

creative technology – slogan(s)

focus – to improve/embellish public space with innovative (media/sensor) technology

- science/art-inspired visual effects
- out-of-screen deployment
- environment-sensitive application(s)

metaphor(s) – towards a new curriculum

- 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]

student(s) – every student is trained as an artist

- (visual & concept) design
- (technology & application) development
- (aesthetic & intellectual) sensibility

profile(s) – in very scientist is a (hidden) artist

- more in-depth (research-related) technology development
- (proper) intellectual and academic context for innovation

scope(s) – learning goal(s)/approach

- (low-level) basics/technology – to take away the magic
- (high-level) applications/tools – to achieve challenging target(s)

identity – creative track

- identity – as a group
- portfolio – as individual
- imagination – mixing science and art
- authenticity – as in no bullshit
- craftsmanship – in discovering the rhetorics of the material

slogan(s) – do you want to make a difference

- technology to innovate social processes
- social processes to innovate technology

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)

course(s) – principle(s)

- canonical example(s) – *game / calculator*
- (online) reference material(s) – www.w3schools.com/js / example(s)
- challenging target(s) – heart(s) / labs.google.com (*edu / code*)

element(s) – educational mechanism(s)

- (art) inspiration(s) – item(s) of beauty
- (periodic) de-construction(s) – discover (un)truth(s)
- (technical) exploration(s) – trial(s) without error(s)
- (creative) workshop(s) – to boost the imagination(s)
- (special) event(s) – to educate and surprise

learn – to acquire/deepen skills & insight

- craft – drill & repetition
- concept(s) – application(s) & reflection
- target(s) – challenge(s) & context

platform(s) – dynamic (virtual) culture(s)

- software – *architecture vs ecology*
- *technology* – hybrid, interconnected, customizable function(s)/skin(s)
- application(s) – *in a participatory* (playful) *culture*
- (serious) game(s) & entertainment – *programmed content* / script(s)
- *exploratory development* – to discover the potential(s) of technology

discipline(s) – multi/cross-disciplinary team(s)

- new media – design & development
- sensor technology – engineering & deployment
- creative application(s) – innovation

interact(s) – interactive entertainment – *facets of fun*

- immersion – *being in*
- *rapture* – loss of *aesthetic* distance
- agency – being in *control*

art(s) – computer augmented artefact(s)

- emotional response – *enrich experience*
- intellectual challenge – simply *avoid boredom*

computer augmented artefact(s)

concept(s) – creative technology

- target(s) – digital, computational & conceptual skills
- topic(s) – invisible computing & digital culture
- course(s) – sensor technology & new (digital) media

target(s) – creative technology & industrial design

- concept(s) – instrumentation, *interaction*, visualisation
- context(s) – home, office & urban environment(s)
- approach(s) – (*computational*) simulation(s) & exploration(s)