

hack-art(s)

hack(s) – vision(s)

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

twinkle(s) / difference(s)

... early hackers proved that technical problems can have artistic solutions, and they thereby transformed programming from a mere engineering task into an art form.

like many other **form(s) of art**, hacking was often misunderstood.

the art of exploitation / ethic(s) / node.io / js
play / math(s) / program(s) / science(s) / cycle(s)

hack-economy(s)

creative technology / innovation(s) / hacker(s) / moral(s)

- processing capability – expanding: (volume/complexity/speed)
- recombining ability – emergent form(s) / person(s)
- distributional flexibility – network(s) / bit(s) instead of atom(s)

Manuel Castells in the hacker ethic / mission(s) / evolution(s)?
education(s) / theme(s) / answer(s) / problem(s) / perspective(s)

hack-ethic(s)

creative technology / innovation(s) / hacker(s) / moral(s)

... information sharing is a powerful positive good, and ... it is an ethical duty of hackers to share their expertise by writing free software and facilitating access to information and to computer resources wherever possible ...

the hacker ethic / mission(s) / quote(s) / war(s) []
education(s) / theme(s) / answer(s) / problem(s) / perspective(s)

hack-goal(s)

creative technology / innovation(s) / hacker(s) / moral(s)

casual(s) collect(s) common(s) cycle(s)

\ \ ethic(s) expressive(s)

material(s) politic(s) slide(s) workshop(s)

the hacker ethic / create(s) / mission(s) / context(s)
education(s) / theme(s) / answer(s) / problem(s) / perspective(s)

hack-law(s)

creative technology / innovation(s) / hacker(s) / moral(s)

- survival – food: moral(s) / science(s) / evolution(s) / ...
- social life – friend(s): ritual(s) / social / network(s) / web(s)
- entertainment – fun: ... / pleasure(s) / passion(s) / goal(s) / ...

Linus Torvalds in the hacker ethic / mission(s) / H=F3?
education(s) / theme(s) / answer(s) / problem(s) / perspective(s)

