www.cs.vu.nl/∼eliens/serious/link.html

twinkle(s) / difference(s)

serious   design

theory

create   art

co-creation(s) / project(s) / media / utopia / resource(s)

twinkle(s) / difference(s)

human(s)

is(a)

playful

organism(s)

co-creation(s)
/ gamification(s) / mechanic(s) / resource(s)

twinkle(s) / difference(s)

attitude(s)

rule(s)

player(s)

skill(s)

serious
/ gamification(s) / mechanic(s) / resource(s)

twinkle(s) / difference(s)

number(s)

cause(s)

math(s)

dilemma(s)

theory
/ gamification(s) / mechanic(s) / resource(s)

twinkle(s) / difference(s)

design(s)

role(s)

challenge(s)

experience(s)

design
/ gamification(s) / mechanic(s) / resource(s)

twinkle(s) / difference(s)

engineer(s)
change(s)
human(s)
world(s)

create
/ gamification(s) / mechanic(s) / resource(s)

twinkle(s) / difference(s)

literate(s)
teaching(s)
travel(s)
time(s)

media
/ gamification(s) / mechanic(s) / resource(s)

twinkle(s) / difference(s)

artist(s)
understand(s)
critical(s)
game(s)

art
/ gamification(s) / mechanic(s) / resource(s)

twinkle(s) / difference(s)

creative(s)
destruction(s)
kill(s)
machine(s)

utopia
/ gamification(s) / mechanic(s) / resource(s)