

visual-animation(s)

visual(s) – method(s) / animation(s) / scenario(s) / physic(s) – .. / machine(s) / art(s) / change(s) / human(s) / world(s) / – / .

google(s) / diagram(s) / love story [1 2 3 4 5] **actionsript(s)**
/ play / program(s) / math(s) / flow(s) / cycle(s)

visual-boid(s)

visual(s) – method(s) / boid(s) / – .. / machine(s) / art(s) / change(s) / human(s) / world(s) / – / .
social(s) / source(s) / example(s)
/ play / program(s) / math(s) / flow(s) / cycle(s)

visual-box(s)

visual(s) – method(s) / physic(s) / scenario(s) / animation(s) – .. / machine(s) / art(s) / change(s) / human(s) / world(s) / – / .

google(s) / diagram(s) / love story [1 2 3 4] / **box2d**
/ play / program(s) / math(s) / flow(s) / cycle(s)

visual-class(s)

visual(s) – method(s) / class / technology / ... / effect(s) / – .. / machine(s) / art(s) / change(s) / human(s) / world(s) / – / .

modern / social / orientation(s) / monitor(s) / marker(s) [1 2]
/ play / program(s) / math(s) / flow(s) / cycle(s)

visual-data(s)

visual(s) – method(s) / data / animation(s) / diagram(s) / – .. / machine(s) / art(s) / change(s) / human(s) / world(s) / – / .

social(s) / source(s) / processing [1 2 3 4 5 6] / **javascript(s)**
/ play / program(s) / math(s) / flow(s) / cycle(s)

visual-effect(s)

visual(s) – graph(s) / effect(s) / animation(s) / diagram(s) / – .. / machine(s) / art(s) / change(s) / human(s) / world(s) / – / .

social(s) / source(s) / science(s): [1 2 3 4 5 6 7 8] **flex/as3**
/ play / program(s) / math(s) / flow(s) / cycle(s)

visual-flower(s)

visual(s) – method(s) / flower(s)

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

scenario(s) / let thousands flowers bloom

why should you care? / (i)
create

/ insanity / major(s) / ground(s) / war(s) / skill(s) / cycle(s)

visual-google(s)

visual(s) – method(s) / google(s) / – .. / machine(s) / art(s) / change(s) / human(s) / world(s) / – / .
social(s) / random(s) / resource(s)
/ play / program(s) / math(s) / flow(s) / cycle(s)

visual-graph(s)

visual(s) – method(s) / graph(s) / animation(s) / diagram(s) / – .. / machine(s) / art(s) / change(s) /
human(s) / world(s) / – / .
social(s) / source(s) / effect(s) [1 2 3 4 5 6 7 8] **flex/as3**
/ play / program(s) / math(s) / flow(s) / cycle(s)

visual-love(s)

visual(s) – method(s) / diagram(s) / maze(s) / tit-for-tat / graph(s) / – .. / machine(s) / art(s) /
change(s) / human(s) / world(s) / – / .
social(s) / class / love story [1 2 3 4] (JvA)
/ play / reading(s) / program(s) / math(s) / flow(s) / cycle(s)

visual-maze(s)

visual(s) – method(s) / maze(s) / – .. / machine(s) / art(s) / change(s) / human(s) / world(s) / – / .
social(s) / class / source(s) / example(s) [1 2 3 4 5]
/ play / program(s) / math(s) / flow(s) / cycle(s)

visual-method(s)

visual(s) – course(s) / visualizing data / code(s) / statistic(s) – .. / machine(s) / art(s) / change(s) /
human(s) / world(s) / – / .
1. **acquire** – *obtain the data*
2. **parse** – *provide some structure*
3. **filter** – *remove all but data of interest*
4. **mine** – *using statistics / categories*
5. **represent** – *according to some visual model*
6. **refine** – *improve basic representation*
7. **interact** – *add methods for manipulation*

play(s) / math(s) / project(s) / war(s) / skill(s) / cycle(s)

visual-moral(s)

visual(s) – graph(s) / science(s) / animation(s) / dimension(s) /
social(s) / effect(s) / science(s): [1 2 3 4] **media**

visual-random(s)

visual(s) – method(s) / random(s) / – .. / machine(s) / art(s) / change(s) / human(s) / world(s) / – / .
social(s) / statistic(s) / resource(s)
/ play / program(s) / math(s) / flow(s) / cycle(s)

visual-science(s)

visual(s) – graph(s) / science(s) / animation(s) / dimension(s) / – .. / machine(s) / art(s) / change(s) /
human(s) / world(s) / – / .
social(s) / effect(s) / geographic(s): [1 2 3 4 5 6 7] **media**
/ play / program(s) / math(s) / flow(s) / cycle(s)

visual-screen(s)

visual(s) – method(s) / screen resolution(s) / – .. / machine(s) / art(s) / change(s) / human(s) / world(s) / – /
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social(s) / random(s) / resource(s)
/ play / chance(s) / program(s) / math(s) / flow(s) / cycle(s)

visual-social(s)

visual(s) – method(s) / social(s) / technology / ... / effect(s) / – .. / machine(s) / art(s) / change(s) /
human(s) / world(s) / – / .
modern / class / orientation(s) / monitor(s) / marker(s) [1 2]
/ play / program(s) / math(s) / flow(s) / cycle(s)

visual-statistic(s)

visual(s) – method(s) / statistic(s) / – .. / machine(s) / art(s) / change(s) / human(s) / world(s) / – / .
social(s) / random(s) / resource(s)
/ play / chance(s) / program(s) / math(s) / flow(s) / cycle(s)