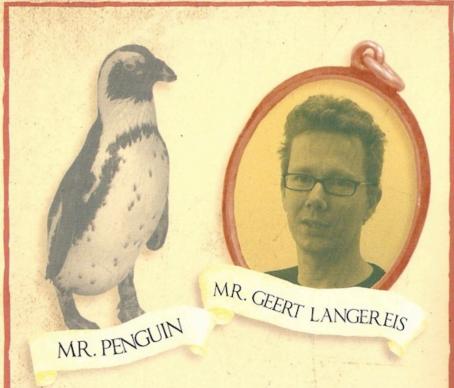
## THE BESTEST AND COOLEST SKILLS OF LEISURE

If life seems more rushed than ever, you might be surprised to learn that we do not have less leisure time than we did 40 years ago. We actually have more leisure time, quite a bit more. This means more possibilities to develop our special undiscovered skills. Leisure skills may not appear to be an important life skill for vocational success, but it . is important to emphasize that it truly is a significant skill. Without meaningful activities to structure a person's time outside of work, there are a number of troubles that can occur in relation to work. Leisure activities are meant to de-stress a person and carry the attention away from work. But most of all to show that unique side of yourself that makes you special.

With that in mind we took the opportunity to find out how staff members de-stress outside of the university and develop their special skills.



The next special-skilled staff member is an expert in sensor systems and models, and a friend for many students: Geert Langereis. At his previous job at Philips he researched analyzing and measuring human emotions, but works now full-time at the university in Eindhoven.

As a child he collected stuffed animals, especially from one species: the penguin. When he grew older it turned out not to be the animal itself that fascinated him but its behaviour. Collecting penguins evolved in analyzing their behaviour by reading scientific penguin books and visiting them all over the world.

Penguins are anthropomorphic, they have many human similarities, like their social behaviour in colonies, having relationships in which they also cheat on their partners or even having gay feelings towards other penguins. This is recognizable in our own living which fascinates Geert.

Researching penguin behaviour goes beyond just being a hobby. He applies his knowledge also here at Industrial Design. He finds new opportunities in

social interaction by analyzing the social

that of penguins.

behaviour of people and comparing it with