

experience-example(s)

experience(s) – example(s) / talk(s) /

machine(s) / art(s) / change(s) / human(s) / world(s)

- media space(s) – glance(s) / reflection(s)
- informative art – visualization in everyday environments
- hello wall – I know commands: circle, square,..., colors, ...
- whereabouts(s) clock(s) – situated display(s) / google(s)
- family portrait(s) – medicine(s) / dynamic(s)

/ math / product(s) / map(s)

play / network(s) / flow(s) / connection(s) / identity / cycle(s)

experience-light(s)

experience(s) – light(s) / talk(s) /

machine(s) / art(s) / change(s) / human(s) / world(s)

space and light and order ... are the things that men need just as much as they need bread or a place to sleep. (Corbusier)

focal glow

ambient luminiscence

play of brilliants

/ TEDx / product(s) / developer(s)

play / identity / network(s) / flow(s) / connection(s) / cycle(s)

experience-talk(s)

experience(s) – talk(s) / web(s) / animation(s)

machine(s) / art(s) / change(s) / human(s) / world(s)

ideas worth spreading

motivation(s) education(s) brain(s)

capitalism(s) consequence(s)

enlightenment(s) farce(s) freak(s) smile(s)

time(s) civilisation(s)

network dishonesty censor(s) choice

/ product(s) / guide(s)

play / identity / network(s) / flow(s) / connect(s) / game(s) / cycle(s)

experience-theory(s)

experience(s) – theory / talk(s) /

machine(s) / art(s) / change(s) / human(s) / world(s)

- activity theory (AT) – principle(s)
- distributed cognition (DC) – concept(s)
- grounded theory (GT) – clip(s) / explanation(s)
- ethnomethodology (EM) – reference(s) / quote(s)
- participatory design (PD) – scientist(s) / vision(s)

/ math / product(s) / map(s)

play / network(s) / flow(s) / connection(s) / identity / cycle(s)

experience-way(s)

experience(s) – **serious** / **casual(s)** / **way(s)** / **talk(s)** /
machine(s) / art(s) / change(s) / human(s) / world(s)

scenario(s) / scratch (y)our own itch(es)

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{\bf
\ \ focal glow
\ \      ambient luminiscence
\ \                play of brilliants
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/ TEDx / product(s) / map(s) / war(s): [1 2 3 4 5]
play / social / network(s) / flow(s) / connect(s) / identity / cycle(s) Æ

experience-zero(s)

experience(s) – **zero(s)** / **talk(s)** /
machine(s) / art(s) / change(s) / human(s) / world(s)

content and context make eachother meaningful context of nothing at all pins everything on the
minutest presence an empty presence , turn for turn, must bring the context into focus, and this
is the zero ideal for those who would be invisible

from: the nothing that is – a natural history of zero

/ math / product(s) / map(s)
play / network(s) / flow(s) / connection(s) / identity / cycle(s)