

creative technology – target(s)

educational targets – *computing*

- **skill(s)** – programming in various languages, able to learn new languages quickly
- **knowledge** – networks, web-applications, programming languages, operating systems
- **theory** – integration of languages, computer & software architecture, algorithmic complexity
- **experience(s)** – application development, (technical) requirements analysis
- **attitude** – understanding, with an eye for complexity

educational targets – *new media / ...*

- **skill(s)** – scripting, programming, interaction design
- **knowledge** – web, multimedia & game technology
- **theory** – understanding of media & communication
- **experience(s)** – concept development & realization of (playful) application(s)
- **attitude** – explorative, with an eye for the *rethorics of the material*

educational targets – *smart technology*

- **skill(s)** – modeling, construction
- **knowledge** – mechatronics, ubiquitous computing, dynamic systems
- **theory** – human perception, privacy, security
- **experience(s)** – deployment of smart (multi sensor) systems
- **attitude** – inventive, with a playful mind

educational targets – *mathematics*

- **skill(s)** – problem solving
- **knowledge** – algebra(s), graph theory
- **theory** – dynamic systems, logic
- **experience(s)** – modeling complex systems
- **attitude** – inquisitive, with an eye for the beauty of mathematics

educational targets – *design*

- **skill(s)** – drawing, modelling
- **knowledge** – design methodology
- **theory** – human factors
- **experience(s)** – design & prototyping
- **attitude** – sensitive, with an eye for human experience