

lost in science – challenge(s) / the supposed maturity of engineering / CS

A. Eliens, 2008 / tag(s)

the new wave of Web 2.0 – google(s) / mashup(s) / science(s)

yahoo – developer.yahoo.com
del.icio.us – del.icio.us/help/api
technorati – www.technorati.com/developers
flickr – www.flickr.com/services
google – code.google.com
ebay – developer.ebay.com

engineering / ICT challenge(s) [3/5]

concept(s)

- everything is miscellaneous – site¹

model(s)

- business model – *what is web 2.0?* (article²)

problem(s)

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

multimedia @ VU – element(s)⁴

- **exploratory development** – advanced information systems, human-computer interfaces
- **multimedia technology** – 3D graphics, animation, (serious) game(s), virtual environments
- **scientific context** – user evaluation, media theory, mathematics, logic, convergence, standards, retrieval

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)**

/ play / tribe(s) / network(s) / identity / flow(s) / chart(s) / cycle(s)

metaphor(s) – towards a new curriculum

cloud(s)

- **a networked world** – you make it work [*engineering*, management] – not network maintenance!
- **everything is connected** – you make the connections [*mediator*, management]
- **everything is intertwined** (Ted Nelson) – you make it twinkle [*the creative track*]

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

twinkle(s) / difference(s)

¹www.everythingismiscellaneous.com

²www.oreillynet.com/pub/a/oreilly/tim/news/2005/09/30/what-is-web-20.html

³identity20.com/media/ETECH_2006

⁴www.cs.vu.nl/~eliens/multimedia/info.html

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

gaming is a waste of time / design / game(s) / ximpel
play / war(s) / dynamic(s) / challenge(s) / value(s) / theory