creative technology – target(s)

- skills – programming in various languages, able to learn new languages quickly
- knowledge – networks, web-applications, programming languages, operating systems
- theory – integration of languages, computer & software architecture, algorithmic complexity
- experience – application development, (technical) requirements analysis

- skill(s) – scripting, programming, interaction design
- knowledge – web, multimedia & game technology
- theory – understanding of media & communication theory
- experience – concept development & realization of (playful) application(s)

- skill(s) – modeling, construction
- knowledge – mechanics, ubiquitous computing, smart systems
- theory – human perception, privacy, security
- experience – deployment of (multi) sensor systems

- skill(s) – problem solving
- knowledge – algebra(s), graph theory
- theory – dynamic systems, logic
- experience – modeling complex systems

- skill(s) – drawing, modelling
- knowledge – design methodology
- theory – human factors
- experience – design & prototyping

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