schedule(s) – see common(s) / register! / / request for grading

1. **orientation(s)** – everything is miscellaneous
2. **preparation(s)** – finding (y)our theme(s)
3. **collaboration(s)** – tell (y)our story!
4. **challenge(s)** – it's all in the game
5. **progression(s)** – narrative(s) & interaction(s)
6. **completion(s)** – process & product(s)
7. **reflection(s)** – what was (y)our message?
8. **presentation(s)** – manifestation(s) & exhibit(s)

co-instructor(s):
- Gerrit van der Hoeven – wwwhome.cs.utwente.nl/∼vdhoeven
'

basic exercise(s) – learn your skill(s)

1. blog(s) – see labs CA1
2. (optional) creative hotspot(s) (mini) game – using www.umapper.com/pages/geodart
3. short (1-2 min) clip(s) – for www.youtube.com/results?search_query=creative+technology

final application(s) – be creative ...

- **interactive video(s)** – using XIMPEL / **resource(s)** [TV/view(s)/example(s)] (to be continued)

optional **exhibition of work** – in **SmartXP hall**

essay(s) – reflection(s) on ...

- professional role(s) – design, development, management
- design – aspirations & responsibilities
- innovation(s) – societal problems & (technological) solution(s)
- technology – creative potential of new development(s)
- game(s) – creative exploration(s) in game design

session(s)/concept(s) – presentation(s) & discussion(s)

session(s): orientation(s) – everything is miscellanous

- there is/are – insanity / flower(s) / concern(s)
- the future ... – builds on the past
- digital convergence(s) – multimedia application(s)
- information ... – r/evolution / unplugged?
- game(s) & experience(s) – boing boing
- what is – the CTSG?
- we are (not) – idiot(s)?
- remember, we have – dream(s) / itch(es)!

session(s): challenge(s) – it's all in the game

- **workshop(s) – game development in 7 rounds!?**
- **do you know** ... – space(s) / challenge(s) / dynamic(s)
    - that some want – developers, developers, developers? / (v/s)?
    - why culture/learning builds on ... – the past
    - the struggle(s) of ... – next generation student(s)
    - five ways to ... – speak
    - that there are multiple ... – perspective(s)
    - and that every story has a ... – beginning & end
- program – or be programmed!
- and remember, that – dream(s) / itch(es)!

session(s): reflection(s) – what was (y)our message?

- did you prepare – lab(s)?
- lookat – inspiration(s)?
- enjoy history – tesla master of
- consider – innovation(s)
- determine – superpower(s)
- reflect on – challenge(s) / shadow(s) / portrait(s)
- and remember, that – dream(s) / itch(es)!

workshop(s): identity & self-(re)presentation(s)

- question(s) – what is (y)our identity?
- draw (y)our avatar – with attributes in context
- draw avatar of peer(s) – with attributes in context
- exercise(s) – tell (y)our story!

workshop(s): role(s) & group(s) / storytelling

- question(s) – what is (y)our role?
- draw (y)our avatar in relation to group – in space
- draw avatar for each role in the group – in space(s)
- exercise(s) – organise (y)our unit(s)!