

theme-closure(s)

ethic(s)
experiment(s)
word(s)
[]

action(s) expert(s) game(s)
\ \ pattern\index{pattern}(s) obstacle(s)
mind(s) impact(s) choice(s)
\ \ player(s) spread(s)
closure(s) reflect(s) norm(s)

replay(s) / ximpel / target(s) / urban / education(s) / resource(s)

theme-co(s)

theme(s) – identity / media / challenge(s) / impact(s) / image(s)

space(s) / ethic(s)

\ \ co-existence ...

\ \ co-presence .../...

\ \ co-participation .../...

co-creativity .../...

education(s) / exercise(s) / game(s) / manifesto(s) / science(s)
issue(s) / observation(s) / ground(s) / power(s) / game(s) / cycle(s)

theme-common(s)

difference(s) – seriously / it's all in the game / C4(X) /

twinkle(s) / difference(s)

scenario(s) / storytelling in the digital age

read(s) / guide(s) / place(s) / story / time(s) / sign(s) / plan(s)
play(s) / flower(s) / sensor(s) / map(s) / screen(s) / cycle(s) ! Æ

theme-create(s)

theme(s) - reading(s) / creative technology / it's all in the game

twinkle(s) / difference(s)

imagine original interaction

\ \ processing media/art

experience creative technology

create(s) / issue(s) / topical media & game development [X] ?
play / manifesto(s) / slide(s) / topic(s) / slogan(s) / place(s) / cycle(s)

theme-display(s)

display(s) – theme(s) / technology / law(s) / system(s) / issue(s) ?

/ idea(s) / change(s) / workshop(s) / context(s) / – / .

– .. /

cycle(s)

twinkle(s)

social(s)

difference(s)

space(s)

{\bf

vision(s)

explore(s)

\ \

play(s)

\ \

color(s)

\ \

ethic(s)

mission(s)

perspective(s)

}

happiness / question(s) / science(s) / time(s) / chance(s)

play(s) / ... / web(s) / common(s) / pole(s) / game(s) / cycle(s) ! Æ

theme-domain(s)

academic advice ar art attack blind brain change clear closure control craft create critical crowd dream
edu engine ethic expert experiment face focus future happy ignorance illusion impact info knowledge lost
math maze media minimal pattern project rational scratch screen script search smile spread ximpel words
education(s) :: decor(s)

□

theme-game(s)

game(s) – serious / target(s) / travel(s) / it's all in the game / C4(X)

innovation(s) / collaboration(s)

pattern\index{pattern}(s) flow(s) pervasive/ground(s)

\ \

design\index{design}(s)

mechanic(s)

document(s) challenge(s) world(s)/plane(s)

topical media / skill(s) / engine(s) / reading(s) / sign(s)

play / social(s) / space(s) / dilemma(s) / problem(s) / X / cycle(s)

theme-identity(s)

theme(s) – identity / media / challenge(s) / impact(s) / image(s)

□ innovation(s) / collaboration(s) □

\ \

who you are ...

\ \

what you show ...

\ \

why you act ...

where you go ...

□ student(s) / exercise(s) / education(s) / manifesto(s)

□

issue(s) / observe(s) / ground(s) / power(s) / game(s) / cycle(s) ! Æ

theme-japan(s)

theme(s) - reading(s) / creative technology / it's all in the game

/

imagine original interaction
 processing media art
experience creative technology

topical media & game development ?
/ blog(s) / topic(s) / slogan(s) / place(s) / cycle(s)

theme-literacy(s)

theme(s) – media / literacy / representation(s) / pattern(s)

[] identity / creativity / tool(s) []

digital literacy
\ \ spatial literacy
\ \ media literacy
\ \ classical literacy
\ \ design\index{design} literacy

topical media & game development / [ACE] / role(s) [] ?
topic(s) / observation(s) / ground(s) / power(s) / game(s) / cycle(s)

theme-math(s)

math(s) – formula(s) / classic(s) / travel(s) / all in the game /

editor(s) graph(s) SVG/ML
 perspective(s) method(s)
calculator(s) program(s) hack(s)/script(s)

topical media & game development / target(s) / reading(s)
/ resource(s) / topic(s) / screen(s) / slogan(s) / place(s) / cycle(s)

theme-media(s)

theme(s) – media / literacy

twinkle(s) / difference(s)

{\bf
game literacy

\ \ media literacy

\ \ design\index{design} literacy
}

digital divide(s) / project(s)
play / digital / (-/+) / game(s) / display(s) / dream(s) / cycle(s)

theme-offer(s)

theme(s) – way(s) / kennis halen en delen

multimedia @ VU / creative technology

inspiration(s) by art
exploratory research
narrative(s) & game(s)

Æliens

- personal – idea(s) & workshop(s) / cycle(s)
- student(s) – project(s) multimedia & game development

in collaboration with CAMERA @ VU / digikring

theme-parent(s)

theme(s) - parent(s) / flow(s) / doe er wat aan!

twinkle(s) / difference(s)

talent(s) ongehoorzaamheid attitude(s)
artist(s) geek(s) nerd(s) gamer(s)
social network(s) addiction(s) landgenoten

/ manifesto(s) / ground(s) / science(s) / value(s) / cycle(s)

... /

theme-place(s)

theme(s) - place(s)

create @ appspot EWI CTSG @ ning
multimedia @ VU CS UNIVERSITEIT TWENTE.
common(s) topical media CTSG

/ ..

project(s) / flower(s) / game(s) / cycle(s)

theme-read(s)

reading(s) – topic(s) / theme(s) / talk / math(s) / design(s) / ethic(s)

creative technology / multimedia @ VU

web technology game development

\ \ topical media

object oriented software pattern\index{pattern}(s)

utopia / learn(s) / digital divide(s) / science / fun / tribe(s)
play / digital / RAK / (+/-) / game(s) / display(s) / dream(s) / cycle(s)

theme-science(s)

theme(s) – flower(s) / science(s) / travel(s) / all in the game /

question(s) method(s)

media artist(s)

answer(s) style(s)

topical media & game development / target(s) / reading(s)
/ resource(s) / topic(s) / screen(s) / slogan(s) / place(s) / cycle(s)

theme-screen(s)

theme(s) – ambient screen(s) / it's all in the game / technology

flower(s) intelligence(s)

science(s)

play

confession(s)

project(s)

screen(s)/game(s) vision(s)

/ reflect(s) / topic(s) / pattern(s) / problem(s) / place(s) / cycle(s)

theme-script(s)

theme(s) – media / script(s) / represent(s) / pattern(s) / tutorial(s)

identity

creativity

closure(s) view(s)

multimedia authoring talk(s)

\ \ basic regular advanced

\ \ critical serious create media game run ar x

{\bf ?}

\ \ prototype(s)

script(s) / help / topical media & game development / role(s)?
play / topic(s) / ground(s) / essence(s) / game(s) / cycle(s) ! Æ

theme-spread(s)

theme(s) – media / ... / represent(s) / pattern(s) / discussion(s)

identity

creativity

innovation(s) perspective(s)

\ \ serious games talk(s)

\ \ design\index{design} is where technology meets culture

\ \ framework(s)

\ \ critical serious create media game run ar x

education(s) ethic(s)

script(s) / help / topical media & game development / role(s)?
play / topic(s) / ground(s) / essence(s) / game(s) / cycle(s) ! Æ

theme-student(s)

theme(s) - student(s) / flow(s) / doe er wat aan!?

twinkle(s) / difference(s)

talent(s) ongehoorzaamheid attitude(s)

artist(s) geek(s) nerd(s) gamer(s)

social network(s) addiction(s) landgenoten

/ manifesto(s) / ground(s) / science(s) / value(s) / cycle(s)

... /

theme-teacher(s)

theme(s) - teacher(s) / flow(s) / doe er wat aan!?

twinkle(s) / difference(s)

talent(s) ongehoorzaamheid attitude(s)

artist(s) geek(s) nerd(s) gamer(s)

social network(s) addiction(s) landgenoten

/ manifesto(s) / ground(s) / science(s) / value(s) / cycle(s)

... /

theme-theory(s)

math(s) – formula(s) / classic(s) / travel(s) / all in the game /

`{\bf`
`topic(s) / game matrix`

`\ \        gametheory.net / bayes / music`

`\ \                        edu / urban / math(s)`
`}`

topical media & game development / target(s) / reading(s)
resource(s) / theme(s) / screen / slogan(s) / place(s) / cycle(s) Æ

theme-tool(s)

theme(s) - tool(s) / let's collaborate!

... / team(s)

this page contains a number of tools to collaborate, including:

- a (privately) shared todo list
- a (privately) shared whiteboard
- a (publicly) shared presentation
- a (publicly) shared social network

at this stage, it is an experiment, but I think it is necessary to find effective ways to collaborate, also in real time.

play / common(s) / cycle(s)

theme-topic(s)

theme(s) – cycle(s) / creative technology / new media / ethic(s) /

identity / creativity

design\index{design}(s) game(s) line(s)/quote(s)

\ \ visual(s)/ground(s) vision(s)/story

innovation(s) target(s) message(s)/flow(s)

student(s) / parent(s) / teacher(s) / collaboration(s)
reading(s) / math(s) / screen(s) / slogan(s) / place(s) / cycle(s) ! Æ

theme-try(s)

theme(s) - creative technology / it's all in the game

... / value(s) / idea(s) / workshop(s)

imagine original interaction

processing media art

experience creative technology

. / trailer / blog(s) / slogan(s) / cycle(s)

/ ..

theme-type(s)

□

idea(s)

□

experiment(s)

□

(IM

MMA

SG

magic ritual discipline choice game
fight serious norm design life
education mind narrative ethic rumor
reflect trust maze self war
play moral politic information science

search: life(s) / decor(s)

/ clear(s) / room(s) / now on TV □ ?

theme-urban(s)

teaching(s) – urban(s) / situational awareness / politic(s)

fight(s) / target(s) / utopia / ethic(s)

narrative(s) game(s)

\ \ mission(s)/ground(s)/ethic(s)

emergence(s) immersion(s)

pattern(s) / music / drum(s) / resource(s) / principle(s)
labyrinth(s) / exhibit / reflect(s) / screen / vision(s) / cycle(s) ! Æ

theme-ximpel(s)

experiment(s) ethic(s)

action(s) ximpel ACE

\ \ pattern\index{pattern}(s) obstacle(s)

interactive impact(s) game(s)

\ \ player(s) spread(s)

GAME-ON multimedia norm(s)

paper / present(s) / target(s) / urban / education(s) / resource(s)