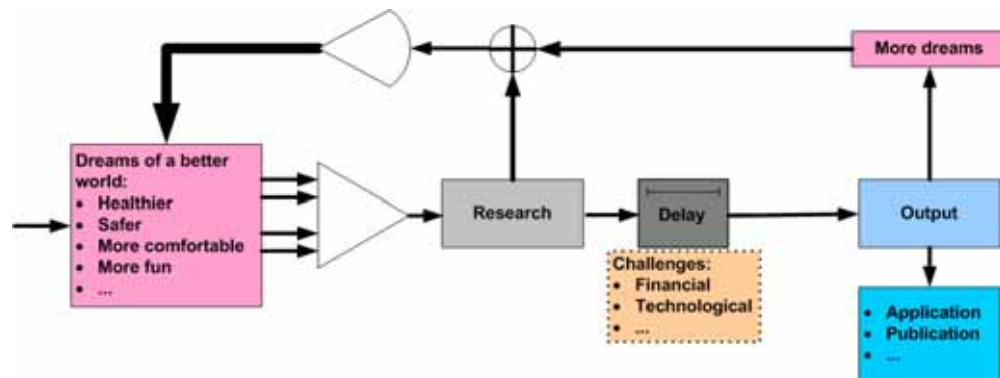


The "Creative Science Cycle"

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In the beginning we have pink dreams of a better world. We may want the world to be healthier - including wearable systems tracking health status. Or safer - for example, intelligent vehicles. More comfortable - considering intelligent houses adapting users' behaviour. Or more fun! - considering more interactive games..

These dreams comes together (integrator symbol) and feed the research. Research will produce the output but there can be some delay due to the technological or financial challenges. There are two types of output. On the concrete part, we can have an application, some publications related with it and so on.. On the abstract part of the outputs, we have more dreams because we will never be satisfied with what we have! That's why we came to this age from the stone age.

These dreams (as the research outputs) feed our dreams in the beginning. But this time they may need some amplification because according to our research results we may end up thinking that something is not achievable. So the "Creative Science Cycle" goes on...