

change-attitude(s)

change(s) – payoff(s) / challenge(s) / game(s) / math(s)

/ / common(s)
/ idea(s) / change(s) / theme(s) ?
– / .

– ..

attitude(s)

- evaluation(s) – of affective response(s)
- state of readiness – for action(s)
- component(s) – cognitive, affective & conative

reference(s)
*

play / social(s) / machine(s) / method(s) / cycle(s) ! Æ

change-influence(s)

change(s) – payoff(s) / challenge(s) / game(s) / math(s)

/ / common(s)
/ idea(s) / change(s) / theme(s) ?
– / .

– ..

influence(s)

- values & abstract goals
- concept(s) of reality – perspective(s)
- norm(s) – expectation wrt behavior(s)
- using (human) need(s)
- enforcement by power – influence(s) / attitude(s)

reference(s)
*

play / social(s) / machine(s) / method(s) / cycle(s) ! Æ

change-math(s)

change(s) – payoff(s) / challenge(s) / game(s) / math(s)

/ / common(s)
/ idea(s) / change(s) / theme(s) ?
– / .

– ..

change(s)
reference(s)
*

play / social(s) / machine(s) / method(s) / cycle(s) ! Æ

rational-body(s)

rational(s) – payoff(s) / challenge(s) / game(s) / math(s)

/ / common(s)
/ idea(s) / change(s) / theme(s) ?
– / .

insitution(s)

The point of a sociology of the body is not to theorize institutions prior to bodies, but to theorize institutions from the body up. Rather than postulate on the nature of institutions now, it is preferable to let them emerge from the action of bodies

(Frank, 1991, p. 49).
Jennings / reference(s)
*

play / social(s) / machine(s) / method(s) / cycle(s) ! Æ

rational-habitus(s)

rational(s) – payoff(s) / challenge(s) / game(s) / math(s)

/ / common(s)
/ idea(s) / change(s) / theme(s) ?
– / .

habitus

The conditionings associated with a particular class of conditions of existence produce habitus, systems of durable, transposable dispositions, structured structures predisposed to function as structuring structures. objectively *regulated* and *regular* without being in any way the product of obedience to rules, they can be collectively orchestrated without being the product of the organizing action of a conductor. (Bourdieu)

Jennings / reference(s)
*

play / social(s) / machine(s) / method(s) / cycle(s) ! Æ

rational-math(s)

rational(s) – payoff(s) / challenge(s) / game(s) / math(s)

/ / common(s)
/ idea(s) / change(s) / theme(s) ?
– / .

rational(s)
reference(s)
*

play / social(s) / machine(s) / method(s) / cycle(s) ! Æ

rational-metaphor(s)

rational(s) – payoff(s) / challenge(s) / game(s) / math(s)

/ / common(s)
/ idea(s) / change(s) / theme(s) ?
– / .

metaphor(s)

Metaphors may therefore be used to explore culture: .The most fundamental values in a culture will be coherent with the metaphorical structure of the most fundamental concepts in our culture. Lakoff and Johnson (1980) (p. 108).

Jennings / reference(s)
*

play / social(s) / machine(s) / method(s) / cycle(s) ! Æ

rational-risk(s)

rational(s) – payoff(s) / challenge(s) / game(s) / math(s)

– ..

/ / common(s)
/ idea(s) / change(s) / theme(s) ?
– / .

risk(s)

how could employees, in light of task specialization, the narrow delineation of of competences typical in mega-organizations, and its regulations and firmly hierarchical and unalterable chain of command, avoid becoming passive, risk-averse, and security-seeking?

adventure(s) / reference(s)
*

play / social(s) / machine(s) / method(s) / cycle(s) ! Æ

doctrine-adventure(s)

doctrine(s) – payoff(s) / challenge(s) / game(s) / math(s)

– ..

/ / common(s)
/ idea(s) / change(s) / theme(s) ?
– / .

doctrine(s)

.. rationalism is an adventure in the clarification of thought, progressive and never final:
... it is an adventure in which every partial success has importance!

trailer [1 2 3 4 5 6]
reference(s)
*

play / social(s) / machine(s) / method(s) / cycle(s) ! Æ

doctrine-body(s)

doctrine(s) – payoff(s) / challenge(s) / game(s) / math(s)

– ..

/ / common(s)
/ idea(s) / change(s) / theme(s) ?
– / .

recognition(s)

The body of a fellow man is experienced as part of a psycho-physical unity, and this means that coeval with the recognition of the body is the awareness and appreciation of the ego who possesses, in addition to a body, a world of cognitive and conative awareness similar in general to mine. This ego is indeed an alter ego, a being for whom there is a world. (Natason, 1972, p. xxii)

Jennings / reference(s)
*

play / social(s) / machine(s) / method(s) / cycle(s) ! Æ

doctrine-math(s)

doctrine(s) – payoff(s) / challenge(s) / game(s) / math(s)

– ..

/ / common(s)
/ idea(s) / change(s) / theme(s) ?
– / .

doctrine(s)
reference(s)
*

play / social(s) / machine(s) / method(s) / cycle(s) ! Æ

doctrine-rational(s)

doctrine(s) – payoff(s) / challenge(s) / game(s) / math(s)

– ..

/ / common(s)
/ idea(s) / change(s) / theme(s) ?
– / .

formula(s) / rational(s)

after the initial basis of a rational life, with a civilized language, has been laid, all productive thought has proceeded either by poetic insight or artists, or by the imaginative elaboration of schemes of thought capable of utilization as logical premisses ...

... rationalism is an adventure ...

attitude(s) / reference(s)
*

play / social(s) / machine(s) / method(s) / cycle(s) ! Æ

doctrine-story(s)

doctrine(s) – payoff(s) / challenge(s) / game(s) / math(s)

– ..

/ / common(s)
/ idea(s) / change(s) / theme(s) ?
– / .

narrative(s)

- ontology – (animals): it is how we construct our reality
- epistemology – experiencing & knowing the (social) world
- rhetoric – means to communicate to others via stories
- methodology – ... as theoretical framework for analysis

Jennings / reference(s)
*

play / social(s) / machine(s) / method(s) / cycle(s) ! Æ

doctrine-structure(s)

doctrine(s) – payoff(s) / challenge(s) / game(s) / math(s)

– ..

/ / common(s)
/ idea(s) / change(s) / theme(s) ?
– / .

structure(s)

Metaphors provide subjective experience with extremely rich inferential structure, imagery, and qualitative .feel., when the networks for subjective experience and the sensorimotor networks neurally connected to them are activated. They also allow a great many of the words of sensorimotor experience to be used to name aspects of metaphorically conceptualised subjective experience. (Lakoff & Johnson, 1999, p. 59)

Jennings / reference(s)
*

play / social(s) / machine(s) / method(s) / cycle(s) ! Æ

urban-math(s)

urban(s) – payoff(s) / challenge(s) / game(s) / math(s)

/ / common(s)
/ idea(s) / change(s) / theme(s) ?
– / .

urban(s)
reference(s)
*

play / social(s) / machine(s) / method(s) / cycle(s) ! Æ

urban-theme(s)

urban(s) – payoff(s) / challenge(s) / game(s) / math(s)

/ / common(s)
/ idea(s) / change(s) / theme(s) ?
– / .

theme(s)

narrative(s) game(s)

\ \ ground(s)

emergence(s) immersion(s)

search / music / theme(s)
*

play / social(s) / machine(s) / method(s) / cycle(s) ! Æ

issue-create(s)

issue(s) – payoff(s) / challenge(s) / game(s) / math(s)

/ / common(s)
/ idea(s) / change(s) / theme(s) ?
– / .

– identity

design\index{design}

\ \ art

\ \ game

creative technology story

literacy / track(s)
*

play / social(s) / machine(s) / method(s) / cycle(s) ! Æ

issue-education(s)

issue-impact(s)

issue(s) – payoff(s) / challenge(s) / game(s) / math(s)

/ / common(s)
/ idea(s) / change(s) / theme(s) ?
– / .

story / abbreviation(s) / exercise(s) / program(s) / identity

in particular google on (y)our (personal) life, but why not (also) social media, modern science, quantum physics, information filters, privacy issues, urban space(s), smart design, time travel, or (even) creative technology ..., of course TBD by you, the students. And do not hesitate to give links or references, when appropriate!

what is the impact of / visual(s) / media / project(s)
*

play / social(s) / machine(s) / method(s) / cycle(s) ! Æ

issue-literacy(s)

issue(s) – payoff(s) / challenge(s) / game(s) / math(s)

/ / common(s)
/ idea(s) / change(s) / theme(s) ?
– / .

literacy

imagine that ...

media / game(s) / identity
*

play / social(s) / machine(s) / method(s) / cycle(s) ! Æ

issue-math(s)

issue(s) – payoff(s) / challenge(s) / game(s) / math(s)

/ / common(s)
/ idea(s) / change(s) / theme(s) ?
– / .

issue(s)
reference(s)
*

play / social(s) / machine(s) / method(s) / cycle(s) ! Æ

issue-media(s)

issue(s) – payoff(s) / challenge(s) / game(s) / math(s)

/ / common(s)
/ idea(s) / change(s) / theme(s) ?
– / .

new(s) / education(s) / identity

```
project(s)                                serious
\ \    imagine        role(s)    who you are
\ \                                interactive
\ \    experiment(s)  party/story composition(s)
game(s)                                multimedia
```

art / phrase(s) / technology / impact(s) / space(s)
*

play / social(s) / machine(s) / method(s) / cycle(s) ! $\mathbb{A}$

issue-rak(s)

issue(s) – payoff(s) / challenge(s) / game(s) / math(s)

/ / common(s)
/ idea(s) / change(s) / theme(s) ?
- / .

identity

design\index{design}

\\ \ art

\ \ game

RANDOM ACT(S) OF KINDNESS? story

$$\text{literacy} / \text{track(s)}_*$$

play / social(s) / machine(s) / method(s) / cycle(s) ! $\mathbb{A}$

issue-technology(s)

issue(s) – payoff(s) / challenge(s) / game(s) / math(s)

/ / common(s)
/ idea(s) / change(s) / theme(s) ?
- / .

new(s) / education(s) / identity

future innovation(s)

\ \ have an impact?

\\ on (y)our life!

media / impact(s) / space(s)
*

play / social(s) / machine(s) / method(s) / cycle(s) ! $\mathbb{A}$

issue-theme(s)

issue(s) – payoff(s) / challenge(s) / game(s) / math(s)

/ / common(s)
/ idea(s) / change(s) / theme(s) ?

- / .
experiment(s)
authentic
\ \ diversity
\ \ tolerance
creative technology proximity

challenge(s)
*
play / social(s) / machine(s) / method(s) / cycle(s) ! Æ

challenge-art(s)

challenge(s) – payoff(s) / dilemma(s) / game(s) / math(s)
- ..
/ / common(s)
/ idea(s) / change(s) / theme(s) ?
- / .
art(s)

art as experience

reference(s) / dilemma(s)
*
play / social(s) / machine(s) / method(s) / cycle(s) ! Æ

challenge-create(s)

challenge(s) – payoff(s) / dilemma(s) / game(s) / math(s)
- ..
/ / common(s)
/ idea(s) / change(s) / theme(s) ?
- / .
create(s)

creative technology

reference(s) / dilemma(s)
*
play / social(s) / machine(s) / method(s) / cycle(s) ! Æ

challenge-creative(s)

challenge(s) – payoff(s) / dilemma(s) / game(s) / math(s)

/ / common(s)
/ idea(s) / change(s) / theme(s) ?
– / .

– ..

challenge(s)

When our eyes see our hands doing the work of our hearts, the circle of creation is completed inside us, the doors of our souls fly open and love steps forth to heal everything in sight.. ~Michael Bridge

www.acreativechallenge.com

resource(s)
*

play / social(s) / machine(s) / method(s) / cycle(s) ! Æ

challenge-design(s)

challenge(s) – payoff(s) / dilemma(s) / game(s) / math(s)

/ / common(s)
/ idea(s) / change(s) / theme(s) ?
– / .

– ..

design(s)

design\index{design} as art

reference(s) / dilemma(s)
*

play / social(s) / machine(s) / method(s) / cycle(s) ! Æ

challenge-game(s)

challenge(s) – payoff(s) / dilemma(s) / game(s) / math(s)

/ / common(s)
/ idea(s) / change(s) / theme(s) ?
– / .

– ..

game(s)

serious games

reference(s) / dilemma(s)
*

play / social(s) / machine(s) / method(s) / cycle(s) ! Æ

challenge-math(s)

challenge(s) – payoff(s) / dilemma(s) / game(s) / math(s) – ..

/ / common(s)
/ idea(s) / change(s) / theme(s) ?
– / .

challenge(s)
reference(s)
*

play / social(s) / machine(s) / method(s) / cycle(s) ! Æ

challenge-story(s)

challenge(s) – payoff(s) / dilemma(s) / game(s) / math(s) – ..

/ / common(s)
/ idea(s) / change(s) / theme(s) ?
– / .

story(s)

digital storytelling

reference(s) / dilemma(s)
*

play / social(s) / machine(s) / method(s) / cycle(s) ! Æ

problem-math(s)

problem(s) – payoff(s) / challenge(s) / game(s) / math(s) – ..

/ / common(s)
/ idea(s) / change(s) / theme(s) ?
– / .

problem(s)
reference(s)
*

play / social(s) / machine(s) / method(s) / cycle(s) ! Æ

formula-angle(s)

formula(s) – payoff(s) / challenge(s) / game(s) / math(s) – ..

/ / common(s)
/ idea(s) / change(s) / theme(s) ?
– / .

angle(s)