

message-ca1(s)

CA1: WE CREATE IDENTITY

a bewildering number of topics,
to get familiar with the means to express ideas,
and communicate thoughts, but equally important
to get first ideas on what this means for
(y)our aspirations and, why not, dreams.

INFORMATION

message-ca2(s)

CA2: LIVING AND WORKING TOMORROW

creative applications and projects form
the core of creative technology,
as they allow for student initiative,
a high degree of autonomy,
problem finding and cooperation,
yet within a structure that facilitates feedback
and promotes a high level of achievement.

INFORMATION

message-ca3(s)

CA3: HAVE FUN AND PLAY!

strictly speaking, there are no actual course topics,
but rather a collection of high level requirements,
in particular the development of interactive game play,
with as major principle(s) self-organization
and learning by challenge

INFORMATION

message-ca4(s)

CA4: AMBIENT SCREEN(S)

... big urban screens on public squares,
as well as medium size screens in shopping malls and lifts,
as well as small screens that come with (mobile) gadgets
or built-in consoles in buses or airplanes.
to allow for intelligent interaction these screens
may moreover be equipped with sensors and bluetooth ...

INFORMATION

message-ca5(s)

CA5: HYBRID WORLD(S)

... with special focus on the relation between
the real world and the virtual world,
as expressed by the internet of things.
... to explore issues of smart systems, logistics
or playful applications in an urban context ...

INFORMATION

message-nm1(s)

NM1: WEB TECHNOLOGY

the main focus is to bring about the skills
needed to effectively use the web
in later projects and applications,
however, we will also deal with the web
as a societal phenomenon,
that is as a vital element of (y)our daily life.

INFORMATION

message-nm2(s)

NM2: INTERACTIVE VISUALIZATION

using web-based rich media technology
interactive visualization will focus on first principles,
that is using computational means
to get access to, manipulate, and present data, processes,
events and scenarios in visually appealing ways.

INFORMATION

message-nm3(s)

NM3: WEB 2.0 MASHUPS

... user contributed content, including media content
such as images and video. many of the existing sites
offer APIs to use and store content by means of web services.
mashups allow for quickly developing prototypes,
incorporating web services, that may act as media portals,
providing web services for other communities ...

INFORMATION

message-nm4(s)

NM4: VIRTUAL ENVIRONMENTS

..., more in particular 3D virtual environments,
such as deployed for online games and communities,
as well as for scientific data visualisation and mockups.
online virtual communities have a long history,
and recently became popular by online role playing games
such as World of War Craft and Second Life ...

INFORMATION

message-nm5(s)

NM5: GAME DEVELOPMENT

... games increasingly become important in for example
digital learning and corporate training,
and are appealing for both conceptual reasons
as well as their sensorial impact, using multimedia technology.
we will study the analysis and critical comparison of games,

as well as popular technologies for game design & development ...

INFORMATION

message-project(s)

PROJECT(S) – CREATIVE TECHNOLOGY ... & ...

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