math-game(s)

math(s) – perspective(s) / game theory / theme(s) / computer / _ .. / common(s) / idea(s) / change(s) / topic(s) / _ / .

/ play / social(s) / game(s) / require(s) / guide(s) / cycle(s)

math-hack(s)

math(s) – problem(s) / hack(s) / vision(s) _ .. / common(s) / idea(s) / change(s) / topic(s) / _ / .

given: 1 3 4 6 + / * -
solve: 24
constraint: one occurrence of each number

hacking – the art of exploitation / node.io
play(s) / math(s) / program(s) / flow(s) / cycle(s)

math-method(s)

math(s) – resource(s) / method(s) / perspective(s) / graph(s) _ .. / common(s) / idea(s) / change(s) / topic(s) / _ / .

travel(s) / variation(s) in (math) literacy

- (find solutions to) challenge(s)
- (learn to construct) game(s)
- (read (some of) the) classic(s)
- (understanding) sound(s)

topical media & game development / scenario(s) / ML / JS
/ flow(s) / dynamic(s) / play / game(s) / screen(s) / cycle(s)

math-pattern(s)

math(s) – resource(s) / pattern(s) / perspective(s) / graph(s) _ .. / common(s) / idea(s) / change(s) / topic(s) / _ / .

travel(s) / variation(s) in (math) literacy

> the mathematician's patterns, like the painter's and the poet's, must be beautiful; the ideas, like the colors or the words, must fit together in a harmonious way. Beauty is the first test: there is no permanent place in the world for ugly mathematics ... It may be very hard to define mathematical beauty, but that is just as true as beauty of any kind – we may not know quite what we mean by a beautiful poem, but that does not prevent us from recognizing one when we see it.

a mathematician's apology / who loved only numbers ?
/ flow(s) / dynamic(s) / play / game(s) / screen(s) / cycle(s)

math-perspective(s)

math(s) – resource(s) / perspective(s) / method(s) / graph(s) _ .. / common(s) / idea(s) / change(s) / topic(s) / _ / .

scenario(s) / a (wide) variety of perspective(s)

tool(s) / classic(s) / statement(s) / opinion(s)

- we eat problems for breakfast [VU/olympiade]
- we study pattern(s) & structure(s) [UvA/mathematics]
- we grind ... coffee / game(s) for ... boy(s)/girl(s)?
- we ... love story ...? UT/.CREATE

/ flow(s) / dynamic(s) / particle(s) / game(s) / screen(s) / cycle(s)

math-problem(s)

math(s) – resource(s) / problem(s) ? _ .. / common(s) / idea(s) / change(s) / topic(s) / _ / .

$1 + 2 + 3 + ... + 20 = ???$

solution by ... , taken from who ?
play / ring(s) / number(s) / cycle(s)

math-pythagoras(s)

math(s) – editor / pythagoras theorem / proof(s) _ .. / common(s) / idea(s) / change(s) / topic(s) / _ / .
coffee / theme(s) / source(s) / gallery / reference(s)
play / math(s) / flow(s) / cycle(s)

math-resource(s)

math(s) – media / perspective(s) / resource(s) / theme(s) / _ .. / common(s) / idea(s) / change(s) / topic(s) / _ / .

- (casual) game(s) – toss paper(s) / crayon physic(s) / color(s)
- graphic effect(s) – tunnel / example(s) / convolution(s)
- animation(s) – blob(s) / example(s) / eye(s) / particle(s)
- student tutorial(s) – physics / linear math / animation(s)
- physics engine(s) – PhysX / unity example(s) / resource(s)
- sound synthesis – basic(s) / fm tool(s) / music pad / drum box
- generative art(s) – nano webber / stripe(s) / bulb(s)

/ requirement(s) / formula(s) / game(s) / resource(s) / X / cycle(s)

math-science(s)

math(s) – science(s) _ .. / common(s) / idea(s) / change(s) / topic(s) / _ / .

eh, ..., eh, numbers, eh ... coffee ... time ... story?

play / ring(s) / study / cycle(s)

math-target(s)

math(s) – target(s) / resource(s) _ .. / common(s) / idea(s) / change(s) / topic(s) / _ / .

- **skill(s)** – problem solving
- **knowledge** – algebra(s), graph theory
- **theory** – dynamic systems, logic
- **experience(s)** – modeling complex systems
- **attitude** – inquisitive, with an eye for the beauty of mathematics

from a *new media* perspective: track(s) intelligence(s) / cycle(s)