) – dossier(s) / score(s): [hedon(s)/dolor(s)] _ .. / ... / vision(s) / science / art(s) / education(s)
/ machine(s) / _ / .

- intensity – how strong is the pleasure?
- duration – how long will it last?
- certainty – how likely to occur?
- (time) distance(s) – how soon?
- purity – balance pleasure/pain?
- extent – which people are affected?

human(s) / challenge(s) / hedonic calculus / [pedia]
/ play / casual / flower / story / game(s) / wave(s) / cycle(s)