what is *creative* in creative *technology?*

slogan(s) – creative technology / indeed, language is confusing

...

/ social / process / change(s) / design(s) / space(s) / _ / .

<div align="right">innovation(s) / collaboration(s)</div>

- is the technology creative?
- do I use technology in a creative way?
- does the technology allow me to be creative?

<div align="right">

theme(s) / rule(s) / topic(s)

play / change(s) / human(s) / pattern(s) / experiment(s) / cycle(s)

</div>

creative technology – an *integrative* curriculum

<div align="right">educational targets – *creative technology*</div>

- **skill(s)** *–computing, mathematics, simulation, technology*
- **knowledge** *–computer & software architecture, human factors*
- **theory** *–systems engineering, media & communication*
- **experience(s)** *–project(s), deployment in social context*
- **attitude** *–initiative, creative, involved*

dialectic(s) – literacy / spark(s)

slogan(s) – dilemma(s) / how to teach attitude(s) & creativity

...

/ social / process / change(s) / design(s) / space(s) / _ / .

1. *implicit* – confusion is the origin of (all) creativity – there is no theory / creativity killers
2. *explicit* – (amateur) course(s) on creativity, philosophy, psychology – computational art
3. **by example(s)** – invite artist(s) & pioneer(s) – teaching creativity / dead media
4. **design case(s)** – facets of fun – on the design of computer augmented entertainment artefacts
5. **target(s)** – generation Y / rip it / creative thinking / loser(s) / leader(s) / vision(s) / definition(s)

slogan(s) – question(s) / awareness 2.0
<div align="right">research / question(s) / change(s) / space(s) / _ / .</div>

> *Theoretician, artist, do you intend to* **embellish the existing conditions with the ornament of your abstractions** *and to give theory or art an appearance of depth at variance with the truth, or do you intend to* **make (y)our thinking an instrument for the reshaping of these conditions***?*

<div align="right">I. Svitak – Man and his world / cycle(s)</div>

slogan(s) – known(s) / ignorance 2.0
<div align="right">

creativity / ... / vision(s) / science / quality / _ / .

innovation(s) / collaboration(s)

</div>

> *... in science only one thing is more wonderful than how much we know, and that is how much we do not know.*

<div align="right">

I. Svitak – Man and his world / quest(s)

/ play / tribe(s) / network(s) / identity / flow(s) / chart(s) / cycle(s)

</div>

designer vs developer – culture(s) / question(s)

<div align="right">

_ .. / practice(s) / change(s) / vision(s) / _ / .

identity / creativity

</div>

... no, at the **personal level**, you should accept no less than the title of ***artist*** and aspire to earn the right to carry the title. And earning this right is influenced not so much by your accomplishments as by your **approach:** a **relentless pursuit of perfection**, where the journey is the destination.

culturalization – in the context of information technology

... culturalization within the broader context of information technology (IT) can also be read as a moment of anticipation, a tactical sidetrack in response to the long-term decline of the engineering class in the West. **The hegemonic role of computer scientists as inventors can easily been understood, but wasn't going to last forever.** Different fields of knowledge, from human computer interaction to usability and new media studies, have ll in their own ways proclaimed the coming of the cultural turn.   MyCreativity: A critique of Creative Industries

issue(s) – the creative technology track(s)

slogan(s) – creative technology / *starting from 1st year*

...
/ social / process / change(s) / design(s) / space(s) / _ / .

- **identity** [me] – as a **group**/**role(s)**/difference(s)
- **portfolio** – [I repeat]: as individual/collaboration(s)
- **imagination** – mixing **science & art**/creativity is contagious
- **authenticity** – as in **no bullshit**/critical/problem(s) [X] ?
- **craftmanship** – discovering **rethorics of the material** [X]

mechanism(s) – educational element(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)

control(s) – layered mentorship

- supervision(s) – from multiple perspectives
- (peer) reviews – with mild competitive edge
- (public) exhibition(s) – for external exposure

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

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

slogan(s) – challenge(s) / interactive entertainment

...
/ social / process / change(s) / design(s) / space(s) / _ / .

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

- agency – being in *control*

<div align="center">*facets of fun*   / play / tribe(s) / network(s) / identity / flow(s) / chart(s) / cycle(s)</div>

slogan(s) – media art(s) / computer augmented artefact(s)

...

/ social / process / change(s) / design(s) / space(s) / _ / .

<div align="right">twinkle(s) / difference(s)</div>

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

<div align="right">shift of paradigm(s) / reading(s)</div>
<div align="right">/ play / tribe(s) / network(s) / identity / flow(s) / chart(s) / cycle(s)</div>

approach(s) – converging technologies in a social context

structure(s) – creative explorations of art, science & technology

1. ***disciplinary courses*** – traditional approach, with regular courses and assignments
2. ***project-based work*** – lectures to support active exploration of topics by students
3. ***creative applications*** – challenges, to produce viable solutions for real world applications

<div align="right">**online: create.eliens.net [resource(s)]**</div>

1. Teaching Software Engineering through Game Design
2. Toy Projects Considered Harmful
3. The Rethinking CS101 Project
4. Creating a Science of Games (CACM)
5. Software Engineering Issues in Interactive Installation Art
6. Programming by Example – A Creative Programming Environment, Remixed
7. Supporting Creative Thinking through Opportunistic Software Development
8. Computer Science Education: Where Are the Software Engineers of Tomorrow?

<div align="right">A. Eliëns, 18/4/08</div>