CONCEPT STATEMENT

Knowing, making, and playing are the only true human experiences in the digital age. Knowledge is about understanding, but when thinking about learning, knowledge is about experience, about creating." Playing brings the ideas together in a common world where it becomes possible to share stories in a common world and the cycle of learning as inquiry.

Objectives
- This is not a lecture, it's a conversation. It's about learning, it is about communicating, it is about understanding, but above all, it is about making.
- This idea is to create a collective, a collaborative space. A place for people to come together to learn and share ideas.
- This is not about a lecture, it's about a conversation. It's about understanding, it's about communicating, it's about making.
- This is not about a lecture, it's about a conversation. It's about understanding, it's about communicating, it's about making.

SOURCES

KNOWING, MAKING, AND PLAYING

In the digital age, knowledge is about understanding, but above all, it is about making. Playing brings the ideas together in a common world where it becomes possible to share stories in a common world and the cycle of learning as inquiry.

Objective
- This is not a lecture, it's a conversation. It's about learning, it is about experiencing, it is about understanding, but above all, it is about making.

SOURCES