

**HYPER ISLAND  
EXPLORING TECH  
2021**

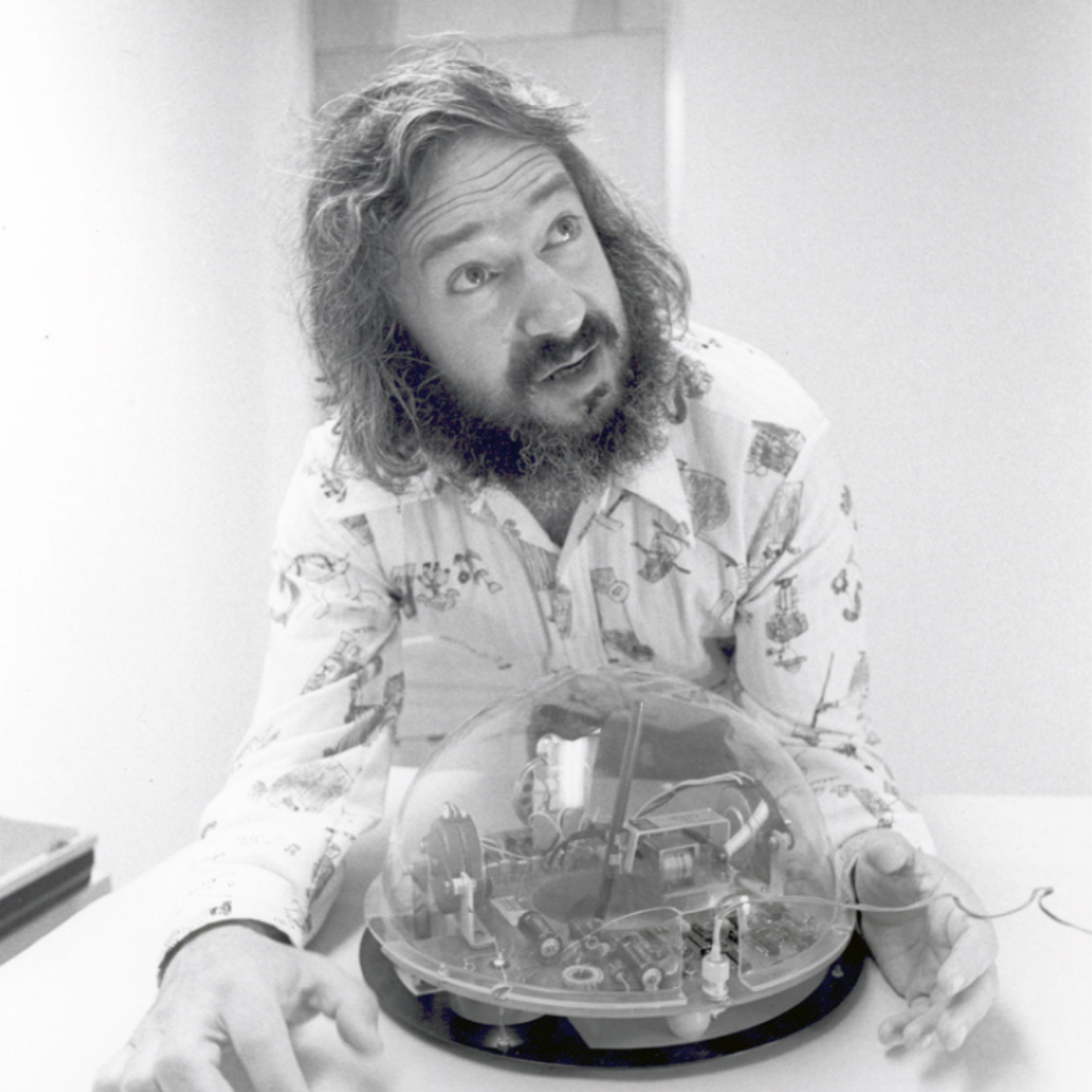
An immersive project containing hands-on experimentation with new technologies, learning hardware, programming and digital fabrication. This is a creative and playful exploration of how to make impactful experiences through technology.

**Knowledge:**

- Explain design principles, processes and methods, appraise when to use what and argue for why.
- Explain the relation between UX, web design and development, to create an accessible web.
- Describe how effective teams can be created, managed and facilitated and how different leadership styles and membership approaches can affect this.

**Skills:**

- Build a digital solution and summarize learnings and insights applicable for new contexts.
- Compose feedback and feedforward to support learning and development.



“Only rarely does some exceptional event lead people to recognize their intellectual self-image in such a way as to open new perspectives on what is learnable.”

Seymour Papert

Talk

Work  
shop

Prompt

Office  
hour

## **Design Journal**

A daily collage of your learning.

## **Final project**

Revealed on second week.  
2 days to execute.

## **Assessment**

Look at the **design journals**  
to identify:

Design principles and choices  
Support learning and development  
Leadership styles and approaches

Look at the **final project**:

Accessible web  
Digital solution  
New Contexts



Week 1

Talk	Prompt	Work shop	Prompt	Prompt
Work shop	Talk	Talk	Office hour	Office hour

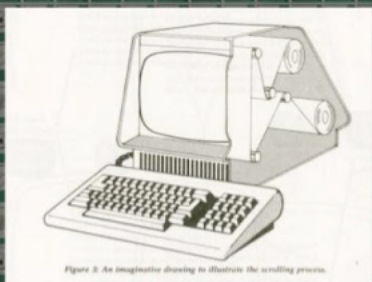


Figure 3. An imaginative drawing to illustrate the scrolling process.

"A lot of computer scientists want computers to think like people. I want to use computers to make you think about other people." - Nina Lutz

Week 2

Work shop

TDS

Work shop

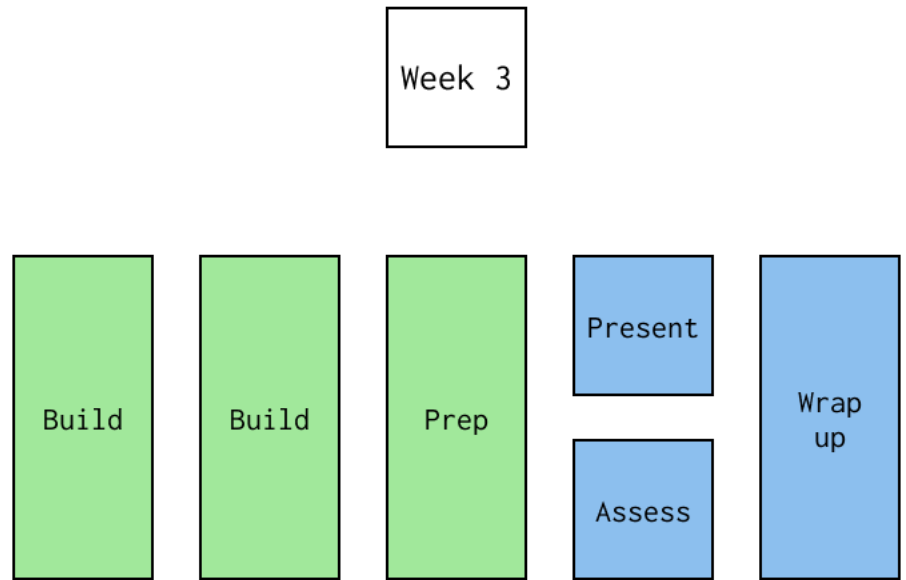
Work shop

Work shop

Prompt

Office hour

Talk



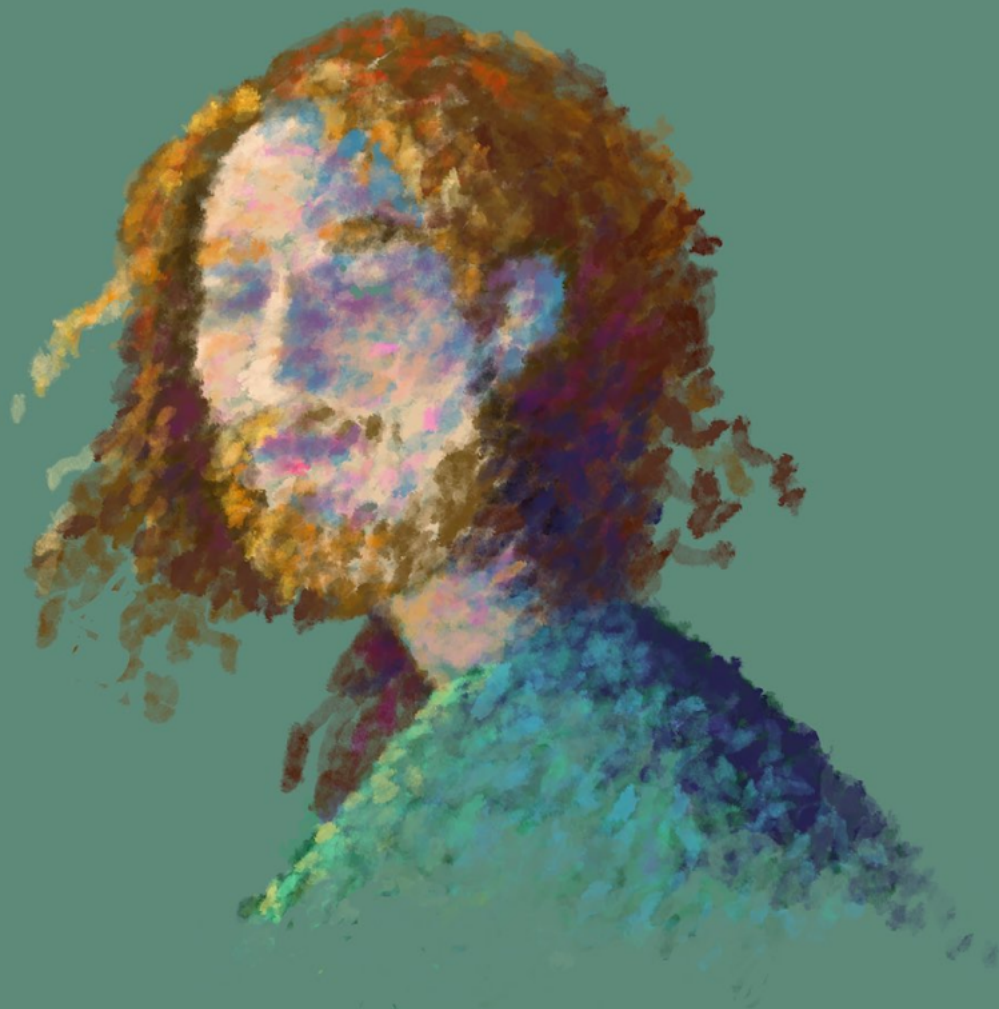


Talk

## Creative Technologist

How creative uses of technology can bridge and blur the distinction between art and design and science and engineering.

Facilitator:  
**Murilo**, he/they  
[www.murilopolese.com](http://www.murilopolese.com)

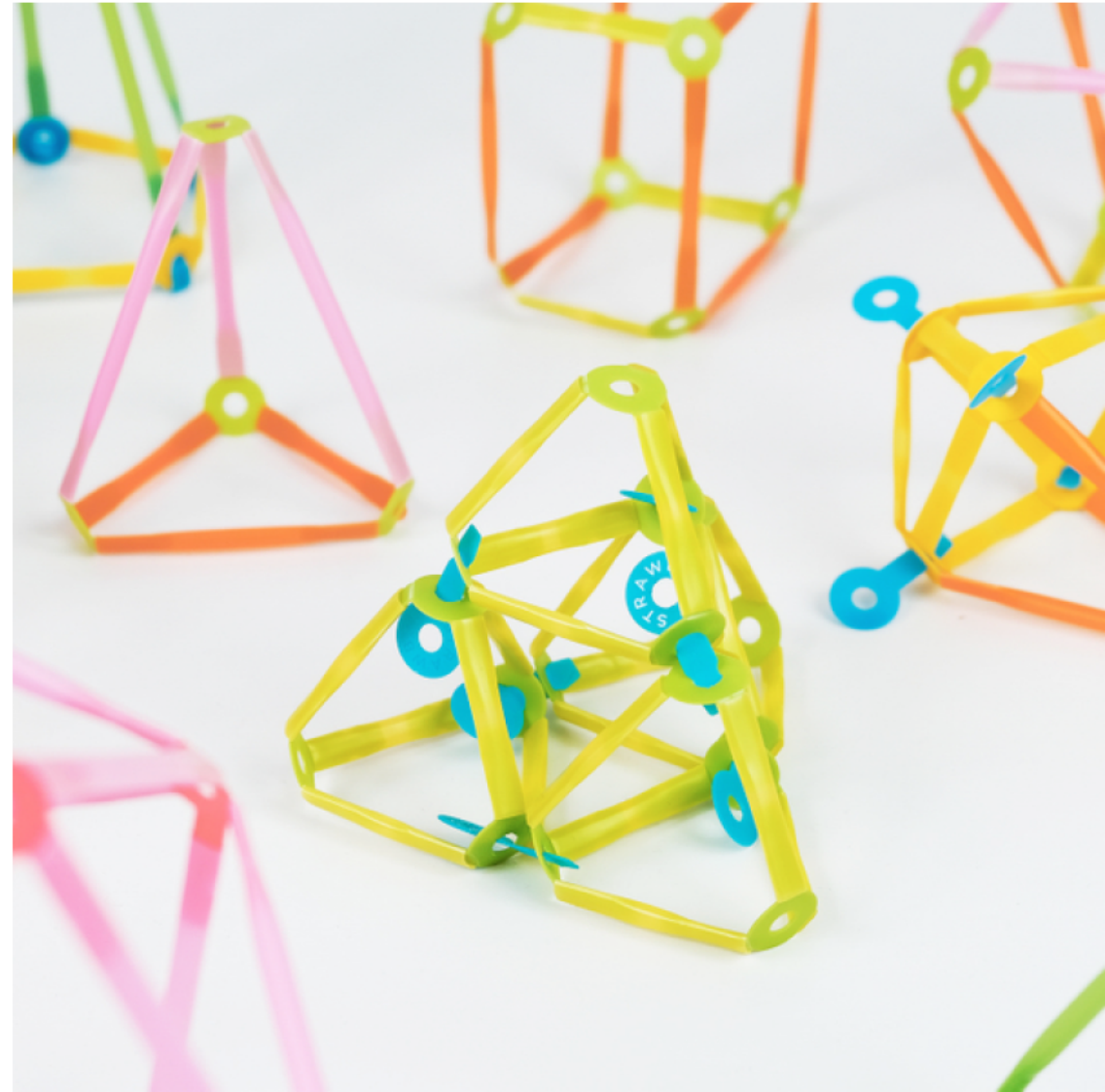


Work  
shop

## Strawbees Team Building

Through a small set of challenges and reflections, let's build and reflect about cooperation and agency.

Facilitator:  
**Murilo**, he/they  
[www.murilopolese.com](http://www.murilopolese.com)



Talk

## Lifelong Kindergarten: Digital Fluency for a more Creative Society

They'll share some ideas about creative learning, digital tools, self-expression, and how it all fits into our increasingly technology-driven world.

Facilitator:

**Thais**, they

[www.thais.dev/en/portfolio](http://www.thais.dev/en/portfolio)

@this\_is\_thais



Prompt

## Quirkbot Walker

Creating a robot that walks around is a great activity to gain basic building and language skills.

Build a simple robot that walks and use the creative learning spiral guide you.

Unattended Play.



Work  
shop

## World as a musical instrument

Makey Makey is an invention kit designed to connect everyday objects to computer keys. Let's reimagine the world as a musical instrument and what does it mean to play!

Facilitator:  
**Murilo**, he/they  
[www.murilopolese.com](http://www.murilopolese.com)

# Banana Piano



Talk

## 8 billion pairs of hands

Jay Silver is the Founder/CEO of JoyLabz/Makey Makey and was the first ever Maker Research Scientist at Intel. Jay's MIT PhD topic was World as Construction Kit.

Facilitator:  
**Jay Silver**, any pronoun  
1derful.org



Prompt

**Spend 1 hour  
at the Makerspace**

Look around.

Try out.

Take things apart.

Mix parts.

Build something.

Reconfigure something.

Change the purpose of an object.

Unattended play.



Prompt

**Spend 1 hour  
at the Makerspace**

Follow a tutorial.

Unattended play.



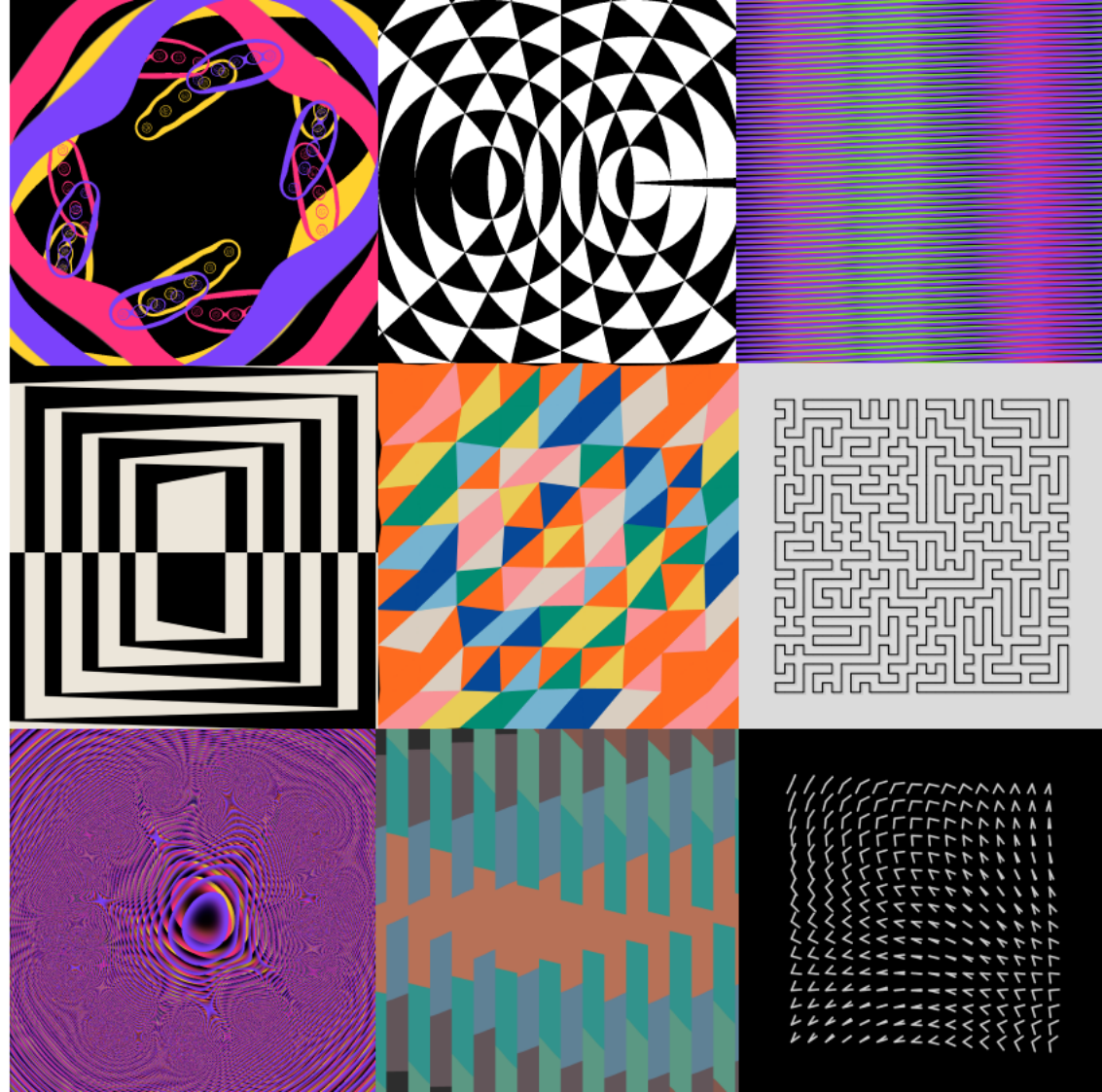


Talk

## Creative Coding

What is “Creative Coding” and how people do it? What software, exercises and techniques are useful to grow creative coding skills.

Facilitator:  
**Murilo**, he/they  
[www.murilopolese.com](http://www.murilopolese.com)



Prompt

## Creative Coding Exercises

From book Code as Creative Medium.

Unattended play



Work  
shop

## Magic Circle of Play

In this workshop you will learn to design single input game experiences using Circuit Playground, a creative coding (Python) and electronics platform packed with sensors and lights.

Facilitator:  
**Jonas Johansson**, he/him  
@jnsjohansson  
[www.jonasjohansson.se](http://www.jonasjohansson.se)



Talk

## Poetic Interface

What makes a  
computer program poetic?  
How do digital tools color the ways  
that we express ourselves?  
Let's discuss interfaces, microsoft  
paint, and the human side of human-  
computer interaction.

Facilitator:  
**Max Bittker**, he/him  
[maxbittker.com](http://maxbittker.com)

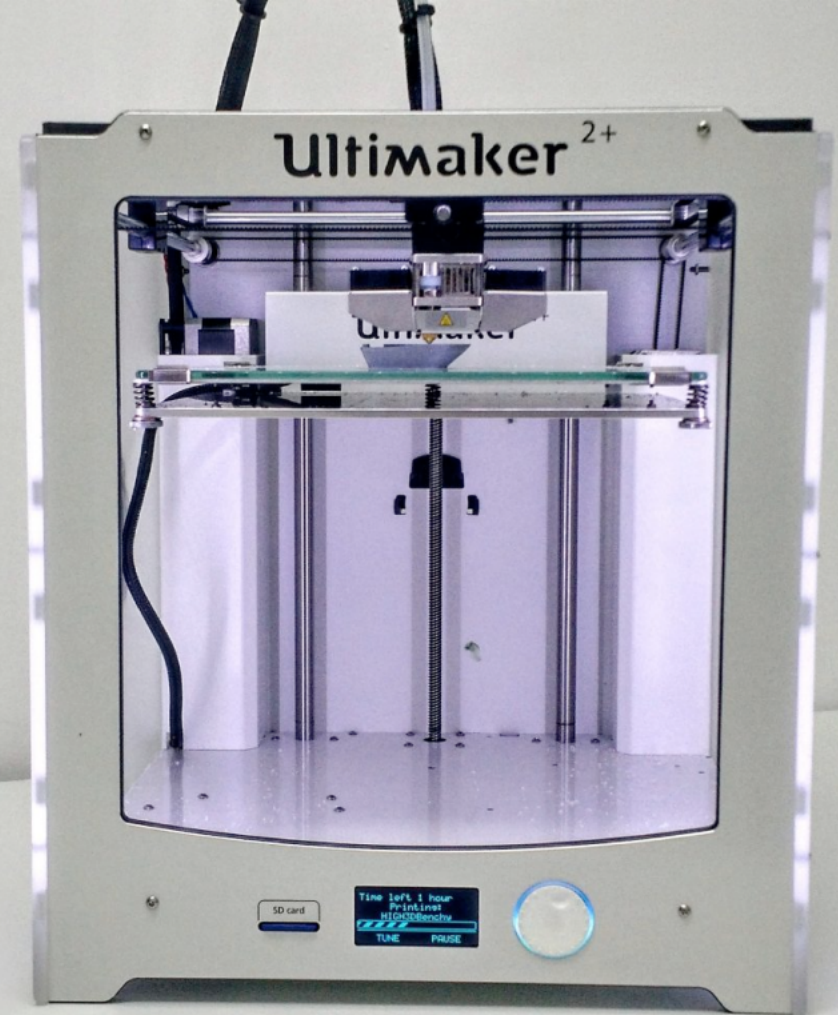


Work  
shop

## 3D Printing

Let's look carefully to the 3D printer, understand how to make the best out of it and what makes it such an important mark in the history of fabrication.

Facilitator:  
**Murilo**, he/they  
[www.murilopolese.com](http://www.murilopolese.com)



**Roll a d20 for your final project:**

Iterative pattern  
Face generator  
Clock  
Bot  
Generative Landscape  
Virtual Creature  
Custom Pixel  
Drawing Machine  
Modular Alphabet  
Data Self-Portrait  
Augmented Projection  
One-Button Game  
Collective Memory  
Experimental Chat  
Voice Machine  
Creative Cryptography  
Virtual Public Sculpture  
Synesthetic Instrument  
Parametric Object  
Extrapolated Body

