

**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:

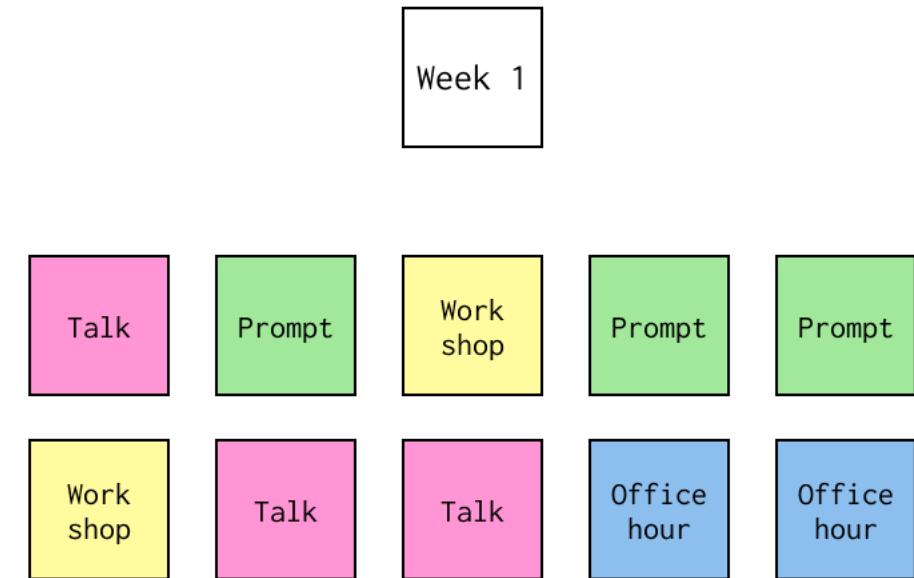
Design principles and choices  
Support learning and development  
Leadership styles and approaches

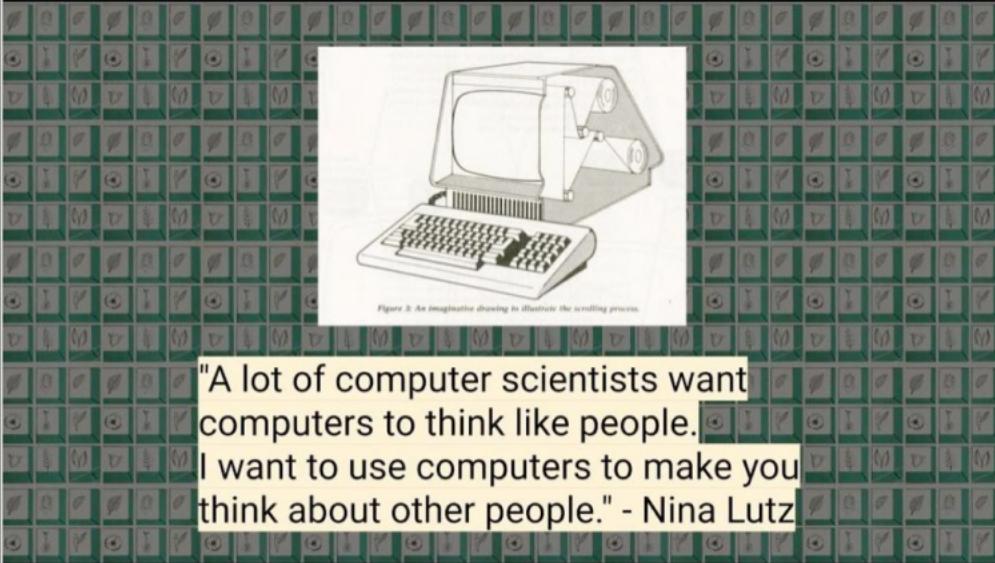
Look at the **final project**:

Accessible web  
Digital solution  
New Contexts



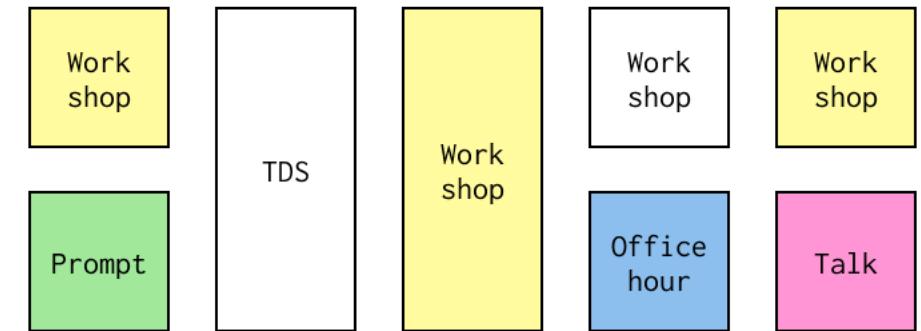
<https://1derful.org>





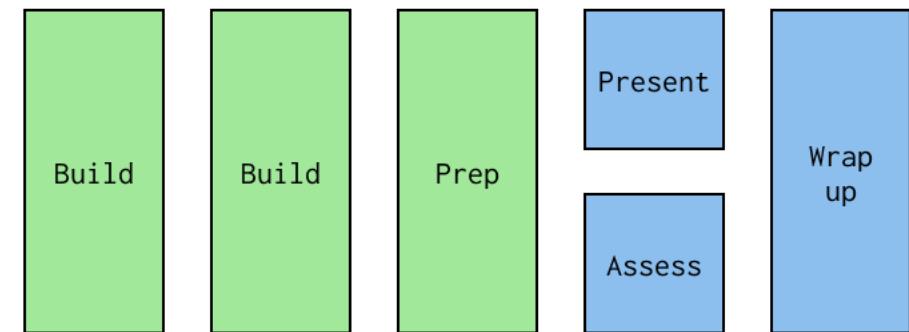
"A lot of computer scientists want computers to think like people.  
I want to use computers to make you think about other people." - Nina Lutz

Week 2





Week 3

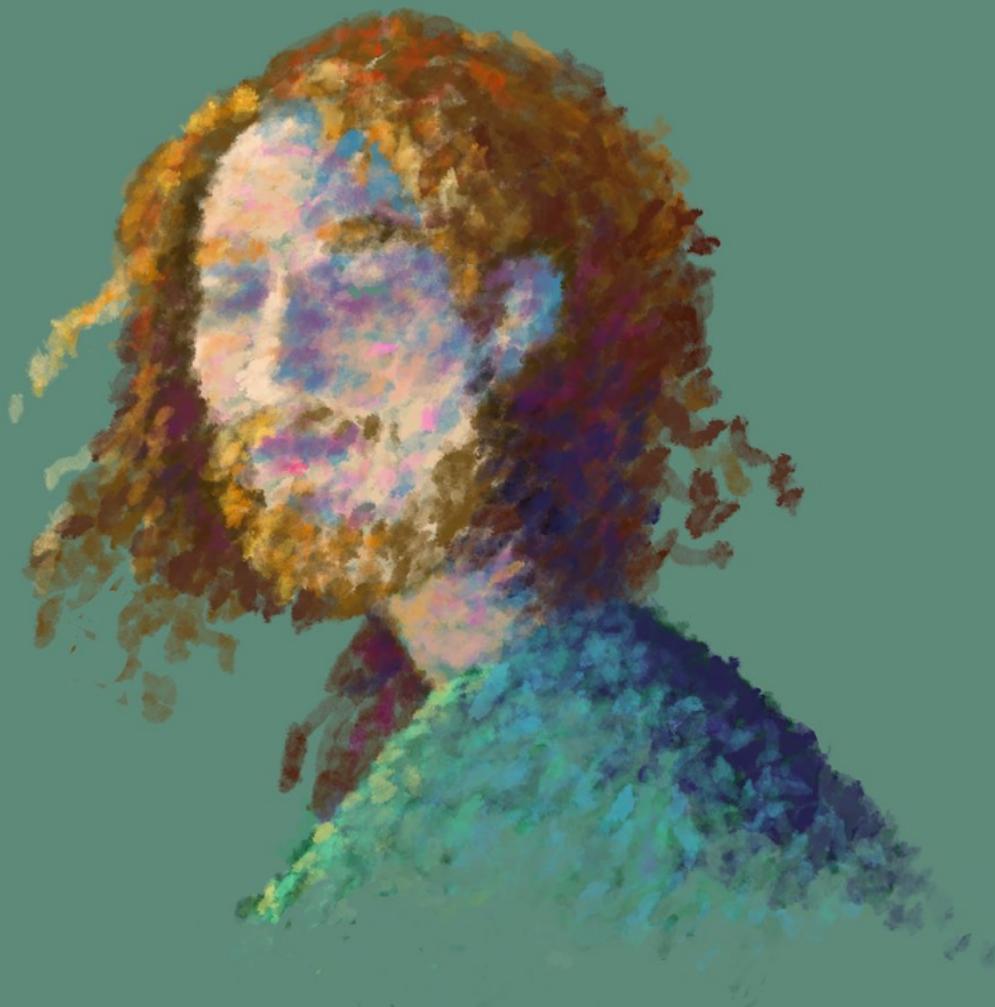


Talk

## 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)

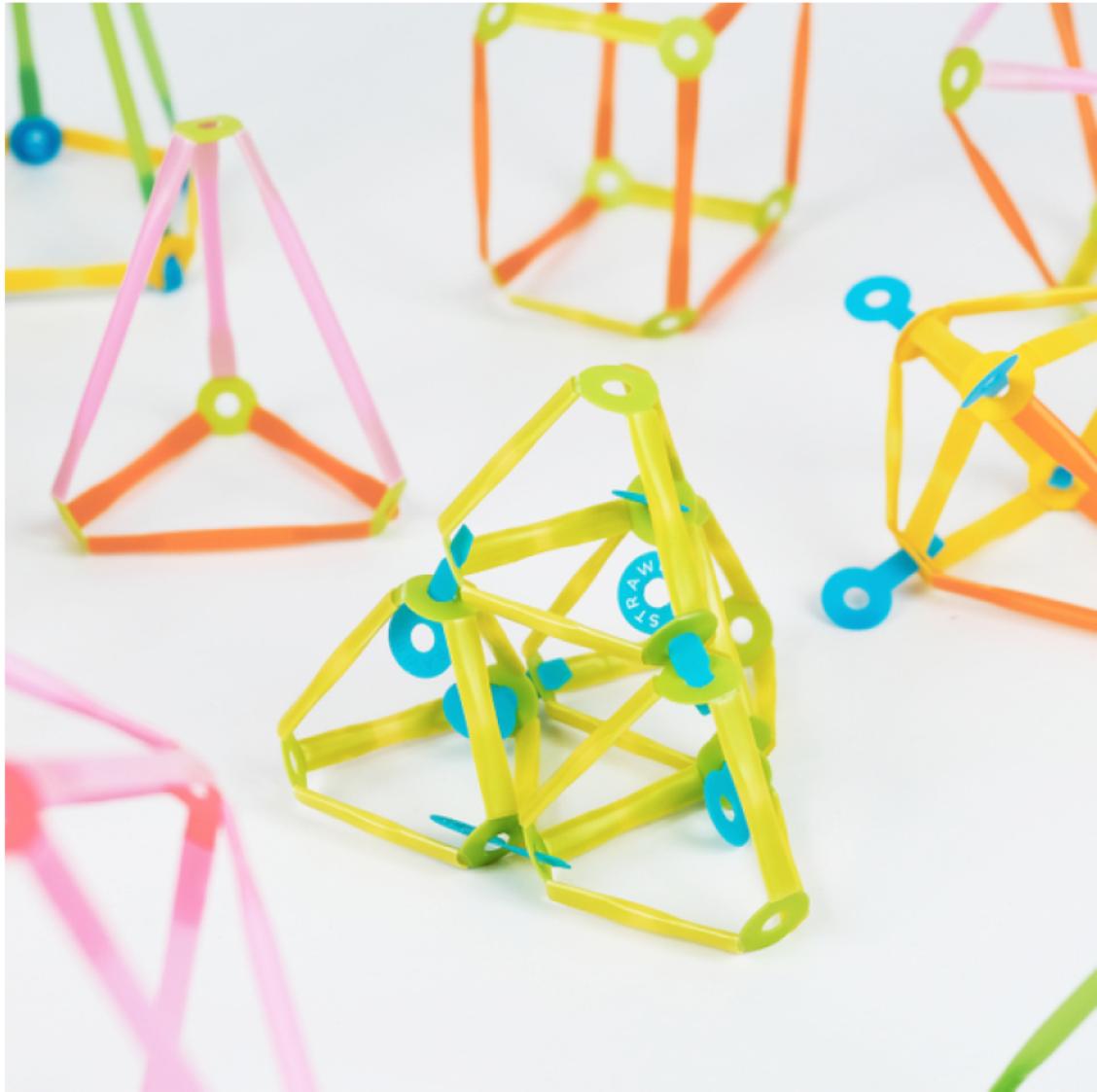


Work  
shop

## 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](http://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.

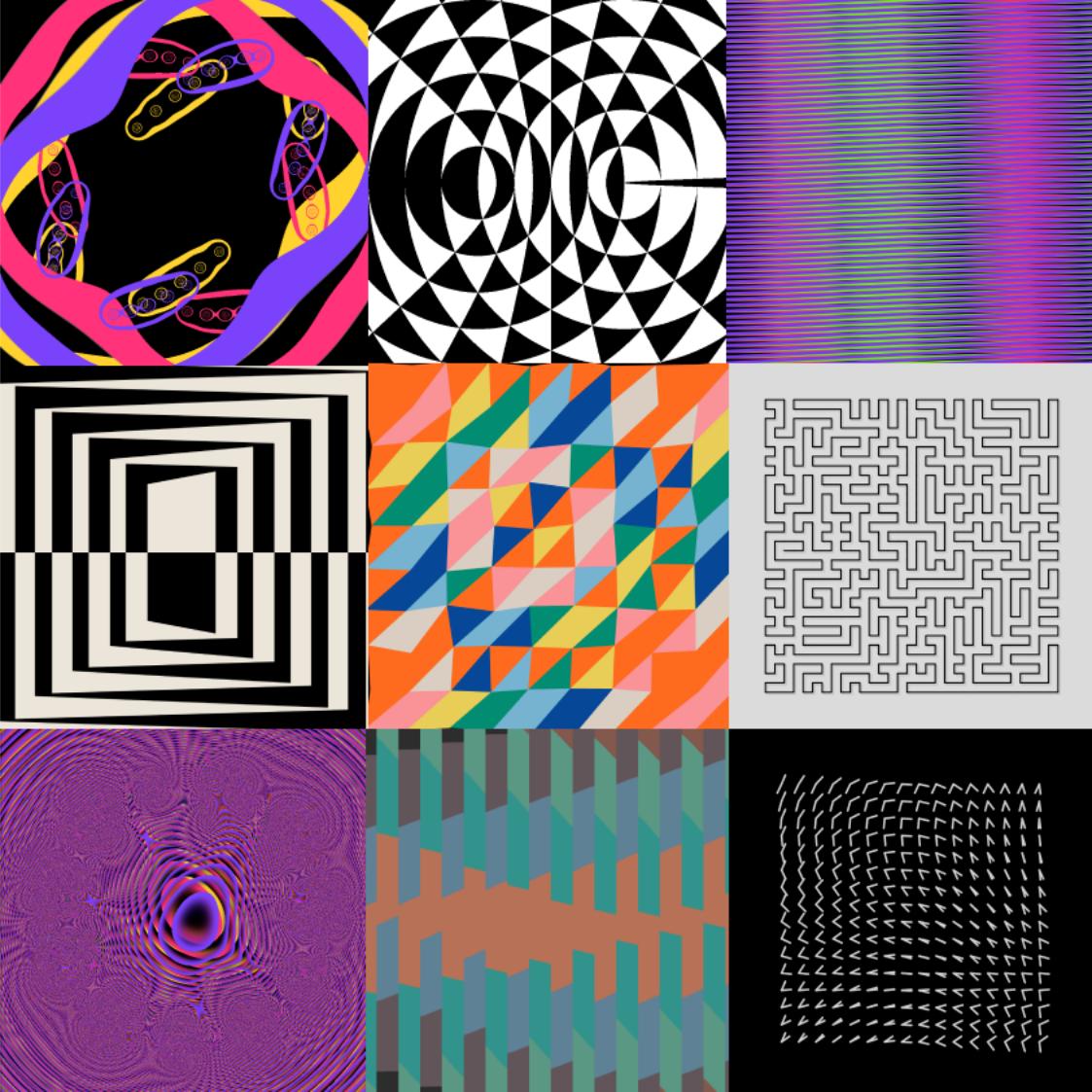


Talk

## Creative Coding

What is “Creative Coding” and how people do it? What software, exercices 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

# Code as Creative Medium

A Handbook for Computational Art and Design



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)

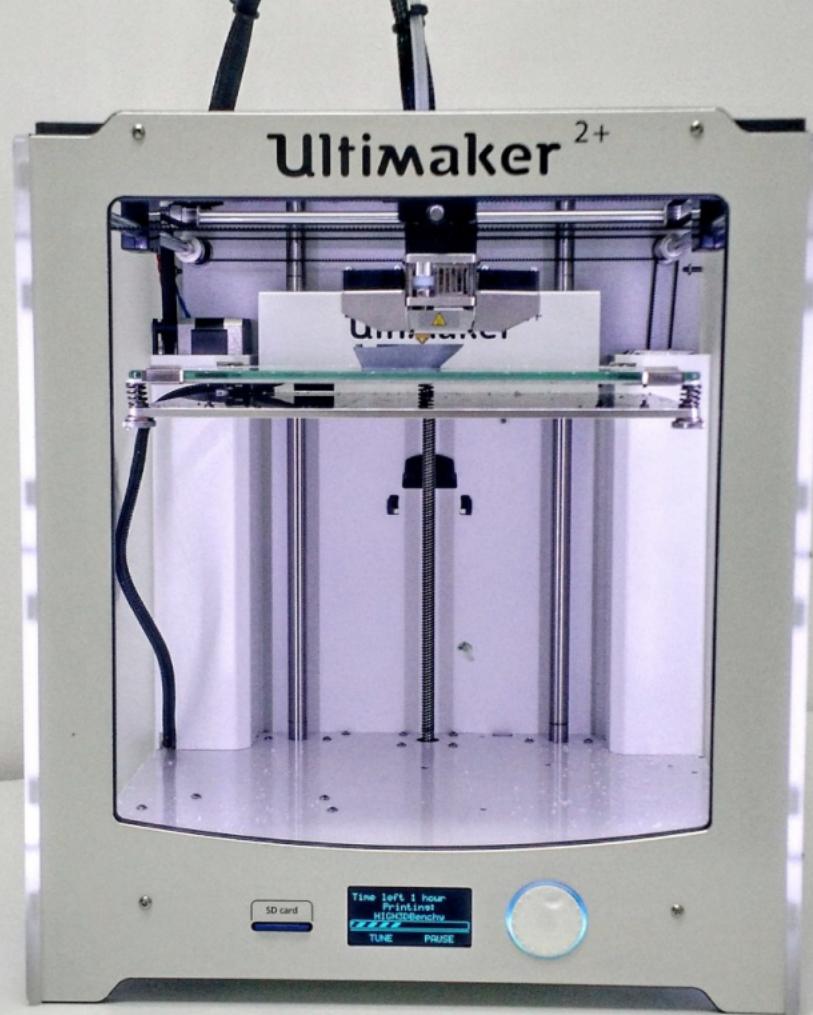


Work  
shop

## 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

