schedule(s) – see common(s) / register! / request for grading

phase 1 – preparation(s)
- **concept(s)/view(s)** – topics in creative technology (1)
- **workshop(s)** – identity & self-(re)presentation
- **student presentation(s)** – concept(s)

phase 2 – progression(s)
- **concept(s)/view(s)** – topics in creative technology (2)
- **workshop(s)** – storytelling / role(s) & group(s)
- **student presentation(s)** – production & workflow(s)

phase 3 – completion(s)
- **concept(s)/view(s)** – topics in creative technology (3)
- **workshop(s)** – context(s) & (social) network(s)
- **student presentation(s)** – work in progress

phase 4 – presentation(s)
- **concept(s)/view(s)** – topics in creative technology (4)
- **workshop(s)** – presentation(s) & (implicit) message(s)
- **student presentation(s)** – exhibition(s) & pitch

co-instructor(s):
- Gerrit van der Hoeven – wwwhome.cs.utwente.nl/~vdhoeven
- '

basic exercise(s) – learn your skill(s)

1. blog(s) – see labs CA1
2. (optional) creative hotspot(s) (mini) game – using www.umapper.com/pages/geodart
3. short (1-2 min) clip(s) – for www.youtube.com/results?search_query=creative+technology

final application(s) – be creative ...

- **interactive video(s)** – using XIMPEL / **resource(s)** [TV/view(s)/example(s)] (to be continued)

optional **exhibition of work** – in **SmartXP hall**

essay(s) – reflection(s) on ...

- professional role(s) – design, development, management
- design – aspirations & responsibilities
- innovation(s) – societal problems & (technological) solution(s)
- technology – creative potential of new development(s)
- game(s) – creative exploration(s) in game design

concepts/view(s) – presentation(s) & discussion(s)

concept(s): (dis)order(s) & identity – everything is miscellanous 1

- there is/are – insanity / flower(s) / concern(s)
- the future ... – builds on the past
- digital convergence(s) – multimedia application(s)
- information ... – r/evolution / unplugged?
- game(s) & experience(s) – boing boing
- what is – the CTSG?
- we are (not) – idiot(s)?
- remember, we have – dream(s) / itch(es)!

ma 7 september 09, CT300 [10.45-11.30] concept(s): panel discussion(s) – what is *creative* in ...
CA1: 2 / theme(s)

- mathmatics, smart technology, games & interaction, medical systems, design, ...
- and possibly other guests and disciplines

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

concept(s): miscellaneous – everything else 4

- development(s) – technology and beyond
- why – the CTSG?
- meet the – blob(s)

workshop(s): identity & self-(re)presentation(s) 1 / CA1

- question(s) – what is (y)our identity?
- draw (y)our avatar – with attributes in context
- draw avatar of peer(s) – with attributes in context
- exercise(s) – tell (y)our story!

workshop(s): role(s) & group(s) / storytelling role(s) / group(s) / 2 / CA1

- question(s) – what is (y)our role?
- draw (y)our avatar in relation to group – in space
- draw avatar for each role in the group – in space(s)
- exercise(s) – organise (y)our unit(s)!