

hack-art(s)

hack(s) – vision(s)

art(s) – payoff(s) / challenge(s) / game(s) / math(s) / plan(s)

twinkle(s) / difference(s)

... early hackers proved that technical problems can have artistic solutions, and they thereby transformed programming from a mere engineering task into an art form.

like many other **form(s) of art**, hacking was often misunderstood.

the art of exploitation / ethic(s) / node.io / js
play / math(s) / program(s) / science(s) / cycle(s)

hack-economy(s)

creative technology / innovation(s) / hacker(s) / moral(s)

- processing capability – expanding: (volume/complexity/speed)
- recombining ability – emergent form(s) / person(s)
- distributional flexibility – network(s) / bit(s) instead of atom(s)

Manuel Castells in the hacker ethic / mission(s) / evolution(s)?
education(s) / theme(s) / answer(s) / problem(s) / perspective(s)

hack-ethic(s)

creative technology / innovation(s) / hacker(s) / moral(s)

... information sharing is a powerful positive good, and ... it is an ethical duty of hackers to share their expertise by writing free software and facilitating access to information and to computer resources wherever possible ...

the hacker ethic / mission(s) / quote(s) / war(s) []
education(s) / theme(s) / answer(s) / problem(s) / perspective(s)

hack-goal(s)

creative technology / innovation(s) / hacker(s) / moral(s)

casual(s) collect(s) common(s) cycle(s)

\ \ ethic(s) expressive(s)

material(s) politic(s) slide(s) workshop(s)

the hacker ethic / create(s) / mission(s) / context(s)
education(s) / theme(s) / answer(s) / problem(s) / perspective(s)

hack-law(s)

creative technology / innovation(s) / hacker(s) / moral(s)

- survival – food: moral(s) / science(s) / evolution(s) / ...
- social life – friend(s): ritual(s) / social / network(s) / web(s)
- entertainment – fun: ... / pleasure(s) / passion(s) / goal(s) / ...

Linus Torvalds in the hacker ethic / mission(s) / H=F3?
education(s) / theme(s) / answer(s) / problem(s) / perspective(s)

hack-math(s)

hack(s)
reference(s)

hack-person(s)

creative technology / innovation(s) / hacker(s) / moral(s)

goal(s) industry economy
\ \ flexibility
\ \ vision(s)
stability optimality accountability

the hacker ethic / frame(s) / mission(s) / role(s)?
education(s) / theme(s) / answer(s) / problem(s) / perspective(s)

hack-ritual(s)

creative technology / innovation(s) / hacker(s) / moral(s)

... in the information economy ... the new information professional is ... self-programmable ... and has ...
the ability to re-train him/herself and to adapt to new tasks, new processes, and new sources of information
as technology, demand and management speed up their rate of change ...

the hacker ethic / mission(s) / PD?
education(s) / theme(s) / answer(s) / problem(s) / perspective(s)