

panel(s) – what the (Twente) regio needs is ...

theme(s) – what is (Twente) regio needs is ...

medialab enschede / creative hotspot(s) / search

The panel will address the relation between **creative technology** and initiatives within the regio Twente to stimulate innovation and creativity. Each speaker will have about 5-10 minutes to position his/her organisation and state a vision about the possible contribution(s) of *creative technology* students to their work or interests. In particular projects that fit within the creative applications **CA2: Living and Working Tomorrow**, **CA3: Have Fun and Play!**, **CA4: Ambient Screens**, or **CA5: Hybrid World(s)** are welcomed.

experience(s) – economy of dream(s) / law(s) / gamification(s) ?

vision(s) / economic(s) / challenge(s) / product(s) / mechanic(s) / _ / .

twinkle(s) / difference(s)

evidence of the dream society can be found in business models that incorporate stories into products, services, strategies and advertising ...

dream society & experience economy / mission(s) / plan(s)

remember: play / theme(s) / screen(s) / adventure(s) / cycle(s) ! Æ

ma 14 sept 09, CT300 [10.45-11.30] concept(s): discussion(s) – what the (...) regio needs is ...

CA1: 3 / theme(s)

- serious game(s) and the ... – rhetoric(s) of change
- game(s) (that) change ... – reality
- multiple ... – perspective(s)
- (we live in) a ... – creative society
- (how to) make – the CTSG?