

## vision-creativity(s)

search / definition(s) / value(s) / dilemma(s) / dream(s) / freedom

creativity is a type of learning process where the teacher and pupil are located in the same individual

Arthur Koestler / cycle(s) / metaphor(s)

## vision-dream(s)

### vision(s) – dream(s)

theme(s) / create / common(s) / art(s) / – / .

there's no telling how many miles you'll have to run while chasing a dream

TEDx / topic(s)

play(s) / screen(s) / product(s) / game(s) / cycle(s)

## vision-experience(s)

### vision(s) – experience(s)

theme(s) / create / common(s) / art(s) / – / .

the most beautiful thing we can experience is the mysterious. It is the source of all true art and science. He to whom the emotion is a stranger, who can no longer pause and stand wrapped in awe, is as good as dead; his eyes are closed.. Albert Einstein  
The most beautiful thing we can experience is the mysterious. It is the source of all true art and science. He to whom the emotion is a stranger, who can no longer pause and stand wrapped in awe, is as good as dead; his eyes are closed Albert Einstein

TEDx / topic(s)

play(s) / screen(s) / product(s) / game(s) / cycle(s)

## vision-game(s)

### vision(s) – ,font color=blue;glass bead game(s) / art(s) / vision(s)

theme(s) / create / common(s) / art(s) / – / .

The Glass Bead Game (Herman Hesse, 1943) takes place at an unspecified date, centuries into the future.

Essentially the game is an abstract synthesis of all arts and scholarship. It proceeds by players making deep connections between seemingly unrelated topics.

The four lives, including that as Magister Ludi, oscillate between extraversion (and getting married: rainmaker, Indian life) and introversion (father confessor, Magister Ludi) while developing the four basic psychic functions of Analytical Psychology: sensation (rainmaker), intuition (Indian life), feeling (father confessor), and thinking (Magister Ludi).

[en.wikipedia.org/wiki/The\\_Glass\\_Bead\\_Game](https://en.wikipedia.org/wiki/The_Glass_Bead_Game)

## vision-hack(s)

### vision(s) – hack(s)

... / space(s)

there are people out there who use hacking techniques to break the law, but hacking isn't really about that.

..., hacking is more about following the law than breaking it.

the essence of hacking is finding unintended or overlooked uses for the law and properties of a given situation and then applying them in new and inventive ways to solve a problem – whatever it may be.

hacking – the art of exploitation / cycle(s) / wire(s)

## vision-machine(s)

### re-start culture(s) – digital doomsday / reboot(s)

vision(s) / question(s) / engineer(s) / space(s)

... if a machine civilization were to stop functioning as the result of some catastrophe, it is difficult to see how man would again be able to start along the path of industrialization with the resources that would then be available to him.

re-start industrial society / resource(s)  
play / cycle(s)

## vision-mind(s)

### vision(s) – mind(s)

theme(s) / create / common(s) / art(s) / – / .

technology = anything useful invented by a mind

TEDx: Kevin Kelly / topic(s) / hype(s)  
play(s) / screen(s) / product(s) / game(s) / cycle(s)

## vision-paper(s)

### culture(s) – digital doomsday

machine(s) / question(s) / engineer(s) / resource(s)

.. a century or so after the power goes off, little will remain of the digital age except what's on paper.

the end of knowledge

## vision-research(s)

### development(s) – professor dr. kunstenaar / glass bead game(s)

definition(s) / dream(s) / ... / science(s) / game(s) / imagination(s) / modernism(s)

beeldend kunstenaars promoveren aan nederlandse universiteiten.

... er wordt steeds meer samengewerkt tussen het kunstonderwijs en de universiteiten. Binnenkort promoveren in Leiden de eerste beeldend kunstenaars op een kunstwerk. Alle schotten moeten weg.

## vision-search(s)

value(s) / dilemma(s) / workshop(s) / vision(s)

1. **public pareidolia(s)** – pattern(s) / **meaning(s)**
2. **site-specific superhero** – inter-action(s)
3. **benevolent conspiracy** – spontaneous  **mobs**
4. **transparent spectacle** – no **dark play**, chalk up(s)
5. **desire spot(s)** – desire path + hot spot – **ride(s)**

rethinking massively-scaled, urban play / sense(s) / cycle(s)