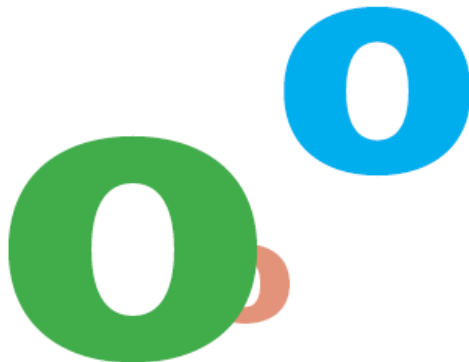


PLAY

- >> ● Fulfillment
- Reward
- Discovery
- Enjoyment
- Excitement
- Exploitation
- Restraint
- Patience
- Economy
- Discrimination
- Discretion
- Abstraction
- Concentration
- Curiosity
- Timing
- Interest
- Coordination
- Improvisation
- Judgement
- Perception
- Analysis
- Observation
- Skill
- Anticipation
- Promise
- Goal
- Stimulus
- Challenge
- Competition
- Motivation



Design Games

an interdisciplinary class to explore, research and design physical and virtual games that challenge and stimulate our intellectual and physical conditions, enhance skill building, social interactions, decision making and designing

Fall 2008

Georgia Institute of Technology

COA 8843ED/86538

CS 8803DG/88003

Tue & Thu 1:30 – 3:00 pm @ Georgia Tech

Ellen Yi-Luen Do, Design and Human Centered Computing

Contact ellendo@gatech.edu for more information.

