

[www.cs.vu.nl/~eliens/serious/speak-art.html](http://www.cs.vu.nl/~eliens/serious/speak-art.html)

art & technology

reading(s) context(s)  
 media game(s)  
 question(s) issue(s)

play / tribe(s) / network(s) / identity / flow(s) / search / cycle(s)

stop making sense

answer(s)

what would you do if I lied to you?

answer(s)

... repair (y)our intellectual despair?

answer(s)

what is the relation between fashion and death ?

question(s) / answer(s)

... red or blue ... ! ?

critical alignment(s)

[www.cs.vu.nl/~eliens/serious/question.html](http://www.cs.vu.nl/~eliens/serious/question.html)

ask / answer(s)

question(s)?

answer(s)

what is the difference between a good and bad life?

answer(s)

what is the moral value of science?

answer(s)

what is the relation between reality and perfection?

answer(s)

what would you do if I lied to you?

answer(s)

is (y)our study fun ?

answer(s)

what do (y)our student(s) need ?

question(s) / answer(s)

... problem(s) of (y)our time(s)!?

question(s) / answer(s)

... improve (y)our life ! ?

question(s) / answer(s)

... value(s) & rule(s) ! ?

answer(s)

... repair (y)our intellectual despair?

answer(s)

what is serious gaming?

answer(s)

where is utopia?

**serious gaming**

twinkle(s) / difference(s)

artist(s)

understand(s)

critical(s)

game(s)

art

/ gamification(s) / mechanic(s) / resource(s)