

**theme(s): identity – who are you & what do you want?**

1 / \_ / .

- **introducing:** the (P)IM team – Melvin, Winoe & Victor?
- look at(s) – submit your clip
- **do you know ...**
  - what – happens (2.0)
  - how to connect the – ...?
  - the story of copy ... – right & left
  - that everything is ... – miscellaneous
  - who is the ... dick on (y)our site?
  - about the information ... – r/evolution (tube)
- **(y)our opinion(s) of ...** – student(s) today?

**theme(s): composition(s) – it's all in the game**

2 / \_ / .

- **workshop(s) – game development in 7 rounds!?**
- **do you know ...** –
  - that some want – developers, developers, developers? / (v/s)?
  - why culture/learning builds on ... – the past
  - the struggle(s) of ... – next generation student(s)
  - five ways to ... – speak
  - that there are multiple ... – perspective(s)
  - and that every story has a ... – beginning & end
- program – or be programmed!
- **(y)our opinion(s) on copy ...** – rip/ right & left?

**theme(s): narrative(s) – (interactive) storytelling**

3 / \_ / .

- **workshop(s) – mechanic(s): tell me (y)our story!**
- **do you know ...**
  - ... – girl talk?
  - what ... – we think
  - that every story has ... – a beginning
  - how to remix ... – celluloid / contest(s)
- **(y)our opinion(s) of ...** – the world changes / our stories live on?
- **remember** – it is all about literacy

**theme(s): miscellaneous – everything else / theme(s)**

4 / \_ / .

- **(y)our submission(s) of ...** – clip(s)
- **do you know – theme(s)**
  - the future of .. – the infosphere?
  - what's new at ... – vumedia @ youtube
  - the ... – challenge(s)
  - why the past control(s) the ... – future(s)
  - the next generation of ... – interaction(s) / TV
- **(y)our opinion(s) on ...** – intellectual property / the future?
- **remember** – program or be programmed!