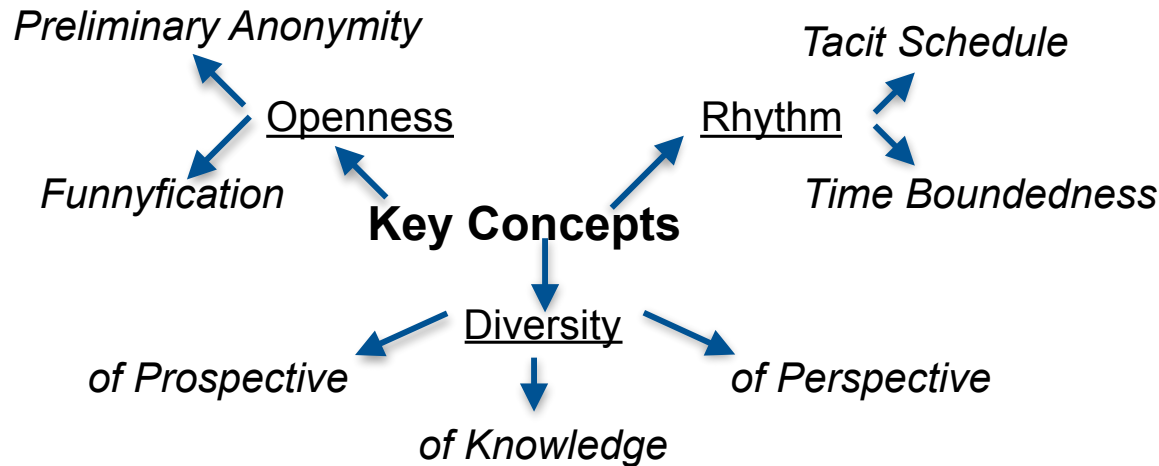


Hacking Creativity



Need support!

Are there greater institutional shifts concerning „hackification“ of academia, economy, etc?
Where can they be seen/studied?

How to understand (and resolve) problems of transferring hackathon outcomes into *established* organization contexts?

What are your experiences with „hacking problems“?
How to define or even operationalize invention/creativity?

Can we make „social creativity“ a ordinary, non-event bounded feature of everyday life work?

Problem Conceptualization

