line-action(s)

_ .. / google / teach / engineer(s) / politic / adventure(s) / X / ? / _ / .

[]

festival(s)

[]

  moral(s)

[]

  ... what d'ya mean ... principle(s) ... of least action(s) ... ? ...

[] skill(s) / emotion(s) / impact(s) / trivium / logic / coding

dream(s) / display(s) / design(s) / education(s) / perspective(s)

tribe(s) / network(s) / identity / flow(s) / chart(s) / cycle(s) ! Æ

line-aggression(s)

line(s) – aggression(s)   _ .. / ... / / theme(s) / create / common(s) / art(s) / space(s) / _ / .

what can we do against:

aggression(s)?

violence(s)?

could have thought of moment(s)?

clip(s) / show(s) / game(s) / cycle(s)

line-allegory(s)

allegory vs algorithm(s) – game(s)   casual / form(s) / error(s) / gap(s) / _ / .

... the form of the digital game is an allegory for the form of being.

... to be a gamer is to come to understanding through quantifiable failure.

cited from: Gamer Theory

line-attitude(s)

attitude(s) – creative technology   _ .. / ... / / theme(s) / create / common(s) / art(s) / space(s) / _ / .

twinkle(s) / difference(s)

• competence – engineering / challenge(s)

• intellectual discipline – reasoning / creativity

attitude(s) & belief(s)   play / topic(s) / reflect(s) / cycle(s) ! Æ

line-augment(s)

innovation(s) / present(s) / ethic(s) / devart / QR

gamification(s) – ... augment (y)our reality ! ... / ... ?

problem(s) / display(s) / design(s) / education(s) / perspective(s)

line-beauty(s)

teaching(s) – happy / skin(s) / skill(s) / place(s)

identity / creativity

... for **beauty** is nothing but the **beginning of terror**, which we are still **just able to endure**
... and we are so **awed** because it serenely disdains to **annihilate us**.

Rainer Maria Rilke
utopia / kinetic(s) / rule(s) / target(s) / slogan(s) / pattern(s)

line-believe(s)

experiment(s) / moral(s)

... I (strongly) believe ... in technology ... ! ?

surprise(s) / define(s) / trivium / rethoric(s) / pattern(s)
problem(s) / display(s) / design(s) / education(s) / perspective(s)

line-block(s)

reflect(s) / science(s)

...... fundamental of blocking – don't get hit ......

search::clock(s)::money / attack(s) / word(s) / now on TV [] ?
problem(s) / display(s) / design(s) / education(s) / perspective(s)

line-box(s)

google(s) / politic(s) / engineer(s) / adventure(s) / ? / _ / .
teaching(s) / ethic(s)

... it's time to get back in the box ...

problem(s) / thought(s) / design(s) / education(s) / reference(s)
/ play / tribe(s) / network(s) / identity / flow(s) / chart(s) / cycle(s)

line-build(s)

emotion(s) / impact(s)

new building(s) = old idea(s)/brick(s):work
old building(s) = new idea(s)/media:game(s)

problem(s) / display(s) / design(s) / education(s) / perspective(s)

line-casual(s)

allegory vs algorithm(s) – casual revolution(s)   algorithm(s) / space(s) / error(s) / rule(s) / _ / .

the casual revolution is a re-invention of both games and players.

... casual game design is a genuine innovation in game design and a return to lessons long forgotten ...

while the idea of the less-dedicated, less-obsessed casual player helps us to move beyond the prejudice that video game players are nerdy and socially inept.

cited from: The Casual Revolution
/ play / score(s) / flower / story / game(s) / wave(s) / cycle(s)

line-chart(s)

line(s) – modern / math(s) / chart(s) / social(s) / class / war(s) /
understanding / chart(s) / science(s) / scenario(s) / _ / .

innovation(s) / collaboration(s)

statistic(s) / chartjunk is a clear sign of statistical stupidity.

orientation(s) / powerpoint is evil / (X) / talk(s) / beauty
/ play / teaching(s) / perspective(s) / visualize(s) / story / cycle(s)

line-cheat(s)

[] idea(s) / ethic(s) []

...... [tell me] ! ... (why) are you (not) cheating ? ... (please) ......

problem(s) / display(s) / design(s) / education(s) / perspective(s)

line-choice(s)

_ .. / ... / / theme(s) / create / common(s) / art(s) / space(s) / _ / .
play / choice(s) & challenge(s)

+)

confession(s) / resource(s)
video(s) / topic(s) / / reflect(s) / insanity / war(s) / skill(s) / cycle(s)

line-cisc(s)

line(s) – question(s) / difference(s) / metaphor(s) / mission(s)   _ .. / ... / / theme(s) / create /
common(s) / art(s) / space(s) / _ / .

[]

gamification(s)
/ scenario(s)

future(s) / creativity is contagious

/ slogan(s) / topical media / do(s) / observation(s) / / ?
/ design(s) / problem(s) / change(s) / flower(s) / game(s) / cycle(s)

line-clock(s)

question(s) / ethic(s)

(IM
MMA
SG

...... catch raw scribble grid stove ... get lost

...

...

clock(s) :: face(s) / education(s) / trail(s) / now on TV ?
problem(s) / display(s) / design(s) / education(s) / perspective(s)

line-coffee(s)

line(s) – theme(s) / coffee / grind(s) / thesis / _ .. / ... / / theme(s) / create / common(s) / art(s) / space(s) / _ / .

a mathematician is a device for turning coffee into theorems

/ Erdos / idea(s) / joke(s) / perspective(s) ?
/ science(s) / role(s) / digital(s) / flow(s) / mechanic(s)

line-collaborate(s)

teaching(s) – collaboration(s) / metaphor(s) / visualization _ .. / ... / / theme(s) / create / common(s) / art(s) / space(s) / _ / .

cult(s) / method(s) / rule(s) / mind(s) / howto(s) / cycle(s)

the tools used in (y)our experiments of collaboration are a means and not an end in itself, so, together, we must determine what works and what does not. Your comments and evaluations, and possibly suggestions, are highly appreciated, although never as much as your actual constructive work!

/ slogan(s) / topical media / difference(s) / blog(s) /
/ design(s) / pattern(s) / change(s) / flower(s) / game(s) / cycle(s)

line-communication(s)

communication(s) – n-grams
world(s) / science(s) / error(s) / _ / .

THE HEAD AND IN FRONTAL ATTACK ON AN ENGLISH WRITER THAT THE CHARACTER OF THIS POINT IS THEREFORE ANOTHER METHOD FOR THE LETTERS THAT THE TIME OF WHO EVER TOLD THE PROBLEM FOR AN UNEXPECTED (GUEST) from Claude Shannon A Mathematical Theory of Communication

cited from: Expressive Processing / classic(s)

line-composition(s)

line(s) – composition(s)
_ .. / ... / / theme(s) / create / common(s) / art(s) / space(s) / _ / .

composition = the art of the decorative arrangement of the various elements available to the artist for the expression of his feelings

Matisse
discipline(s) / color(s) / flower(s) / game(s) / cycle(s)

line-confession(s)

line(s) – confession(s) / designer(s) / tablet(s) _ .. / ... / / theme(s) / create / common(s) / art(s) / space(s) / _ / .

twinkle(s) / difference(s)

my wife bought an iPad, and I love it

manifesto(s) / don't just dream, (they) do!
blog(s) / pattern(s) / change(s) / game(s) / resource(s) / cycle(s)

line-confusion(s)

teaching(s) – education(s) / spark(s) / fragment(s) / trail(s)   _ .. / ... / / theme(s) / create /
common(s) / art(s) / space(s) / _ / .

[]

idea(s)
[]
experiment(s)
[]

...
... confusion is ... the origin of creativity ...
...

[] game(s)

rule(s)
engine(s)
math
domain(s) []

play / tribe / network(s) / identity / flow(s) / chart / cycle(s) ! Æ

line-control(s)

experiment(s) / moral(s)

...... blind(s) judge(s) control(s) brain(s) rethoric(s) ......

problem(s) / display(s) / design(s) / education(s) / perspective(s)

line-create(s)

google(s) / politic(s) / engineer(s) / adventure(s) / ? / _ / .
innovation(s) / ethic(s)

creative technology brings you back in the box ...

problem(s) / display(s) / design(s) / education(s) / perspective(s)
/ play / tribe(s) / network(s) / identity / flow(s) / chart(s) / cycle(s)

line-creativity(s)

definition(s) – creativity / challenge(s) / quote(s)
method(s) / dream(s) / vision(s) / dilemma(s) / _ / .

- the **product** of thinking has novelty or value, either for the thinker or his/her culture.

- the thinking is **unconventional**, in the sense that it requires modification or even rejection of previously accepted ideas.

- the thinking requires **high motivation** and persistence, taking place over a considerable time span (continuously or intermittently) or at **high intensity**.

- the problem as initially posed was **vague and ill-defined**, so that part of the task was to **reformulate the problem** itself.

Newell & Shaw (1962), from R.L. Glass Software Creativity 2.0

line-crude(s)

teaching(s) – (crude) look(s)   _ .. / ... / / theme(s) / create / common(s) / art(s) / space(s) / _ / .

identity / creativity

> it is vitally important that we supplement our specialized studies with serious attempts to take
> a crude look at the whole

Murray Gell-Mann (Nobel prize physics 1969)

math(s) / perspective(s)

/ science(s) / product(s) / digital(s) / flow(s) / mechanic(s)

line-ctsg(s)

space(s) – creative technology (...) game(s)   _ .. / ... / / theme(s) / create / common(s) / art(s) / space(s) / _
/ .

CT[..]G

play / display(s) / project(s) / ground(s) / game(s) / cycle(s) ! Æ

line-curiosity(s)

artist(s) / vision(s) / future(s) / education(s) / science(s) / _ / .   twinkle(s) / difference(s)

... it is a miracle that curiosity survives formal education ...

Einstein   / physic(s) / question(s)
play / collaboration(s) / engineer(s) / imagination(s) / cycle(s)

line-design(s)

... / skin(s) / obstacle(s) / place(s) / failure(s) / culture(s) / _ / .

twinkle(s) / difference(s)

form(s) / design = to initiate change in man-made things

methods   / guide(s) / student(s) / parent(s) / teacher(s)
play / game(s) / rule(s) / teaching(s) / visual(s) / project(s) / cycle(s)

line-difference(s)

difference(s) – create(s) / game(s) / reading(s) / mission(s)   _ .. / ... / / theme(s) / create / common(s)
/ art(s) / space(s) / _ / .

innovation(s) / culture(s)

travel(s) / celebrating difference(s)

[]

from: Carla Hoekendijk
/ visit(s) / scenario(s)

slogan(s) / topical media / do(s) / reflection(s) / [X/Y/Z]

?

design(s) / pattern(s) / change(s) / flower(s) / space(s) / cycle(s) Æ

line-do(s)

line(s) – design(s) / glimmer(s) / metaphor(s) /   _ .. / ... / / theme(s) / create / common(s) / art(s) / space(s) / _ / .

twinkle(s) / difference(s)

what is the role for design in a world that is no longer quite as "fabulous" as it once was?

designers-dont-just-dream-they-do.html / dynamic(s)
/ picnic(s) / pattern(s) / change(s) / game(s) / routine(s) / cycle(s)

line-dot(s)

... / skin(s) / role(s) / logic(s) / place(s) / science(s) / space(s) / vision(s) / _ / .

creativity = connecting dots
one would not look at, normally ...

. / Alain Kay / screen(s) / wire(s) / cycle(s) / ..

line-dots(s)

... / singularity / logic(s) / eliminate(s) / vision(s) / _ / .

twinkle(s) / difference(s)

creativity = (re)connecting ...
one would not look at, normally ...

Alain Kay

/ []
entertainment / tinkerer(s) / guide(s)

play / math(s) / project(s) / wire(s) / screen(s) / dream(s) / cycle(s)

line-dream(s)

_ .. /
/ engineer(s) / experience(s) / imagination(s) / mission(s) / _   magic / technology

... **reason can dream what dream(s) cannot reason** ...

Nicolas Snowden Willey, 1965, from Design Methods

understanding / future(s) / undo(s) / math(s) / X / ethic(s)
play / war(s) / pill(s) / flower(s) / itch(es) / cycle(s) ! Æ

line-economy(s)

experiment(s) / moral(s)

experience economy

- **aesthetic(s)**
- **narrative(s)**
- **performance(s)**
- **interaction(s)**

technology / innovation(s) / craft(s)

line-educate(s)

```
(IM
MMA
SG
```

...... educational games @ facebook ... get lost

...

...

search: clock(s) :: face(s) / word(s) / trail(s) / now on TV [] ?
problem(s) / display(s) / design(s) / education(s) / perspective(s)

line-emotion(s)

craft(s) / impact(s) / ...

```
{\bf
exuberance                              anxiety


contentment                             depression
}
```

problem(s) / display(s) / design(s) / education(s) / perspective(s)

line-energy(s)

engineer(s)

moral(s)

... work is the constrained release of energy but it often takes work to construct the constraint(s)
...

Stuart A. Kauffman: Investigations
problem(s) / display(s) / design(s) / education(s) / perspective(s)

line-engineer(s)

dream(s) / theme(s) / force(s) / role(s) / engineer(s) / _ / .
twinkle(s) / difference(s)

it is the **process of design**, in which diverse parts of the *give-world* of the **scientist** and the
made-world of the **engineer** are reformed and assembled into something the like of which *nature*
had not dreamed, that divorces **engineering** from **science** and marries it to **art**.

H. Petroski – To Engineer is Human / miracle(s)   play / physic(s) / math(s) / cycle(s)

line-error(s)

imagination(s) – parent(s) / error(s)   science(s) / communication(s) / chance(s) / _ / .
twinkle(s) / difference(s)

... unlike the requirement that error must be removed from a computer program, however, the
likelihood of error must be tolerated even in the normal individual if the brain is to confront
novelty in an adaptive fashion.

second nature – brain science and human knowledge
disobedience(s) / program(s) / individual(s) / cycle(s)

line-essence(s)

experiment(s) / moral(s)

... fun is highly overrated ... power, identity, excitement ... it's all in the game ...

problem(s) / display(s) / design(s) / education(s) / perspective(s)

line-ethic-qr(s)

[] *creative ethic(s)* / model(s) / talk(s) []

gamification(s) – ... augment (y)our reality ! ... / ... ?

download layar

[] pitch / point(s) / teach / mission(s) []

remark(s): in addition I would like to do some simple exercises, such as determining the (Kolmogorov) complexity of your favorite artwork(s), of for example who is afraid of red, yellow and blue.

line-ethic(s)

question(s) – work(s) / serious / metaphor(s) / replay(s) / create(s)   _ .. / ... / / theme(s) / create / common(s) / art(s) / space(s) / _ / .

science(s) / utopia / perspective(s) / motto(s) / QR

...
future(s)
/ what is the point of ethic(s) ... ! ? ...

happiness / technology / experience(s) / moral(s) / theme(s)
design(s) / pattern(s) / change(s) / flower(s) / game(s) / cycle(s)

line-existence(s)

_ .. / dream(s) / free / creative / human(s) / _ / .

it is as if each creature has the power to dream itself out of one existence into a new one, one step higher on the ladder of things

David Malouf An Imaginary Life

line-experience(s)

experience(s) – economy of dream(s) / law(s) / gamification(s) ?

vision(s) / economic(s) / challenge(s) / product(s) / mechanic(s) / _ / .   twinkle(s) / difference(s)

evidence of the dream society can be found in business models that incorporate stories into products, services, strategies and advertising ...

dream society & experience economy / mission(s) / plan(s)
remember: play / theme(s) / screen(s) / adventure(s) / cycle(s) ! Æ

line-experiment(s)

logical / understanding / vision(s) / change(s) / experience(s) / _   twinkle(s)
academic(s)
trail(s)

   we're in a big social experiment,

   where it ends up, I don't know ... **!**

challenge(s): it [1 2 3 4 5 6 7 8]
impact(s) /
school (s)
[]
                                             computers transform
/ X / undo(s) / relation(s) / pattern(s)

         play / risk(s) / space(s) / tribe(s) / behavior(s) / life / cycle(s) ! Æ

line-failure(s)

line(s) – creativity / failure(s)   _ .. / ... / / theme(s) / create / common(s) / art(s) / space(s) / _ / .

                      twinkle(s) / difference(s)

   failure is an unacceptable difference between expected and observed performance

                    Henry Petroski – Success through Failure
(re)work(s) / (re)boot(s) / success

        play / dream(s) / physic(s) / math(s) / skill(s) / cycle(s)

line-fear(s)

perspective(s) – fear(s) / / thesis / / ring(s) /   _ .. / ... / / theme(s) / create / common(s) / art(s) /
space(s) / _ / .

                  identity / creativity

   walk(s) / who's afraid for (red/yellow/blue)

         / marker(s) / idea(s) / math(s) / barnett newman
      / science(s) / role(s) / digital(s) / flow(s) / mechanic(s) / cycle(s)

line-festival(s)

                  identity / innovation(s)

   confession(s): ... problem(s) ... establish ... norm(s) ...

surprise(s) / rule(s) / campaign(s) / mission(s)
        answer(s) / display(s) / design(s) / education(s) / perspective(s)

line-fire(s)

        _ .. / ... / media / science / produce(s) / vision(s) / miracle(s) / _ / .

1 fire then wire

<div align="right">
resource(s) / second nature / network(s) / theme(s)

play / game(s) / story / ground(s) / art(s) / project(s) / cycle(s)
</div>

line-flower(s)

<div align="right">
_ .. / ... / / theme(s) / create / common(s) / art(s) / space(s) / _ / .
</div>

travel(s) / let(s) thousands flowers bloom

<div align="right">
why should you care?   / (i) / visual(s) / semantic(s) / game(s)

play / / truth / insanity / war(s) / ground(s) / skill(s) / cycle(s)
</div>

line-focus(s)

line(s) – focus!   _ .. / ... / / theme(s) / create / common(s) / art(s) / space(s) / _ / .

defragment (y)our mind(s)

<div align="right">
quote(s) / game(s) / cycle(s)
</div>

line-force(s)

<div align="right">
engineer(s) / dream(s) / product(s) / relationship(s) / _ / .

twinkle(s) / difference(s)
</div>

structural engineering is the **science** and **art** of designing and making, with economy and elegance, buildings, bridges, **frameworks** and other similar **structures** so that they can safely resist the **force(s)** to which they may be subjected.

<div align="center">
H. Petroski – To Engineer is Human   play / physic(s) / math(s) / cycle(s)
</div>

line-free(s)

<div align="right">
dream / creative / human / existence / innovation(s) / _ / .

twinkle(s) / difference(s)
</div>

... but we are free after all, we are bound not by the laws of our nature but by the way(s) we can imagine ourselves breaking out of those laws without doing violence to our essential being. we are free to transcend ourselves, if we have the imagination for it ...

<div align="right">
David Malouf, An Imaginary Life

play / word(s) / physic(s) / math(s) / cycle(s)
</div>

line-fun(s)

topic(s) – fun / science(s) / plan(s) / project(s)
 ... / vision(s) / science / art(s) / education(s) / machine(s) / _ / .

innovation(s) / collaboration(s)

science(s) – take(s) the fun out of humor!?

way(s): [stair(s): 1 / 2 / 3 / 4 / 5 / 6 / 7 / 8 / 9]:fun/joke(s)
blind / theory / fear(s) / kill(s) / xp(s) / / end(s) / failure(s)

<div align="right">
play / poet / casual / flower / story / game(s) / wave / cycle(s) ! Æ
</div>

line-future(s)

dream(s) / ... / miracle(s) / innovation(s) / project(s) / _ / .

the imagination jumps from present fact(s) to future possibilities

J.P. Page, 1966, quoted from J.C. Jones Design Methods
/ play / tribe(s) / network(s) / identity / flow(s) / chart(s) / cycle(s)

line-game(s)

allegory vs algorithm(s) – space(s)
experience(s) / error(s) / gap(s) / space(s) / screen(s) / _ / .

the game is a knowable algorithm from which you know you can escape.

... gamespace is an unknowable algorithm from which there is no escape.

the game is just like the gamespace of everyday life, except that the game can be saved.

cited from: Gamer Theory
/ play / tribe(s) / network(s) / identity / flow(s) / chart(s) / cycle(s)

line-gap(s)

allegory vs algorithm(s) – world(s)   error(s) / quest(s) / form(s) / algorithm(s) / _ / .

the gamespace opens a critical gap between what gamespace promises and what it delivers

... the game is true in that its algorithm is consistent, but this very consistency negates a world that is not!

what is true is not real, what is real is not true, this is what the double movement of allegorithm and allegory have to report.

cited from: Gamer Theory

line-grace(s)

artist(s) / developer(s) / skin(s) / beauty / pattern(s) / _ / .

it is **skill surmounting difficulty**, and **beauty triumphing over skill**

(art) ..., to snatch this grace beyond the reach of art is then the **height of art** – where fine art begins, and **where mechanical skill ends**.

William Hazlitt – THE PLEASURE OF HATING   / prank(s) / TED
dynamic / script(s) / steal / flow / theme(s) / flower / cycle(s)

line-hack(s)

line(s) – hack(s) / vision(s)   _ .. / ... / / theme(s) / create / common(s) / art(s) / space(s) / _ / .
now / problem(s)

... hacking is the art of creative problem solving, whether that means finding unconventional solution(s) to a difficult problem or exploiting holes in sloppy programming.

hacking – the art of exploitation
play / ground(s) / program(s) / cycle(s)

line-human(s)

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

... *relationships* are things that happen only in a *virtual world*, and we are able to move *backwards* and *forwards* between the *physical world of interactions* (*real events*) and the virtual world in which these events are *constituted into relationships* in order to be able to *understand* what the *significance of specific actions* is or might be, or *how two relationships impinge upon eachother*. Robin Dunbar – The Human Story (p. 66)

line-idea(s)

idea(s) – apple(s) / method(s) / think different

...

... Here's to the crazy ones. The misfits. The rebels. The troublemakers.

The round pegs in the square holes. The ones who see things differently. They're not fond of rules. And they have no respect for the status quo. You can quote them, disagree with them, glorify or vilify them. About the only thing you can't do is ignore them. Because they change things.

They push the human race forward.

And while some may see them as the crazy ones, we see genius.

Because the people who are crazy enough to think they can change the world, are the ones who do ...

...

line-ignorance(s)

line(s) – ignorance(s) = bliss

knowledge is (often not) a solution, but a problem ...

line-impact(s)

```
{\bf
IMPACT = Contrast
\ \                 Reach
\ \                     Exposure
\ \                         Attention
\ \                             Target
\ \                               Echo
}
```

line-improvement(s)

line(s) – literacy / improvement(s) / workshop(s) / talk(s) / _ .. / ... / / theme(s) / create /
common(s) / art(s) / space(s) / _ / .

twinkle(s) / difference(s)

    the problem is, ... whatever you do, ...
    it probably needs an improvement, or two ...

  / presentation(s) / creativity / deliverable(s) / guide(s)
  / love(s)

play / flow(s) / science(s) / code(s) / routine(s) / game(s) / cycle(s)

line-insanity(s)

_ .. / ... / / theme(s) / create / common(s) / art(s) / space(s) / _ / .

innovation insanity – the amount of talent, of creativity, of innovations out there remains
staggering: **invent, improve, copy ... or perish**.

career(s) / trendwatching.com/trends/innovationinsanity
error(s) / flower(s) / cycle(s)

line-inspire(s)

line(s) – inspiration(s) / infoart(s) / game(s)

_ .. / ... / / theme(s) / create / common(s) / art(s) / space(s) / _ / .

    AI

        []

        VR

idea(s) / media:iv / cycle(s)

line-interaction(s)

understanding / skin(s) / place(s) / form(s) / _ / .
twinkle(s) / difference(s)

    human computer interaction is a symmetric relation

mouse site(s) / infosphere(s) / intelligence(s) / human(s)
/ play / tribe(s) / network(s) / identity / flow(s) / chart(s) / cycle(s) ¡nr¿

line-invitation(s)

teaching(s) – invitation(s) / spark(s) / education(s) _ .. / ... / / theme(s) / create / common(s) / art(s) /
space(s) / _ / .

innovation(s) / collaboration(s)

    creativity
          is
             an invitation

             and not an obligation ...

game(s) / cycle(s) ! Æ

line-japan(s)

difference(s) – create(s) / game(s) / reading(s) / mission(s)   _ .. / ... / / theme(s) / create / common(s) / art(s) / space(s) / _ / .

/

/

travel(s) / celebrating difference(s)

/ visit(s) / scenario(s)

/ slogan(s) / topical media / do(s) / reflection(s) / / ?
/ design(s) / pattern(s) / change(s) / flower(s) / space(s) / cycle(s)

line-joke(s)

the car starts to smoke and stops ...   _ .. / presentation(s) / understanding / failure(s) / _ / .

- *physicist* – This is obviously a classic problem of torque. It has overloaded the elasticity limit of the main axis.

- *engineer* – Let's be serious! The matter is that it has burned the spark of the connecting rod to the dynamo of the radiator. I can easily repair it by hammering.

- *computer scientist* – What if we get off the car, wait a minute, and then get in and try again?

Henry Petrosky – Success through Failure / joke(s) / more joke(s)
play / physic(s) / math(s) / cycle(s)

line-know(s)

experiment(s) / ethic(s)

...... (please) ... [tell me]! ... what do you (not) know? ......

problem(s) / display(s) / design(s) / education(s) / perspective(s)

line-knowledge(s)

_ .. / understanding / place(s) / miracle(s) / chart(s) / _ / .

... writing shares a strange feature with painting.
... the offspring of painting stand there as if they were alive, but if anyone asks them anything, they are solemnly silent.
the same is true of written words ...

Phaedrus, 275d – Kieron O'Hara: Plato and the Internet

line-labyrinth(s)

_ .. / future(s) / dot(s) / miracle(s) / place(s) / science(s) / _ / .
twinkle(s) / difference(s)

... to all appearance(s), the artist acts like a mediumistic being who, from the labyrinth beyond time and space, seeks his way out to a clearing ...

vision(s) / color(s) / Marcel Duchamp, Houston 1958 / screen(s)
play / tribe(s) / network(s) / identity / flow(s) / chart(s) / cycle(s) Æ

line-learn(s)

I hear and I forget
I see and I remember
I do and I understand

Confucius

line-learning(s)

line(s) − learning　　　　　　　　　

learning is really remembering

Plato, cited from free play, p. 34

line-less(s)

more is less more is less more is less more is less more is less more is less more is less more is less
more is less more is less more is less more is less more is less more is less more is less more is less
more is less more is less more is less more is less more is less more is less more is less more is less
more is less more is less more is less more is less more is less is less

line-lesson(s)

... teach them a lesson! ...
or ... share (y)our ... inspiration(s) ... !?

line-life(s)

line(s) − literacy / problem(s) / workshop(s) / talk(s) /　　
art(s) / space(s) / _ / .

life is understood backwards but must be lived forwards

Kierkegaard from:　how nature works

line-logical(s)

... I don't see the deep thinking. I see superficial connecting of **dots** rather than logical thinking,

Dan Siewiorek, Carnegie Mellon University

line-lost(s)

...... look for utopia, ...
ask (y)ourselves why, and – ... get lost ......

room(s) / now on TV   problem(s) / display(s) / design(s) / education(s) / perspective(s)

line-manifesto(s)

manifesto(s) – creative technology / jam(s) / sell(s) / education(s)   _ .. / ... / / theme(s) / create /
common(s) / art(s) / space(s) / _ / .

we Are	(WANT)
we Believe	(WISH)
we Can	(WILL)

Q: what is the manifesto as a product?
A: 2 side(s): [text:1 2 / image(s)]

/ idea(s) / reflect(s) / scenario(s) / confrontation(s) / cycle(s)

line-manipulate(s)

manipulation(s) – creativity   challenge(s) / method(s) / dilemma(s) / quote(s) / _ / .

- **multiply** – generalize(s) part of the system?

- **divide** – sets of similar interest(s)?

- **eliminate** – avoid special tailoring!

quoted from R.L. Glass Software Creativity 2.0

line-master(s)

google(s) / politic(s) / engineer(s) / adventure(s) / X / ? / _ / .
twinkle(s) / culture(s)

you can't play, unless you've done the work to become a master

problem(s) / display(s) / design(s) / education(s) / perspective(s)
/ play / tribe(s) / network(s) / identity / flow(s) / chart(s) / cycle(s)

line-math(s)

experience(s) / ... / science / _ / .
twinkle(s) / difference(s)

... a mathematician is like a blind man in a dark room looking for a black cat that isn't there ...

misattributed to Charles Darwin – cited from vision(s)
play / program(s) / particle(s) / physic(s) / engineer(s) / cycle(s)

line-matrix(s)

I know why you're here. I know what you've been doing ... why you hardly sleep, why you live alone, and why night after night, you sit by your computer. You're looking for it. I know because I was once looking for the same thing. And when I found it, I knew what I'd been searching for. I was looking for an answer. It's the question that drives us. It's the question that brought you here. You know the question, just as I did." — **the (sorta) matrix**

line-method(s)

method(s) – idea(s) / teaching(s) / isolationism(s) / plan(s) _ .. / ... / / theme(s) / create / common(s) / art(s) / space(s) / _ / .

- the people must have independence in thought and politics, economic self-sufficiency and self-reliance in defense.

- policy must reflect the will and aspirations of the masses and employ them fully in revolution and construction.

- methods of revolution and construction must be suitable to the situation of the country.

- the most important work of revolution and construction is molding people ideologically as communists and mobilizing them to constructive action.

line-mile(s)

line(s) – mile(s) _ .. / ... / / theme(s) / create / common(s) / art(s) / space(s) / _ / .

a journey of 1K miles begins with the first step(s)

line-mind(s)

theory of mind – level(s) of intentionality / force(s) expression(s) / relationship(s) / experience(s) / _ / .

- evolution – walking, tools, brain size

- (frontal) brain size – socializing/grooming, from 20 to 80

- 1-7 levels of intentionality – 2nd = theory of mind

- what do we speak about, when we speak about ...

  Peter *believes* [1] that Jane *thinks* [2] that Sally *wants* [3] Peter to *suppose* [4] that Jane *intends* [5] Sally to *believe* [6] that ... her ball is under the cushion.

line-mirror(s)

line(s) – talk(s) / mirror(s)   _ .. / ... / / theme(s) / create / common(s) / art(s) / space(s) / _ / .

<div align="right">twinkle(s) / difference(s)</div>

Narcissus sees his reflection in the water and falls in love with his own beautiful face, of which his mother was surely proud. The nymph Echo answers the young man's call because she is in love with his beauty. Echo's answering calls deceive Narcissus ...

<div align="right">from: the drama of being a child / sensor(s) / show(s) / media
play(s) / experience(s) / screen(s) / vision(s) / game(s) / cycle(s)</div>

line-mission(s)

<div align="right">innovation(s) / present(s) / ethic(s) / QR / run / ACE</div>

... what is/are (y)our mission(s) ... / ... !?

<div align="right">dream(s) / display(s) / design(s) / education(s) / perspective(s)</div>

line-mobile(s)

<div align="right">technology / experiment(s)</div>

```
{\bf
relevance                            services

\ \          triggers in context

connectors                   notification space
}
```

glass / game(s) / story / build(s) / TV / impact(s) / future(s)

<div align="right">problem(s) / display(s) / design(s) / education(s) / perspective(s)</div>

line-money(s)

<div align="right">academic(s) / science(s)</div>

<div align="center">**...... money is the biggest mistake ever made ......**</div>

<div align="right">search:: clock(s) :: alpha / bitcoin(s) / word(s) / now on TV [] ?
problem(s) / display(s) / design(s) / education(s) / perspective(s)</div>

line-more(s)

<div align="right">less is more / _ / .</div>

less is more

<div align="right">. / .. / ... / ....</div>

line-no(s)

<div align="right">engineer(s)</div>

moral(s)

... no I will not teach: ... networks, data science, socio-technical ecosystems, web science ... ! ?

tenure track(s) / ... / trivium / ... / logic / pattern(s)

<div align="right">problem(s) / display(s) / design(s) / education(s) / perspective(s)</div>

line-norm(s)

... the inevitable question(s): did you submit your contribution(s) to the ... yet? and did you
ask the others whether they did? ...

robert axelrod: an evolutionary approach to norms

problem(s) / display(s) / design(s) / education(s) / perspective(s)

line-now(s)

dream(s) / ... / miracle(s) / innovation(s) / project(s) / _ / .

twinkle(s) / difference(s)

... the future is here. It's just not widely distributed yet ...

William Gibson (thanks Herjan!)

/ play / tribe(s) / network(s) / identity / flow(s) / chart(s) / cycle(s)

line-pain(s)

experiment(s) / moral(s)

... pain is inevitable, suffering is optional ... ?

surprise(s) / define(s) / trivium / rethoric(s) / pattern(s)

problem(s) / display(s) / design(s) / education(s) / perspective(s)

line-paint(s)

line(s) − paint   _ .. / ... / / theme(s) / create / common(s) / art(s) / space(s) / _ / .

paint as you like and die happy

Henri Miller

line-perspective(s)

teaching(s) −[drop(s)] change(s) / talk(s) / manifesto(s) / plan(s)

_ .. / ... / / theme(s) / create / common(s) / art(s) / space(s) / _ / .

moral(s) / space(s) / input(s)

... it is all a matter of perspective(s) ... ! ?

love story / screen(s) / experience(s) / mission(s) / ethic(s)

topic(s) / silence(s) / manifesto(s) / reflect(s) / koan(s) / cycle(s) Æ

line-persuasive(s)

teaching(s) − serious / persuasive game(s) / fear(s) / ring(s)   _ .. / ... / / theme(s) / create /
common(s) / art(s) / space(s) / _ / .

innovation(s) / collaboration(s)

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

target(s) / idea(s) / perspective(s) / sign(s) / (X) / network(s)

/ science(s) / role(s) / digital(s) / flow(s) / mechanic(s) / cycle(s)

line-phrase(s)

product(s) – creative technology manifesto / pattern(s) / game(s)

_ .. / ... / / theme(s) / create / common(s) / art(s) / space(s) / _ / .

confession(s) / war(s)

... I need statement(s), not phrase(s) ...

I'll teach you the ABC   blog(s) / ... / difference(s) / idiot(s) / media / identity / Æ

play / hacker(s) / idea(s) / topic(s) / reflect(s) / cycle(s)

line-plan(s)

_ .. / google / teach / engineer(s) / politic / adventure(s) / X / ? / _ / .

festival(s) / moral(s)

...

... a plan is the result of an exercise in the (creative) freedom of choice ...

... !?

dream(s) / display(s) / design(s) / education(s) / perspective(s)

tribe(s) / network(s) / identity / flow(s) / chart(s) / cycle(s) ! Æ

line-play(s)

perspective(s) – travel(s) / player(s) /

_ .. / ... / / theme(s) / create / common(s) / art(s) / space(s) / _ / .

¡black¿

... by transforming playful activities into game(s) we can lengthen and deepen the experience ...

casual(s) / context(s) / design(s) / utopia / war(s)

creativity: [video / game(s)] / book(s) / resource(s)

science / product(s) / digital / flow(s) / mechanic(s) / cycle(s) ! Æ

line-point(s)

teaching(s) – serious / metaphor(s) / replay(s) / creative(s) / war(s) _ .. / ... / / theme(s) / create / common(s) / art(s) / space(s) / _ / .

identity

innovation(s)

... travel(s)

what is the point of point(s) ... ! ?

data / unquantified self / undo(s) / digital trance / context(s)

slogan(s) / DICE 2010

/ war(s) / quantifiedself.com

design / pattern(s) / change(s) / flower(s) / game(s) / cycle(s) ! Æ

line-power(s)

line(s) – power(s)   _ .. / ... / / theme(s) / create / common(s) / art(s) / space(s) / _ / .
twinkle(s) / difference(s)

death by powerpoint

rule(s)   / guideline(s) / map(s) / resource(s) / inspiration(s)
play / ... / project(s) / cycle(s)

line-problem(s)

google(s) / politic(s) / engineer(s) / adventure(s) / X / _ / .
twinkle(s) / difference(s)

... problem(s) can be solved, dilemma(s) only optimized ...

ubercool.com / thought(s) / plan(s) / ethic(s) / war(s)
/ play / tribe(s) / network(s) / identity / flow(s) / chart(s) / cycle(s)

line-product(s)

line(s) – product(s)   _ .. / ... / / theme(s) / create / common(s) / art(s) / space(s) / _ / .
innovation(s) / collaboration(s)

(the) process is (part of the) product

show(s) / blog(s) / story / scenario(s)
/ screen(s) / place(s) / play(s) / game(s) / cycle(s)

line-program(s)

perspective(s) – nrc / program(s) / ground(s) / power(s) / identity   _ .. / ... / / theme(s) / create /
common(s) / art(s) / space(s) / _ / .
twinkle(s) / difference(s) / script(s)

program or be programmed

10 commands for a digital age / school(s) / mission(s)
scratchable(s) / server(s) / hacker(s) / horror(s) / resource(s)
play / coffee / math(s) / rethoric(s) / project(s) / cycle(s)

line-project(s)

project(s) – Aristotle / visual(s) / education(s) / method(s)
_ .. / ... / / theme(s) / create / common(s) / art(s) / space(s) / _ / .
twinkle(s) / difference(s)

- formal cause – what / goal of project(s)
- material cause – how / tools & technology
- efficient cause – when / (y)our work
- final cause – why / personal motive(s)

deliverable(s) / defragment(s) / pill(s) / story / idea(s)
/ product(s) / flower(s) / dynamic(s) / challenge(s) / skill(s)

line-quality(s)

chance(s) / force(s) / role(s) / space(s) / screen(s) / _ / .

identity / creativity

the quality without a name in us, our liveliness our thirst for life, depends directly on the patterns in the world, and the extent they have this quality for us from: Christopher Alexander – The Timeless Way of Building

quoted from: Michael Nitsche – Video Game Space
/ play / tribe(s) / network(s) / identity / flow(s) / chart(s) / cycle(s)

line-rational(s)

line(s) – rational choice(s) _ .. / ... / / theme(s) / create / common(s) / art(s) / space(s) / _ / .

skill means arranging your life so you never have to make a rational choice

write(s) / casual(s) / skill(s)
/ science(s) / digital(s) / flow(s) / mechanic(s) / cycle(s)

line-reality(s)

teaching(s) – literacy / problem(s) / workshop(s) / talk(s) / _ .. / ... / / theme(s) / create / common(s) / art(s) / space(s) / _ / .

[] twinkle(s) / innovation(s) []

... we must learn to free ourselves from seeing things the way they are ...

how nature works / moral(s) / pattern(s)

machine(s) / math(s) / guide(s) / love(s) / plan(s) / AR
* play / flow(s) / science(s) / code(s) / routine(s) / game(s) / cycle(s)

line-reboot(s)

line(s) – reboot(s) / mind(s) & machine(s) _ .. / ... / / theme(s) / create / common(s) / art(s) / space(s) / _ / .

reboot (y)our society

machine(s) / fail(s) / frog(s) / joke(s) game(s) / cycle(s)

line-resource(s)

perspective(s) – resource(s) / workshop(s)

innovation(s) / collaboration(s)

routines are resources for action, knowledge of others' routines can be resources for interaction

dynamic(s) / pattern(s) / discipline(s) / game(s) / routine(s)

line-review(s)

teaching(s) – think!

_ .. / ... / / theme(s) / create / common(s) / art(s) / space(s) / _ / .

think exist identity review   *hence by* modens tollens not review not identity - not exist not think
not grading   [QED]

/ student(s) / review(s) / teaching(s) / game(s) / cycle(s)

line-role(s)

role(s) – engineer(s) / designer(s) / artist(s) workshop(s) / dream(s) / theme(s) / force(s) / miracle(s) / _ / .

- artist(s) – [intervention]: *perceptive* / intuitive & immediate
- designer(s) – [sketch]: *imaginative* / envisioning & reflective
- engineer(s) – [prototype]: *constructive* / technical & rational
- scientist(s) – [paper]: explanation / *scepticism & doubt*
- mathematician(s) – [theorem]: precision / *manipulation & elegance*

loosely based on John Chris Jones – Design Methods p. 11
play / physic(s) / math(s) / cycle(s)

line-routine(s)

perspective(s) – routine(s) / workshop(s)

twinkle(s) / difference(s)

story = (routine) breaking point(s) ...

dynamic(s) / pattern(s) / discipline(s) / game(s) / resource(s)

line-run(s)

understanding / skin(s) / logic(s) / place(s) / _ / .

"write once, run anywhere" is really something of an aspirational slogan rather than a reality

blog(s)

line-school(s)

teaching(s) – sell(s) / talk(s) / ignorance(s) / manifesto(s) / plan(s)

_ .. / ... / / theme(s) / create / common(s) / art(s) / space(s) / _ / .
moral(s) / communication(s)

... universal education through schooling is not possible ! ? ...

deschooling society / academic(s) / illusion(s) / education(s)
topic(s) / silence(s) / manifesto(s) / reflect(s) / koan(s) / cycle(s)

line-science(s)

imagination(s) – science(s)   knowledge / error(s) / science / art(s) / representation(s) / _ / .

    ... science is imagination in the service of verifiable truth

    its ultimate power, of course, is in understanding, and as we see around us, its reach in technology is stunning.

    ... but the brain origins of imagination in science do not differ from those necessary for poetry, music or the building of ethical systems.

<div align="right">Gerald M. Emerson: second nature – brain science and human knowledge</div>

line-scratch(s)

<div align="right">experiment(s) / moral(s) / ...</div>

... don't scratch ...
when there is no itch ...

<div align="right">emotion(s) / action(s) / script(s) / reflect(s) / impact(s) / sandbox
problem(s) / display(s) / design(s) / education(s) / perspective(s)</div>

line-scream(s)

line(s) – thesis / require(s) / coffee / math / trivium _ .. / ... / / theme(s) / create / common(s) / art(s) / space(s) / _ / .

    scenario(s) / sometimes a scream is better than a thesis

<div align="right">Manfred Eigen / artist(s) / manifesto(s) / logic</div>

: [boson / mass / particle / effect / quest / starwars / travel(s)]

<div align="right">science(s) / role(s) / digital / flow(s) / mechanic / cycle(s) ! Æ</div>

line-screen(s)

<div align="right">_ .. / ... / / theme(s) / create / common(s) / art(s) / space(s) / _ / .</div>

    screen(s) ... the most dominant persuasive technology

<div align="right">play / urban / choice(s) & challenge(s) / travel(s)</div>

    +)

<div align="right">confession(s) / resource(s)
topic(s) / screen(s) / / reflect(s) / war(s) / skill(s) / cycle(s)</div>

line-search(s)

<div align="right">innovation(s) / moral(s)</div>

... in search of the ... adjacent possible(s) ... ! ?

<div align="right">Stuart A. Kauffman: Investigations</div>

    search:: money – word(s) / game(s):: [google/wolfram]:eliza

<div align="right">problem(s) / display(s) / design(s) / education(s) / perspective(s)</div>

line-sell(s)

slogan(s) – engineering / metaphor(s) / replay(s) / rule(s) / plan(s)   _ .. / ... / / theme(s) / create / common(s) / art(s) / space(s) / _ / .

identity / creativity

creative technology – education(s) / war(s) / cycle(s) ?
- selling point(s) – technology, innovation, changing the future
- buying point(s) – freedom, non-conformist, exploration(s)

difference(s) / point(s) / undo(s) / context(s) / phrase(s)
design(s) / pattern(s) / change(s) / flower(s) / game(s) / cycle(s) Æ

line-share(s)

line(s) – share design(s)   _ .. / ... / / theme(s) / create / common(s) / art(s) / space(s) / _ / .

share (y)our design(s)!

game(s) / cycle(s)

line-shore(s)

adventure(s) / dream(s)

... on the seashore(s) of endless world(s), children play ...

Tagore, quoted from playing and reality
problem(s) / display(s) / design(s) / education(s) / perspective(s)

line-silence(s)

teaching(s) – silence / communication(s)   _ .. / ... / / theme(s) / create / common(s) / art(s) / space(s) / _ /
.

innovation(s) / collaboration(s)

... ideas and insights need to cool over a period of time ...

free play
play / education(s) / discipline(s) / science(s) / cycle(s) ! Æ

line-singularity(s)

perspective(s) – gogbot(s)   _ .. / ... / / theme(s) / create / common(s) / art(s) / space(s) / _ / .

the singularity is near

play / search / color(s) / game(s) / cycle(s)

line-skill(s)

idea(s) / science(s)

......
... skill ... is highly undervalued ...
......

topical / story / game-on / AR / math game(s) / build(s) / TV / fix
problem(s) / display(s) / design(s) / education(s) / perspective(s)

line-space(s)

ritual(s) – engineering / education(s) / replay(s) / rule(s) / plan(s) _ .. / ... / / theme(s) / create /
common(s) / art(s) / space(s) / _ / .

creativity / mission(s)

architecture(s) – building(s) / space(s) / art(s)
- **(not) in obedience to tradition(s)**
- **(but) in pursuit of innovation(s)**

politic(s) / nature(s) / undo(s) / role(s) / learn(s) / ethic(s)
design(s) / pattern(s) / change(s) / flower(s) / game(s) / cycle(s) Æ

line-spread(s)

experiment(s) / moral(s)

...
_ ... _ worth spreading _ ... _ ?
...

tool(s) / trivium / rethoric(s) / pattern(s) / talk(s) []
problem(s) / display(s) / design(s) / education(s) / perspective(s)

line-steal(s)

line(s) – pirate(s) of silicon valley _ .. / ... / / theme(s) / create / common(s) / art(s) / space(s) / _ / .

scenario(s) / good artists create ..., great artists steal

leonardo da vinci / poet(s) / manifesto(s)

trailer / documentary
interview(s): [1 / 2 / 3 / 4 / 5 / 6 / 7 / 8 / 9 / 10 / 11]
video(s): [about / 1983 / windows / ipad / praise / stealing]
/ math(s) / science(s) / product(s) / digital(s) / flow(s) / game(s)

line-story(s)

teaching(s) – media / story / workshop(s) / talk(s) / system(s) / _ .. / ... / / theme(s) / create /
common(s) / art(s) / space(s) / _ / .

identity / creativity

a story can be regarded as a meaningful pattern of information

love the flow(s) / machine(s) / guide(s) / love(s) / theme(s)
play / flow / science(s) / code(s) / routine(s) / game(s) / cycle(s) Æ

line-street(s)

<div align="right">_ .. / ... / / theme(s) / create / common(s) / art(s) / space(s) / _ / .</div>

... Quiet Days in Clichy takes us back to a time and place when people went out and had FUN
... (just to remind you – fun is something that you have in the streets and not on facebook!) ...

<div align="right">/ idea(s) / game(s)</div>
<div align="right">/ play / story / silence(s) / science(s) / cycle(s)</div>

line-study(s)

<div align="right">_ .. / ... / / theme(s) / create / common(s) / art(s) / space(s) / _ / .</div>

I will ask then, why is it really worthwhile to make a serious study of ...

<div align="right">school(s) / question(s) / workshop(s) ?</div>
<div align="right">play / program(s) / particle(s) / physic(s) / engineer(s) / cycle(s)</div>

line-system(s)

game as social system

<div align="right">game(s) as social system(s) / display(s)</div>

	syntax	**semantics**	**pragmatics**
actor(s)	player(s)/place(s)	role(s)	goal(s)
rule(s)	event(s)/exploration(s)	evaluation	facilitators
resource(s)	game space(s)	situation	context(s)

line-teach(s)

teaching(s) – sell(s) / talk(s) / ignorance(s) / manifesto(s) / plan(s)
<div align="right">_ .. / ... / / theme(s) / create / common(s) / art(s) / space(s) / _ / .</div>
<div align="right">education(s) / communication(s)</div>

... I am not here to please you, but to teach you ! ? ...

<div align="right">love story / academic(s) / illusion(s) / experience(s)</div>
<div align="right">topic(s) / silence(s) / manifesto(s) / reflect(s) / koan(s) / cycle(s) Æ</div>

line-topia(s)

topia(s) – matrix / ethic(s) / metaphor(s) / replay(s) / create(s)   _ .. / ... / / theme(s) / create / common(s) / art(s) / space(s) / _ / .

<div align="right">dream(s) / teaching(s) / politic(s)</div>

- iso – capitalist
- hetero – revolutionary
- u – wishfull thinking
- dis – nightmare

<div align="right">moral(s) / theme(s) / plan(s) / quest(s) / ritual(s) / manifesto(s)</div>
<div align="right">/ design(s) / pattern(s) / change(s) / flower(s) / game(s) / cycle(s)</div>

line-tv(s)

idea(s) / science(s)

......
... the medium is ... the message ...
......

topical / story / game-on / AR / math game(s) / build(s) / utopia / tv
problem(s) / display(s) / design(s) / education(s) / perspective(s)

line-twinkle(s)

teaching(s) – serious / metaphor(s) / example(s) / replay(s)   _ .. / ... / / theme(s) / create /
common(s) / art(s) / space(s) / _ / .

innovation(s) / collaboration(s)

travel(s)
/ everything is intertwinkled ...

slogan(s) / trail(s) / topical media / war(s) / utopia / plan(s)
design / pattern(s) / change(s) / flower(s) / game(s) / cycle(s) ! Æ

line-understand(s)

_ .. / knowledge / skin(s) / place(s) / chart(s) / engineer(s) / _ / .
identity / creativity

... to understand is to be capable of doing ...

Goethe (from Design as Art, Bruno Munari)

/ trivium / quest(s)

play / physic(s) / math(s) / cycle(s) ! Æ

line-vision(s)

... / artist(s) / skill(s) / color(s) / display(s) / screen(s) /
/ _ / .

ethic(s) / game(s) / system(s) / innovation(s) / bead(s)

... for the blind man in a dark room ... looking for a black cat that isn't there ...

de appel / skin(s) / essence(s) / trivium / craft / focus

sensor(s) / scape(s) / math(s) / code(s) / science(s) / hole(s)
play(s) / story / screen(s) / topic(s) / quest(s) / vision(s) / cycle(s)

line-walk(s)

teaching(s) – walk(s) / scream(s) /   _ .. / ... / / theme(s) / create / common(s) / art(s) / space(s) / _ / .
twinkle(s) / difference(s)

what I talk about when I talk about – walking/media/game(s)

/ idea(s) / fear(s) / perspective(s)
/ science(s) / role(s) / digital(s) / flow(s) / mechanic(s) / cycle(s)

line-war(s)

_ .. / ... / / theme(s) / create / common(s) / art(s) / space(s) / _ / .

identity / mission(s)

creative technology / new media

future(s) / know the other side and know (y)ourself

way(s): [nina chara herman tenors teresa sid engelbert george elvis eduardo paul]

¡/font color=gray¿

pill(s) / defragment / crime(s) / chart / dynamic / war(s)

flower(s) / blog(s) / challenge(s) / ground(s) / skill(s) / cycle(s) ! Æ

line-what(s)

idea(s) / ethic(s)

...... [tell me] ! ... what is the language of creativity ? ... (please) ......

problem(s) / display(s) / design(s) / education(s) / perspective(s)

line-whatever(s)

line(s) – literacy / problem(s) / workshop(s) / talk(s) / script(s)   _ .. / ... / / theme(s) / create / common(s) / art(s) / space(s) / _ / .

twinkle(s)

difference(s)

... whatever you do, ...

you'll run into a problem, ... or two ...

/ machine(s) / creativity / perspective(s) / guide(s) / love(s)

play / flow(s) / science(s) / code(s) / routine(s) / game(s) / cycle(s)

line-who(s)

experiment(s) / ethic(s)

...... who are you ? [tell me] ! ... (please) ......

problem(s) / display(s) / design(s) / education(s) / perspective(s)

line-why(s)

experiment(s) / ethic(s)

- **... bring some confusion ...**
- **... a course where ... everybody fails ...**

problem(s) / display(s) / design(s) / education(s) / perspective(s)

line-win(s)

ethic(s) / moral(s)

... winning game(s) are game(s) winners play ...¡ga¿

investigations

problem(s) / display(s) / design(s) / education(s) / perspective(s)

line-word(s)

[]

idea(s)

[]

experiment(s)

[]

.... [tell me]! ... (one/two/three) (...) word(s) ... ! ? ......

search: life(s) / decor(s)
/ clear(s) / room(s) / now on TV [] ?

problem(s) / display(s) / design(s) / education(s) / perspective(s)

line-work(s)

moral(s) − engineering / innovation(s) / replay(s) / rule(s) / plan(s)   _ .. / ... / / theme(s) / create
/ common(s) / art(s) / space(s) / _ / .

politic(s)

ethic(s)

attitude(s) / profile(s) / education(s) / game(s)

- work ethic(s) – institution(s), in opposition to leisure
- play ethic(s) – sharing, adaptive, dynamic behavior(s)

difference(s) / point(s) / undo(s) / context(s)

science(s)

design(s) / pattern(s) / change(s) / flower(s) / game(s) / cycle(s) Æ

line-write(s)

line(s) − write(s) / essay(s)   _ .. / ... / / theme(s) / create / common(s) / art(s) / space(s) / _ / .

well-written stories are our standard way of reflecting about how the world works Paul Ricoeur

story / play(s) / visualization / skill(s)
/ science(s) / edit(s) / digital(s) / flow(s) / mechanic(s) / cycle(s)

line-xp(s)

smart experience lab(s)
... / science / art(s) / value(s) / _ / .

twinkle(s) / difference(s)

... functionality, flexibility, fascination ...

smartxp / creativity / sign(s) / environment(s) / word(s) / blog(s)
play / story / silence(s) / science(s) / cycle(s) ! Æ