

educational approach

other curricula at EWI/CTW

INF BIT AT CT EL TN TW IO WB BMT UT

we need a paradigm shift

creative technology – an *integrative* curriculum

question(s) / format(s)

CS – computer science

NM – new media

ST – smart technology

MA – mathematics

DE – design

CA – creative applications

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

format(s) – target(s) / project(s)

- **skills** – practical, hands-on, technology-oriented
- **knowledge** – ready-to-use, beyond skills, required insight
- **theory** – grounded in literature and scientific research
- **experience** – application of skills and knowledge in context
- **attitude** – personal disposition and motivation

designer(s) vs developer(s)

from: ActionScript 3.0 Animation – Making Things Move

No, at the personal level, you should accept no less than the title of ***artist*** and aspire to earn the right to carry the title. And earning this right is influenced not so much by your accomplishments as by your approach: a relentless pursuit of perfection, where the journey is the destination.

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creative technology – *starting from 1st year*

- **identity** – as a group
- **portfolio** – as individual
- **imagination** – mixing *science & art*
- **authenticity** – as in no bullshit
- **craftmanship** – in discovering the **rethorics of the material**

control(s) – layered mentorship

- supervision(s) – from multiple perspectives
- (peer) reviews – with mild competitive edge
- (public) exhibition(s) – for external exposure

- (scientific) competition(s) – by demo(s) & paper(s)

creative application(s) – format(s) / target(s)

rethoric(s) / place(s)

We Create Identity
 Living and Working Tomorrow
 Have Fun and Play!
 Hybrid World(s)
 Ambient Screen(s)

format(s) – creative application(s) / project(s)

target(s)

- **domain** – with *societal/personal* impact
- **elements** – new media & smart technology
- **scope** – *design & development* life-cycle
- **initiative** – staff / student / organisation(s)
- **exposure** – lab / UT / festival / *real life*