

concept(s): (dis)order(s) & identity – everything is miscellaneous

1

- the future ... – builds on the past
- digital convergence(s) – multimedia application(s)
- information ... – r/evolution
- game(s) & experience(s) – boing boing
- what is – the CTSG?

ma 7 september 09, CT300 [10.45-11.30] concept(s): panel discussion(s) – what is *creative* in ...

CA1: 2 / theme(s)

- mathematics, smart technology, games & interaction, medical systems, design, ...
- and possibly other guests and disciplines

ma 14 sept 09, CT300 [10.45-11.30] concept(s): discussion(s) – what the (...) regio needs is ...

CA1: 3 / theme(s)

- serious game(s) and the ... – rhetoric(s) of change
- game(s) (that) change ... – reality
- multiple ... – perspective(s)
- (we live in) a ... – creative society
- (how to) make – the CTSG?

concept(s): miscellaneous – everything else

4

- development(s) – technology and beyond
- why – the CTSG?
- meet the – blob(s)