

reference(s) – [ethic(s)]: creative technology

- Theodor Adorno – *Minima Moralia: Reflections from the damaged life*
- Richard Alexander – *The Biology of Moral Systems (Foundations of Human Behavior)*
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- Colin Campbell – *The Romantic Ethic and the Spirit of Modern Consumerism*
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- Patricia S. Churchland – *Touching a Nerve: The Self as Brain*
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- Ralph Ellison – *Invisible Man*
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- Allen Frances – *Saving Normal: An Insider's Revolt against Out-of-Control Psychiatric Diagnosis, DSM-5, Big Pharma, and the Medicalization of Ordinary Life*
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- Dave Gray, Sunni Brown, James Macanufo – Gamestorming: A Playbook for Innovators, Rulebreakers, and Changemakers
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- Pekka Himanen – The Hacker Ethic: A Radical Approach to the Philosophy of Business
- John Holland – Hidden Order: How Adaptation Builds Complexity
- John Holland – Signals and Boundaries: Building Blocks for Complex Adaptive Systems
- Kay R. Jamison – Touched With Fire: Manic-Depressive Illness and the Artistic Temperament
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- Marshall McLuhan – The Global Village: Transformations in World Life and Media in the 21st Century
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- Evgeny Morozov – The Net Delusion: How Not to Liberate The World
- David B. Morris – The Culture of Pain
- Prentice Mulford – Thoughts are Things
- Stephen Nachmanovitch – Free Play: Improvisation in Life and Art
- Nicholas Negroponte – Being Digital
- Martin Nowak (ed.) – Evolution, Games, and God
- Martin Nowak, Roger Highfield – SuperCooperators: Altruism, Evolution, and Why We Need Each Other to Succeed
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- Anatol Rapoport – N-Person Game Theory: Concepts and Applications
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- Bruce Schneier – Secrets and Lies: Digital Security in a Networked World
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- Erwin Schrodinger – What is Life? with ”Mind and Matter” and ”Autobiographical Sketches”
- Barry Schwartz – The Costs of Living: How market freedom erodes the best things in life
- Howard P. Segal – Technological Utopianism in American Culture
- Howard P. Segal – Utopias: A Brief History from Ancient Writings to Virtual Communities
- C. Norman Shealy – The Pain Game
- Edward Shorter – A History of Psychiatry: From the Era of the Asylum to the Age of Prozac

- Miguel Sicart – The Ethics of Computer Games
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- Kevin Werbach & Dan Hunter – For the Win: How Game Thinking Can Revolutionize Your Business
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- H. Paul Williams – Model Building in Mathematical Programming
- David Sloan Wilson – Evolution for Everyone: How Darwin’s Theory Can Change the Way We Think About Our Lives
- David Sloan Wilson – Darwin’s Cathedral: Evolution, Religion, and the Nature of Society
- David Sloan Wilson – The Neighborhood Project: Using Evolution to Improve My City, One Block at a Time
- Prof. Timothy D. Wilson – Strangers to Ourselves: Discovering the Adaptive Unconscious
- D. W. Winnicott – Playing and Reality
- Nathan Yau – Visualize This: The FlowingData Guide to Design, Visualization, and Statistics
- Nathan Yau – Data Points: Visualization That Means Something
- John Ziman (ed.) – Technological Innovation as an Evolutionary Process

A. Eliëns (november 2013)

Of course, collecting and reading never stops, so, for more, consult my **reflection(s)**!