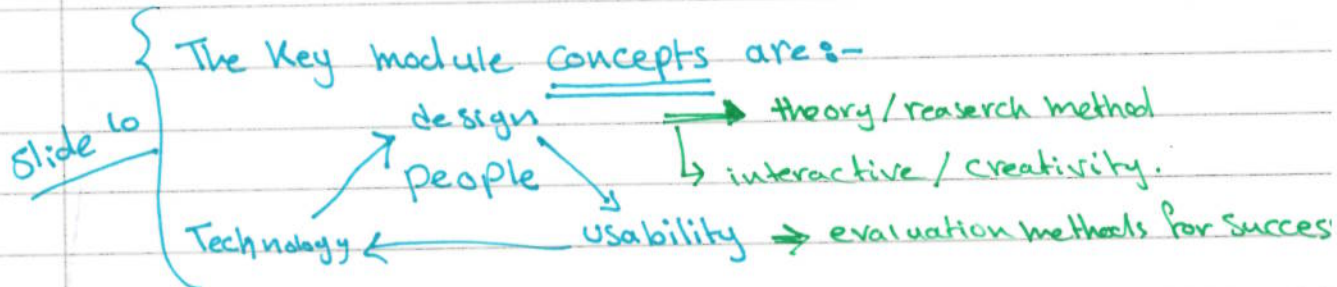


Week 2 - ALL project 2 :-

106 CR :- (Report - Concepts and principles)



Slide 24

{ Interactive Systems & Design / Tech / people / activities and context

124p.g
Modelling
creativity.
+ 125.