

Propositions

with the dissertation

Moving Circles: mobile media and playful identities

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1. Having a mobile phone means carrying the globe in your pocket: at once a lightweight gateway to the world and a mighty heavy burden.
2. The sole essence of play is its ambiguity.
3. In urban settings characterized by mobile life among strangers, identities arise from playful interactions rather than from carefully reading each other's biographies.
4. One only needs to overhear a few mobile phone conversations in public to understand that *what* is being said is subservient to *that* something is being said.
5. In response to Ricoeur's assertion that a worthy life is a life examined through recounting, I hold that life without play is not worth recounting.
6. Custom demands the inclusion of five propositions that have nothing to do with the subject of the dissertation. For a dissertation that holds that all utterances are expressions of identity, this demand is impossible.
7. The problem with many current-day policies is that accountability is equated with countability.
8. If architecture involves shaping social settings through physical design, then architects unavoidably must concern themselves with digital media technologies.
9. Routinely dealing with exceptions to the rule, Law is both the most boring and the most adventurous of all academic disciplines.
10. A bigger threat than global warming is its heated climate of debate.
11. Propositions are the litmus test of an academic's capacity for play.