

science-chance(s)

science(s) – create / chance(s) / math(s) / style(s) / – .. / / network(s) / art(s) / create(s) / display(s) / wave(s) / – / .

statistic(s) / chart(s) / social engineering / game(s)

1. determinism – a coin falls either head or tails
2. repeated tossing – statistical stability
3. observation error(s) – binomial distribution
4. moral science – causality / law of large numbers
5. norms / normal behavior(s) – distributed as law of errors

from: the taming of chance / method(s) / time(s) / walk(s)
/ play / dynamic(s) / flow(s) / game(s) / screen(s) / cycle(s)

science-discipline(s)

science(s) – discipline(s) / story line(s) – .. / / network(s) / art(s) / create(s) / display(s) / wave(s) / – / .

jumping across disciplines becomes easier because of
the **convergent evolution of tools**

- computer simulation & data-mining
- large data-bases for (semantic) information

limit(s) of science / flow(s)

science-doodle(s)

science(s) – create / doodle(s) / math(s) / method(s) / – .. / / network(s) / art(s) / create(s) / display(s) / wave(s) / – / .

... from the irregular trivia of ordinary life mixed with a bit of scientific doodling and failure, to the intense dramatic concentration as one closes in on the final truth and the final elation (plus with gradually decreasing frequency, the sudden sharp pangs of doubt) – that is how science is done ..

from: six easy pieces / ... / style(s)
/ flow(s) / dynamic(s) / play / game(s) / screen(s) / cycle(s)

science-evolution(s)

science(s) – payoff(s) / challenge(s) / game(s) / math(s) / plan(s)

[] identity / creativity []

evolution(s) – ... moral(s)/nature(s)/logic(s)...?

- **variation(s)** – proximity & diversity
- **selection(s)** – obstacle(s) & predator(s)
- **fitness** – replicator(s), operant(s) & imperative(s)

WTF / human / happiness / technology / ritual(s) / ethic(s)

science-fun(s)

experiment(s) – fun / talk(s)

– .. / / network(s) / art(s) / create(s) / display(s) / wave(s) / – / .

ideas worth spreading

stair(s) bank energy

 rubbish scratch

camera trash worker(s)

/ product(s) / guide(s) / lottery

play / identity / network(s) / flow(s) / connect(s) / game(s) / cycle(s)

science-future(s)

science(s) – talk(s) / future scenario(s) / perspective(s) / war(s)

– .. / / network(s) / art(s) /

create(s) / display(s) / wave(s) / – / .

scenario(s) / travel(s) / ideas worth spreading

- slow is beautiful
- techno chic
- community couture
- patchwork planet – post-it war(s)

science(s) / time

matter(s)

/ intelligence(s) / AR(G) / WWGD

play / story / trek(s) / identity / connection(s) / flow(s) / cycle(s)

science-game(s)

science(s) – game theory

– .. / / network(s) / art(s) / create(s) / display(s) / wave(s) / – / .

twinkle(s) / difference(s)

scenario(s) / nonzero – the logic of human destiny

love story / tit-for-tat / Robert Wright / flow(s)

play / casual(s) / game(s) / cycle(s) ! Æ

¡navogate¡

science-google(s)

science(s) – resource(s) / quote(s) / exercise(s) / method(s) / plan(s)

– .. / / network(s) / art(s) /

create(s) / display(s) / wave(s) / – / .

What Would Google Do?

- listen to users
- encourage & enable

- create a platform
- and, get out of the way!

topical media / career(s) / scenario(s) / trek(s) / blog(s)
/ flower(s) / dynamic(s) / play / game(s) / screen(s) / cycle(s)

science-hack(s)

science(s) – hack(s)

– .. / / network(s) / art(s) / create(s) / display(s) / wave(s) / – / .

... many people call themselves hackers, but few have the strong technical foundation needed to really push the envelope.

flow(s)
hacking – the art of exploitation

science-happy(s)

[] identity / creativity []

...

happiness ... – ... experience(s)/remember(s)/fate?

- **pleasure** – the ... smiley-face ... [TED]: ...
- **engagement** – ..., family, ..., work, romance, ... hobbies ...
- **meaning** – using personal strength(s) to serve larger end(s)

science of happiness / happier.com / design(s) / ethic(s) / F3

science-know(s)

science(s) – understanding(s) / know(s) / story line(s) / search – .. / / network(s) / art(s) / create(s)
/ display(s) / wave(s) / – / .

the more I (seem to) know the less I (...) do

limit(s) of science / flow(s) / google(s)
play / science(s) / game(s) / theme(s) / cycle(s)

science-limit(s)

science(s) – limit(s) / story line(s) / – .. / / network(s) / art(s) / create(s) / display(s) / wave(s) / – / .
identity / creativity

opening door(s) is the tragic merit of (y)our identity

the great challenge consists in creating a knowledge-based society in which all citizens can participate in the decision-making process in a more informed and responsible manner.

intelligence(s) Æ / science(s) / product(s) / write(s) / game(s) / topic(s) / cycle(s)

science-math(s)

iframe scrolling=”yes” width=80

life(s) / closure(s) / reflect(s) / fight(s) / reference(s)

science-media(s)

science(s) – perspective(s) / classic(s) / create / media / math(s) – .. / / network(s) / art(s) /
create(s) / display(s) / wave(s) / – / .

(eternally) under construction

- **information theory** – shannon 1948 / [pedia]
- **power law(s)** – model(s) / ranking(s) / history / [pedia]
- **game(s)** – nash / [pedia/dilemma(s)]
- **synchronization** – about / thought(s) / [pedia/bio/TED]

topical media & game development / **sign(s)** / matrix
play / dynamic(s) / flow(s) / game(s) / screen(s) / cycle(s) ! Æ

science-method(s)

science(s) – create / method(s) / math(s) / style(s) / – .. / / network(s) / art(s) / create(s) / display(s)
/ wave(s) / – / .

all things are made of atoms – little particles that move around in perpetual motion, attracting
each other when they are a little distance apart, but repelling upon being squeezed into one
another

- **observation** – looking at what is not shown
- **reasoning** – from suitable perspective(s)
- **experiment** – with discipline(s) & passion(s)

from: six easy pieces / ... / doodle(s)
/ flow(s) / dynamic(s) / play / game(s) / screen(s) / cycle(s)

science-network(s)

science(s) – network(s) / reference(s) – .. / / network(s) / art(s) / create(s) / display(s) / wave(s) / – / .
caught in (y)our own web?

- distribution(s) – power law(s)
- distance(s) – small world
- randomizer(s) – scalable
- attack(s) – targetable hub(s)

flow(s) / war(s) / future(s) / metaphor(s)
play / fire / science / experiment(s) / social / space / cycle(s) ! Æ

science-read(s)

science(s) – understanding(s) / test(s) / story line(s) / search – .. / / network(s) / art(s) / create(s) /
display(s) / wave(s) / – / .

the more I read the less I (seem to) know

limit(s) of science / flow(s) / google
play / science(s) / game(s) / theme(s) / cycle(s)

science-replicator(s)

science(s) – payoff(s) / challenge(s) / game(s) / math(s) / plan(s)

□ identity / creativity □

replicator(s) – machine(s)/evolution(s)?

- **gene(s)** – ritual(s) / attraction(s)
- **mem(e)s** – media, culture(s) & experience(s)

space(s) / human / happiness / technology / war / ethic(s)

science-singularity(s)

science(s) – singularity / story of the human-machine civilization

– .. / / network(s) / art(s) /

create(s) / display(s) / wave(s) / – / .

twinkle(s) / difference(s)

- growth is exponential – power law(s)
- change is imminent – vision(s)
- resistance is (not) futile – theme(s)

social(s) / future(s) / data / event(s) / hub(s)
google(s) / hoax(e)s / fake(s) / infection(s) / cycle(s)

science-startrek(s)

science(s) – resource(s) / startrek(s) / future(s) / CTSG

– .. / / network(s) / art(s) / create(s) /

display(s) / wave(s) / – / .

travel(s) / advances in TREK(n)ology

- **communication** – walkie talkie / mobile
- **information technology** – personal access display device
- **medical technology** / sickbay – lifebed / CT/MRI
- **artificial intelligence** / commander data – robot(s)/cult(s)?

topical media & game development / scenario(s) / WWGD
/ flower(s) / dynamic(s) / play / game(s) / screen(s) / cycle(s)

science-story(s)

science(s) – story / line(s)

– .. / / network(s) / art(s) / create(s) / display(s) / wave(s) / – / .

twinkle(s) / difference(s)

singularity = the story of the design of the human-machine civilization

flow(s) / theme(s) / wiki(s) / singularity / cycle(s)

science-style(s)

science(s) – create / style(s) of reasoning / math(s) / – .. / / network(s) / art(s) / create(s) / display(s) / wave(s) / – / .

- (simple) postulation and deduction – mathematics
- experimental exploration(s)
- hypothetical construction of models by analogy
- ordering of variety by comparison and taxonomy
- statistical analysis of regularities of populations
- historical derivation of genetic development

from: the taming of chance / method(s)
/ flow(s) / dynamic(s) / play / game(s) / screen(s) / cycle(s)

science-test(s)

science(s) – know(s) / test(s) / story line(s) – .. / / network(s) / art(s) / create(s) / display(s) / wave(s) / – / .
innovation(s) / collaboration(s)

... yet he is a weakling who does not test in everyway what is said about them and persevere
until he is worn out by studying them on every side ...

Emilio Rui Vilar – limit(s) of science / flow(s)
doctrine(s) / reference(s) / dream(s) / context(s) / resource(s)
play / science(s) / tribe(s) / game(s) / theme(s) / cycle(s)

science-trait(s)

science(s) – evolution(s) / story line(s) – .. / / network(s) / art(s) / create(s) / display(s) / wave(s) / – / .
identity / creativity

evolutionary psychology has some interesting ideas: ... the notion that **human self-deception**
may be an **adaptive trait**, because the most effective bullshitters are those who believe in their
own bullshit ...

John Hogan – limit(s) of science / flow(s)
doctrine(s) / reference(s) / dream(s) / context(s) / resource(s)
play / science(s) / tribe(s) / game(s) / theme(s) / cycle(s)

science-travel(s)

science(s) – resource(s) / travel(s) / future(s) / CTSG / time(s) / – .. / / network(s) / art(s) /
create(s) / display(s) / wave(s) / – / .

scream(s) / is (mental) time travel possible?

- **past**/memory – story to (re)construct identity
- **future**/vision(s) – mental projections into the (un)known

- **present**/experience(s) – remember / the gift of today

way(s): (X) : [0 / 1 / 2 / 3 / 4 / 5 / 6 / 7 / 8 / 9]

/ topical media & game development / scenario(s) / WWGD

/ flower(s) / dynamic(s) / play / game(s) / screen(s) / cycle(s) ! $\mathbb{A}$

science-web(s)

science(s) – web(s)

– .. / / network(s) / art(s) / create(s) / display(s) / wave(s) / – / .

future(s) / flow(s)

cycle(s)