

## program-coffee(s)

– .. / theme(s) / create / common(s) / art(s) / – / .  
play / edit / mathematic(s) / program(s) / cycle(s)

## program-create(s)

### creative technology – curriculum

target(s)

#### foundation – year 1

- computer science and maths
- new media & smart technology – basics
- creative applications

#### expertise – year 2.5

- computer science
- business
- creative applications
- special course(s)
  - new media
  - smart technologies
- optional course(s)

#### application – year 3

- optional course(s)
- real-life application project – (bachelor project)

## program-type(s)

program(s) – type(s) / talk(s) /

– .. / ... / deliverable(s) / – / .

desire emotion knowledge

- augmentative – *freedom*
- supportive – *power*
- connective – *developer friendly*
- social – *community*
- emulation – *realism*

/ game(s) / product(s) / map(s) / intelligence(s)  
play / identity / network(s) / flow(s) / connect(s) / game(s) / cycle(s)