

www.cs.vu.nl/~eliens/serious/speak-media.html

current
context
link(s)
cycle(s)

topic(s) & theme(s)

social target(s)
co-create / media game(s)
doctrine(s) issue(s)

serious / theory / design / create / art / utopia / gamification(s)

stop making sesnse let's be serious! it's all in the game

serious gaming

twinkle(s) / difference(s)

literate(s)
teaching(s)
travel(s)
time(s)

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

A.Eliëns (10/8/12)