www.cs.vu.nl/∼eliens/serious/speak-create.html

creative technology / new media

reading(s)   example(s)
          media game(s)
machine(s)   issue(s)

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

it's all in the game

answer(s)

what is the difference between a good and bad life?

answer(s)

what is the moral value of science?

answer(s)

what is the relation between reality and perfection?

answer(s)

what would you do if I lied to you?

answer(s)

is (y)our study fun ?

answer(s)

what do (y)our student(s) need ?

answer(s)

... repair (y)our intellectual despair?

question(s) / answer(s)

... red or blue ... ! ?

question(s) / answer(s)

... condition(s) of innovation ... ! ?

reality is broken

WTF: MY COMPUTER IS BROKEN

repair? / fight or flight?

reality isn't engineered to maximize our potential(s)

cognitive effort(s)

emotional energy

collective attention(s)

create

gamification(s)

motivation(s)

personal friend(s) group(s)

personal friend(s) group(s)

reward(s) achievement(s) badge(s)

beware(s): anti-gaming

serious gaming

twinkle(s) / difference(s)

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

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

www.cs.vu.nl/~eliens/serious/answer.html

question(s)

answer(s)!

question(s)

education / health / civic order(s)

question(s)

communication & freedom of thought

question(s)

self-discipline / exercise / balance

question(s)

gentle / provocable / reciprocal

question(s)

gamification of education

question(s)

attention / respect

question(s)

gamification of education

question(s)

tool(s) to change behavior!

question(s)

discipline & scratch (y)our itch!

twinkle(s) / difference(s)

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

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

A.Eliëns (10/8/12)