question-agenda(s)

agenda(s) – ¡strike¿agenda(s)?¡/strike¿

what

about

agenda(s)?

question-challenge(s)

concept(s)
- everything is miscellaneous – site[1]

model(s)
- business model – *what is web 2.0?* (article[2])

problem(s)
- identity 2.0 – who is the dick on my site(s)[3]

question-course(s)

course(s) – engineering / format(s)
- **knowledge** – is a process, not a product
- **information** – is a commodity (on the web)
- **creativity** – is contagious
- **discipline** – relies on self-organisation
- **technology** – requires motivation

education is a waste of time

question-create(s)

structure(s) – creative explorations of art, science & technology
1. *disciplinary courses* – traditional approach, with regular courses and assignments
2. *project-based work* – lectures to support active exploration of topics by students
3. *creative applications* – challenges, to produce viable solutions for real world applications

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[1] www.everythingismiscellaneous.com
[2] www.oreillynet.com/pub/a/oreilly/tim/news/2005/09/30/what-is-web-20.html
[3] identity20.com/media/ETECH_2006

question-engineer(s)

engineer(s) – creative explorations of art, science & technology
/ – / .

> Who can be interested any longer in that age-old idle talk about **good and evil** when it has been established that good and evil are not 'constants' at all, but '**functional values**', so that the goodness of works depends on the historical circumstances, and the goodness of human beings on the **psycho-technical skill** with which their qualities are exploited? The world is simply ridiculous if one looks at it from the **technical point of view**. It is **unpractical** in all that concerns the **relations between human beings**, and in the highest degree uneconomical and inexact in its methods.

question-game(s)

game(s) – meaning / C4(X) / engine(s) / space(s) / resource(s)

- **challenge** – relevance, feedback, confidence
- **curiosity** – *cognitive* / *sensitive* discrepancy
- **control** – contingency, choice, power
- **context** – intrinsic or extrinsic metaphor(s)

question-hero(s)

hero(s) – background(s)

- **Galvani/Volta/Ritter – sensorial experiments / electrified**
- **Walter Benjamin – (re)introducing the aura of art**
- **Ted Nelson – augmenting the human intellect**
- **Donald Knuth – literate programming**
- **Timothy Leary – turn-on, tune-in, drop out – deoxy.org/leary.htm**

question-math(s)

math(s) – meaning / C4(X) / intelligence(s) / space(s)

travel(s) /   why is it really worthwhile to make a serious study of ...

- **intellectual curiosity** – to know the truth
- **professional pride** – anxiety about performance
- **ambition** – desire for reputation

question-medium(s)

answers(s) – message 2.0   _ .. / create / common(s) / art(s) / _ / .

    in our digital age the message determines the selection of the medium

<div align="right">Æ</div>

question-research(s)

research(s) – www.iipcreate.com

    comments after 8/5/08:
      interesting, high level research,

      veel kennis, geen benul ...

    note to myself: back to
        basic principle(s)
        of media & game development

<div align="right">academic research takes the fun out of humor</div>

question-secondlife(s)

<div align="right">_ .. / human(s) / relationship(s) / experience economy / _ / .
twinkle(s) / difference(s)</div>

- to what extent is second life *fake-real* or *real-fake*?
- what is the *secret* of second life?
- what role(s) do *virtual environments* play in our (human) life?

<div align="right">panel(s) / experience economy / opinion(s) / sphere(s) / sleep
/ play / tribe(s) / network(s) / identity / flow(s) / chart(s) / cycle(s)</div>

question-self(s)

question(s) – *creative technology*   **who am i?**
- **skill(s)** –
- **knowledge** –
- **theory** –
- **experience(s)** –
- **attitude** –

question-success(s)

success factor(s) – iip/create: strategic research agenda

          talent

    technology

¡strike¿tolerance¡/strike¿?

politic(s) / room(s)

question-thought(s)

random thought(s) – without thinking / inspiration(s)

- **the aesthetics of our time – youtube 9/11**
- **the medium is the message – flash (skip)**
- **models of dissemination – (...) / viral**
- **creativity is contagious – involvement**
- **attention vs impact – peripheral, subliminal**
- **conventional wisdom – surprise(s)**
- **new media – personal expression(s)**

question-workshop(s)

prepare – act/express/present – reflect

1. **what was your most recent (un)creative behavior?**
2. **what would you like to (un)learn?**
3. **what do you think/feel about X?**
4. **how do you behave/connect with Y?**
5. **where did you hide (y)our dream(s)?**
6. **what is your favorite story?**
7. **why did you not tell us before?**
8. **what is on your mind?**
9. **what is under your feet?**