

exercise-associate(s)

exercise(s) – associative chaining(s)

idea(s) / change(s) / workshop(s) / – / .

1. text – collective poem(s)
2. image – drawing / collage
3. story – non-linear scene(s)
4. sound – melodic/rhythmic improvisation

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

exercise-career(s)

exercise(s) – career(s)

idea(s) / change(s) / workshop(s) / – / .

twinkle(s) / difference(s)

1. when I was young, I wanted to become ...
2. I studied ..., because ...
3. then, for/after ... years, I (will have) worked as ...
4. once and a while, I have been thinking about ...
5. this provides me an opportunity to ...

identity / Æ

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

exercise-communicate(s)

exercise(s) – communication attitude(s)

idea(s) / change(s) / workshop(s) / – / .

1. conflict – opposing position(s)
2. bad news – bring/accept the message(s)
3. counseling – listen and/or advice

i/load cfg=read;

exercise-gamification(s)

exercise(s) – impact(s)

idea(s) / change(s) / workshop(s) / – / .

twinkle(s) / difference(s)

exercise(s) – gamification(s) / rule(s)

- alcohol abuse
- diet / health scheme(s)
- study behavior(s)
- social convention(s)

media / career(s) / story / identity / resource(s) / Æ

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

exercise-google(s)

exercise(s) – impact(s)

idea(s) / change(s) / workshop(s) / – / .

twinkle(s) / difference(s)

1. I started using google, when I was ...
2. in my study, google is ..., because ...
3. with youtube, google means ..., and for me personally ...
4. once and a while, I wished ...
5. all in all, google provides me an opportunity to ...

media / career(s) / story / identity / resource(s) / Æ

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

exercise-interview(s)

exercise(s) – personal interview(s)

idea(s) / change(s) / workshop(s) / – / .

1. (y)our (childhood) dream(s)
2. (y)our (real life) hero(s)
3. (y)our (professional) ambition(s)
4. (y)our (personal) struggle(s)
5. (y)our (adult) frustration(s)

machine(s) / art(s) / change(s) / human(s) / reading(s) slide(s)

exercise-math(s)

iframe scrolling="yes" width=80

life(s) / closure(s) / reflect(s) / fight(s) / reference(s)

exercise-mission(s)

exercise(s) – private/public mission(s)

idea(s) / change(s) / workshop(s) / – / .

1. sell a product – human(s) on the (human) market
2. gain trust – get/hold item(s) of value
3. embellish/interact – decoration(s) in space(s)

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

exercise-party(s)

exercise(s) – public party

idea(s) / change(s) / workshop(s) / – / .

twinkle(s) / difference(s)

1. think of a public space/playground [S] ...
2. with (a variety of) forms of entertainment ...
3. (y)our installation is a (mini) game ...

4. with a relevant message in an appropriate form
5. using effective (casual) mechanic(s)

identity / Æ

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

exercise-personality(s)

exercise(s) – personality polar(s)

idea(s) / change(s) / workshop(s) / – / .

1. world – extravert / introvert – [E/I]
2. information – sensing / intuition – [S/N]
3. decision(s) – thinking / feeling – [T/F]
4. structure – judging / perceiving – [J/P]

test(s) / background / stress
machine(s) / art(s) / change(s) / human(s) / reading(s)

exercise-scenario(s)

exercise(s) – scenario(s) / code(s) / narrative(s)

idea(s) / change(s) / workshop(s) / – / .

twinkle(s) / difference(s)

1. context – general setting, situation(s)
2. problem – event(s) to occur, problem to solve
3. S-R situation(s) – stimulus/response (one or more)
4. climax – action must be taken
5. resolution – find solution or result

form(s) / guide(s) / behavior(s) / example(s) / format / Æ

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

exercise-visual(s)

exercise(s) – utopia / impact(s) / phrase(s) / C4(X)

idea(s) / change(s) / workshop(s) / – / .

media / track(s) / narrative(s) / design(s)

/ pattern(s)

- design(s) – (story/game) & visual message(s)
 1. study requirement(s) & constraint(s)
 2. create/draw (context / map) & challenge(s)
 3. design front / main menu to convey message & (mini) game
- context(s) – protagonist(s) / flow(s) / manifesto(s)

user(s) / exercise(s) / story / identity / skill(s) / Æ

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