

Introduction To Flunstellas: Using StarlogoTNG to represent Flunstellas Psychological Systems

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Introductory description and overall goals

The workshop will introduce participants to the 'Flunstellas Narrative Framework', developed to actively engage as wide a range of people as possible, in the creation of personal representations of Mind.

Method

This workshop uses a combination of methods to enable participants to represent mind(s) as personal & dynamic, complex systems, populated by thoughts, memories and ideas.

Building Hands on Information Architecture.

Using simple materials to explore the concepts behind new technologies, away from their shiny digital newness, see figure 1.



Figure 1. Flunstella 'Mental Object',
(Knex, Plastercine, Blu-Tac & Card)



Figure 2. Screen Shot Close Up
of a Simple Model of a Flunstella.

Using StarLogo TNG to Populate and Explore Models of Mind, see figure 2.

Expected outcomes

Participants will collaborate to develop a Visual Grammar to represent their mental systems, Create tangible representations of different Flunstella, 'Mental Objects', and use these physical objects as stimulus to create Flunstellas Systems, using StarLogo TNG.

Keywords

Flunstellas, Starlogo TNG, Re-Dock, Mind, Systems.