

screen-place(s)

/ network(s) / art(s) / create(s) / display(s) / wave(s) / _ / .

... if you linger for a long time in one place you'd almost think there must be something there ...

free from Wittgenstein

future(s) / labyrinth(s) / quest(s) / screen(s) / vision(s)

screen-question(s)

screen(s) – question(s)

/ network(s) / art(s) / create(s) / display(s) / wave(s) / _ / .

- how many screen(s)?
- what size(s) & format(s)?
- how much time? in a day?
- for what reason(s)/purpose(s)?
- with what type of interaction(s)?
- why: entertainment, information or communication(s)?
- sketch: a world of screen(s)!?

remember(s) / labyrinth(s) / quest(s) / space(s) / vision(s) / cycle(s)

screen-theme(s)

screen(s) – theme(s)

/ network(s) / art(s) / create(s) / display(s) / wave(s) / _ / .

narrative(s)

game(s)

ground(s)

emergence(s)

immersion(s)

/ labyrinth(s) / exhibit(s) / reflect(s) / screen(s) / vision(s) / cycle(s)