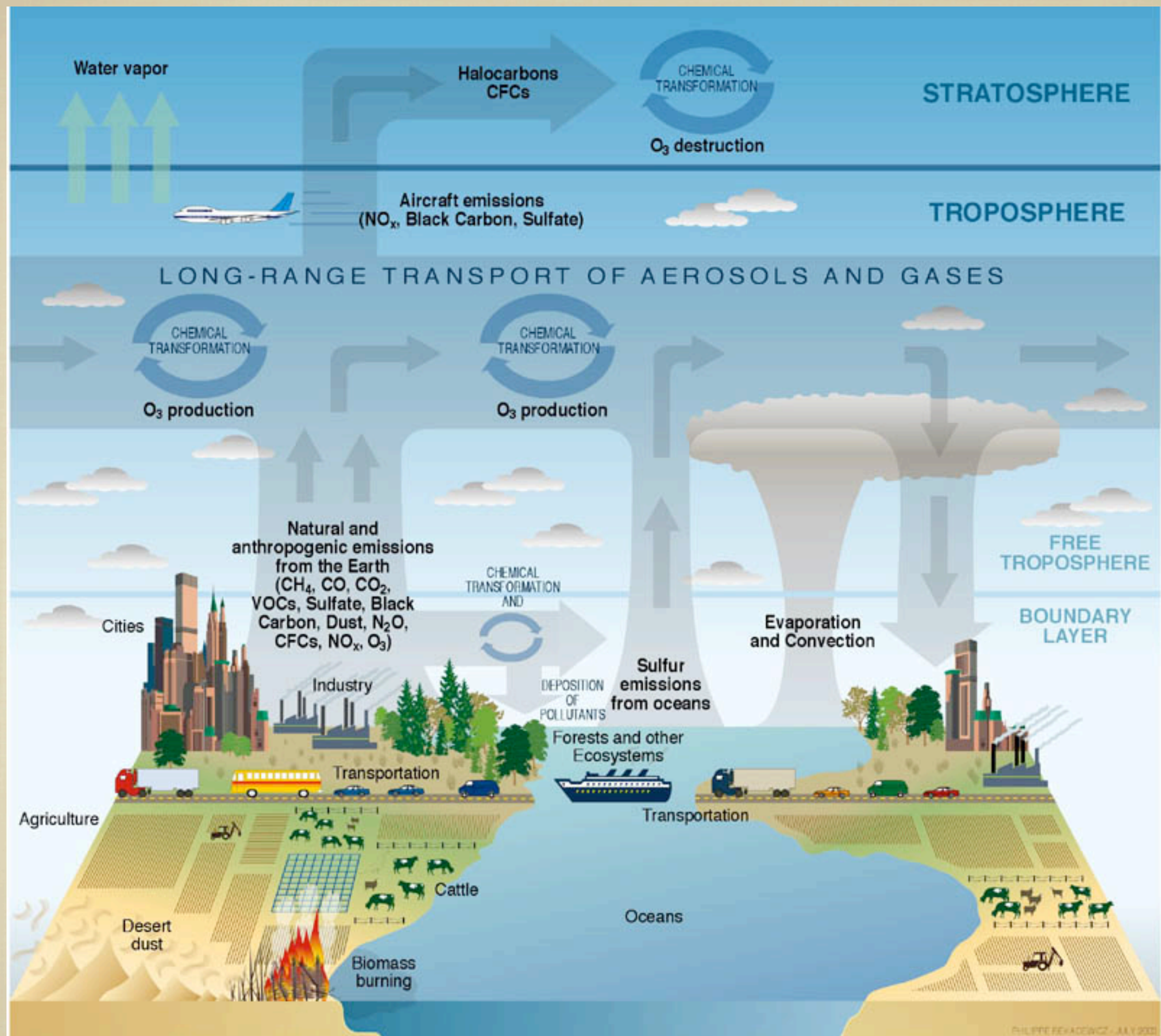


MODELLING

FOR DIGITAL RESOURCES





MODELLING?

- MODELLING IS THE PROCESS OF CREATING A MODEL
- A MODEL IS
 - A REPRESENTATION OF SOMETHING FOR PURPOSES OF STUDY (MODEL OF..)
 - A DESIGN FOR REALIZING SOMETHING NEW (MODEL FOR...)

MODELLING!

- THE THEORY OF MODELLING IS AN ATTEMPT TO UNDERSTAND THE METHODOLOGICAL BASE FOR DIGITAL REPRESENTATION AND THE INTERACTION WITH IT
- BY “MODELLING” I MEAN THE HEURISTIC PROCESS OF CONSTRUCTING AND MANIPULATING MODELS;
(MCCARTHY 2005, P. 24)

THE SEMANTIC FIELD

THE SEMANTIC FIELD

■ ANALOGY

THE SEMANTIC FIELD

- ANALOGY

- REPRESENTATION

THE SEMANTIC FIELD

- ANALOGY
- REPRESENTATION
- DIAGRAM

THE SEMANTIC FIELD

- ANALOGY
- REPRESENTATION
- DIAGRAM
- MAP

THE SEMANTIC FIELD

- ANALOGY
- REPRESENTATION
- DIAGRAM
- MAP
- SIMULATION

THE SEMANTIC FIELD

- ANALOGY
- REPRESENTATION
- DIAGRAM
- MAP
- SIMULATION
- EXPERIMENT

ANALOGY?



ANALOGY

ANALOGY

- GREEK ANALOGIA, 'EQUALITY OF RATIOS, PROPORTION'.

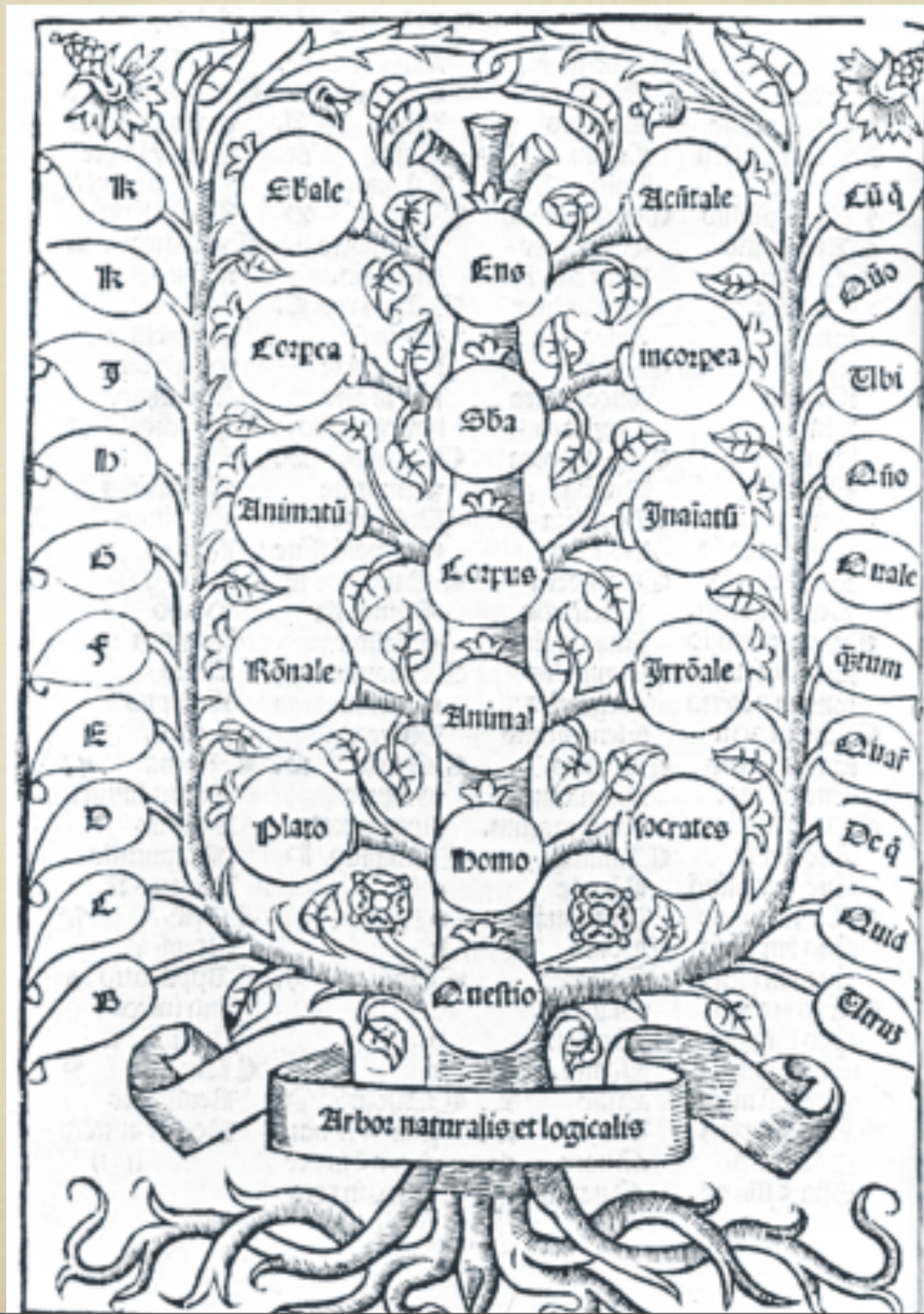
ANALOGY

- GREEK ANALOGIA, 'EQUALITY OF RATIOS, PROPORTION'.
- A FORM OF LOGICAL INFERENCE OR AN INSTANCE OF IT, BASED ON THE ASSUMPTION THAT IF TWO THINGS ARE KNOWN TO BE ALIKE IN SOME RESPECTS, THEN THEY MUST BE ALIKE IN OTHER RESPECTS.

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- AN ANALOGICAL RELATION BETWEEN THE MODEL AND THE MODELLLED OBJECT IS REQUIRED.

REPRESENTATION?



THE
TREE OF
NATURE
AND
LOGIC,
BY
RAMON
LULL
(1232-
1315)

REPRESENTATION?



**TAIMA MANDARA. 13 TH CENTURY. COLOR ON SILK;
71 3 / 8 x 70 5 / 8 IN. NARA NATIONAL MUSEUM.**

REPRESENTATION

REPRESENTATION

■ FROM THE OED:

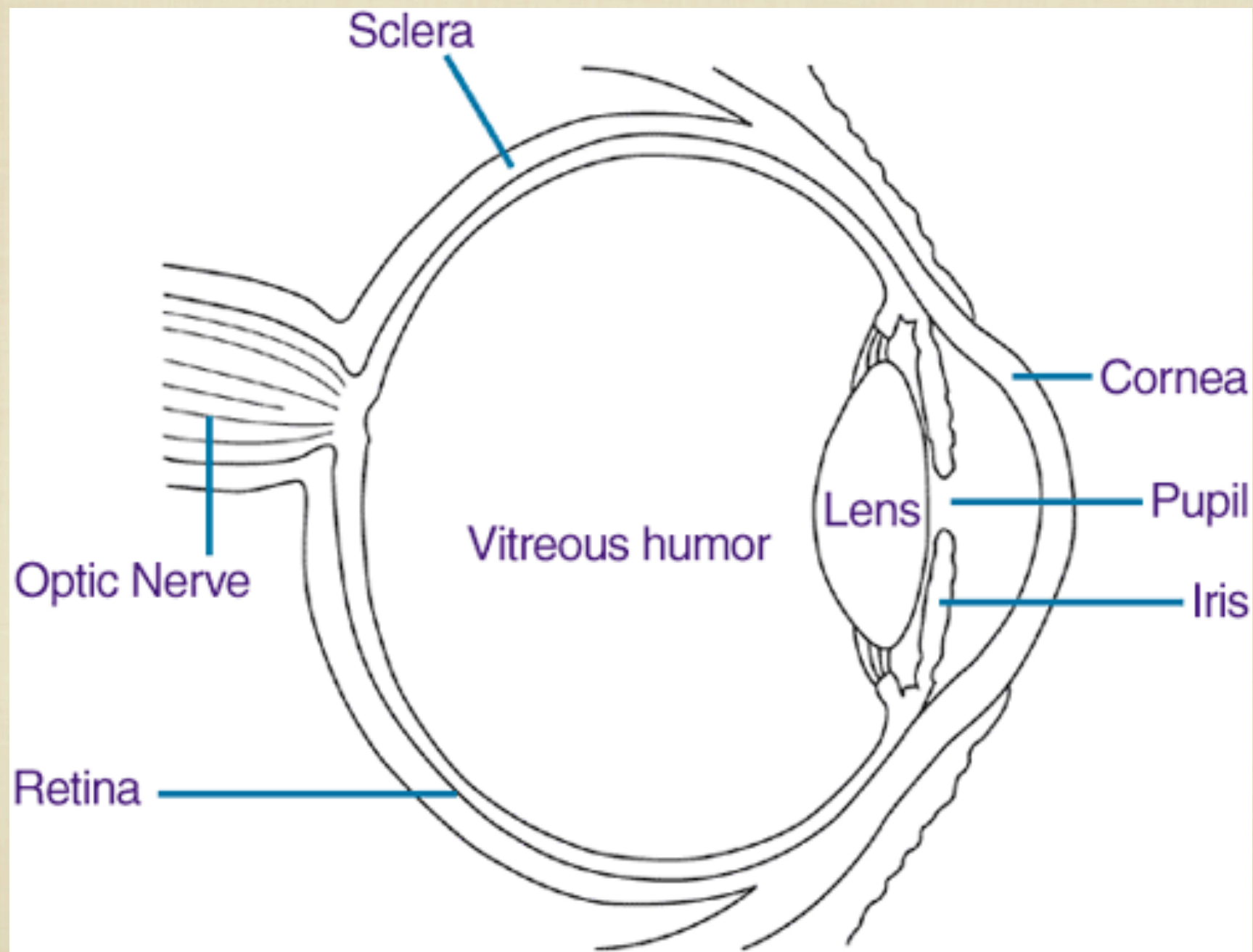
- AN IMAGE, LIKENESS, OR REPRODUCTION IN SOME MANNER OF A THING ...
- A MATERIAL IMAGE OR FIGURE;
- A REPRODUCTION IN SOME MATERIAL OR TANGIBLE FORM; IN LATER USE ESP.
- A DRAWING OR PAINTING (OF A PERSON OR THING)

REPRESENTATION

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-
- KNOWLEDGE REPRESENTATION (WITHIN, E.G. ARTIFICIAL INTELLIGENCE)

DIAGRAM



A DIAGRAM OF THE EYE

DIAGRAM

DIAGRAM

- GREEK DIÁGRAMMA:

- THAT WHICH IS MARKED OUT BY LINES, A GEOMETRICAL FIGURE, WRITTEN LIST, REGISTER, THE GAMUT OR SCALE IN MUSIC.

DIAGRAM

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- THAT WHICH IS MARKED OUT BY LINES, A GEOMETRICAL FIGURE, WRITTEN LIST, REGISTER, THE GAMUT OR SCALE IN MUSIC.
- A FIGURE DRAWN IN SUCH A MANNER THAT THE GEOMETRICAL RELATIONS BETWEEN THE PARTS OF THE FIGURE ILLUSTRATE RELATIONS BETWEEN OTHER OBJECTS,

DIAGRAM

- GREEK DIÁGRAMMA:

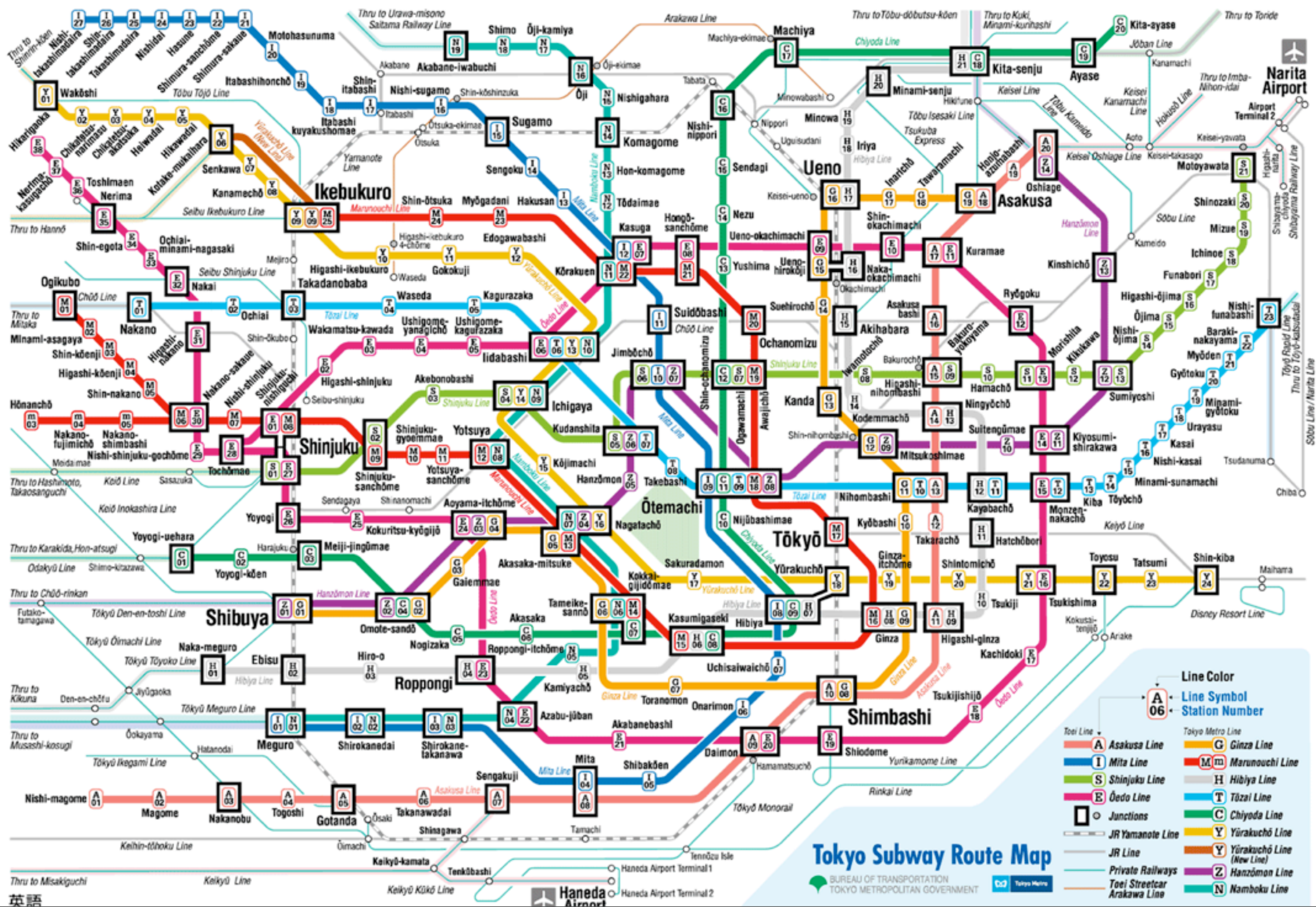
- THAT WHICH IS MARKED OUT BY LINES, A GEOMETRICAL FIGURE, WRITTEN LIST, REGISTER, THE GAMUT OR SCALE IN MUSIC.

- A FIGURE DRAWN IN SUCH A MANNER THAT THE GEOMETRICAL RELATIONS BETWEEN THE PARTS OF THE FIGURE ILLUSTRATE RELATIONS BETWEEN OTHER OBJECTS,

- THEFREEDICTIONARY.COM:

- A PLAN, SKETCH, DRAWING, OR OUTLINE DESIGNED TO DEMONSTRATE OR EXPLAIN HOW SOMETHING WORKS OR TO CLARIFY THE RELATIONSHIP BETWEEN THE PARTS OF A WHOLE.

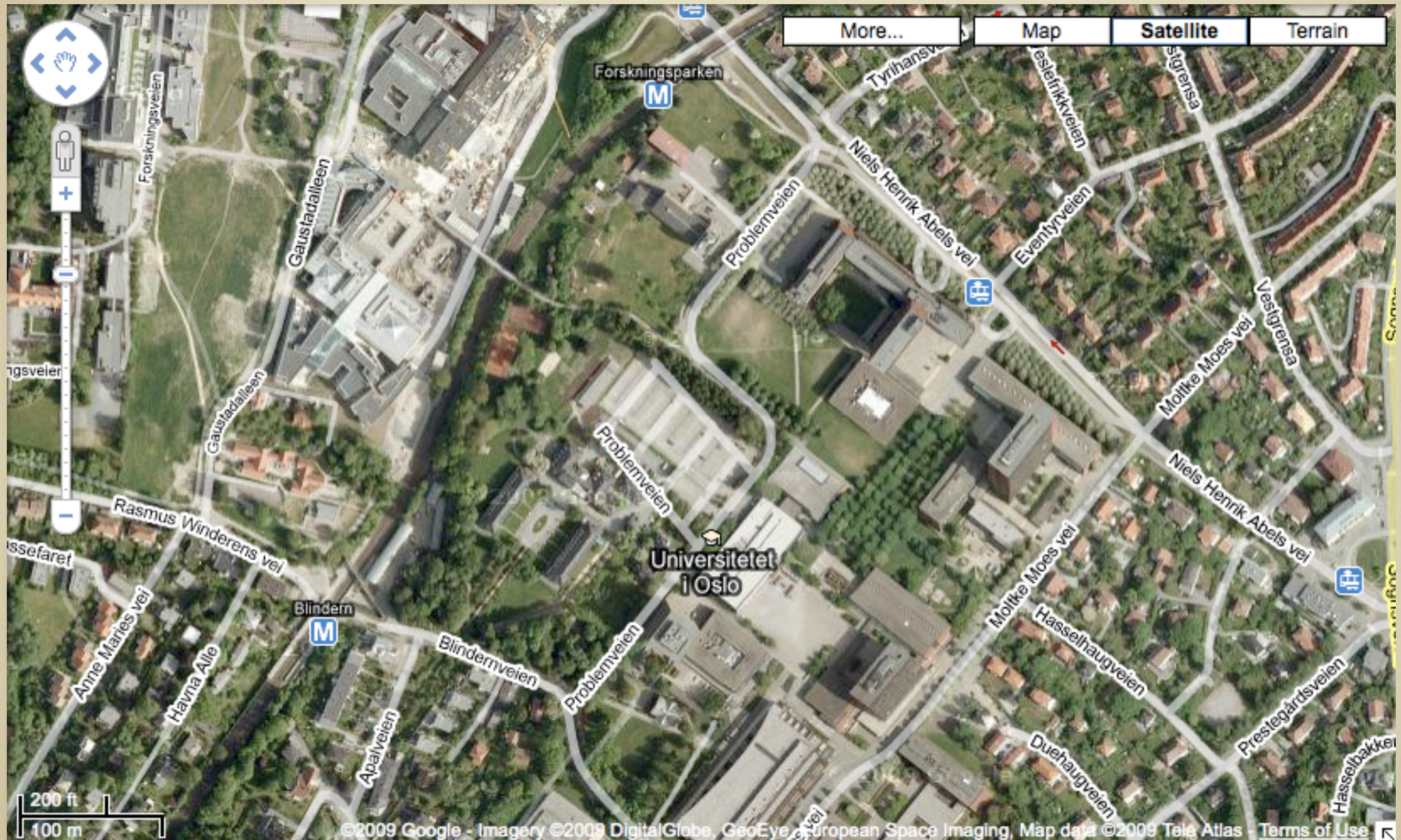
MAP?



MAP?



MAP?



MAP

- SCHEMATIC SPATIAL REPRESENTATION
- A REPRESENTATION, USUALLY ON A PLANE SURFACE, OF A REGION OF THE EARTH OR HEAVENS (THEFREEDICTIONARY.COM)
- A MAP IS A VISUAL REPRESENTATION OF AN AREA —A SYMBOLIC DEPICTION HIGHLIGHTING RELATIONSHIPS BETWEEN ELEMENTS OF THAT SPACE SUCH AS OBJECTS, REGIONS, AND THEMES (WIKIPEDIA)
- A DIAGRAM OF ANYTHING WE CAN IMAGINE SPATIALLY (MAXWELL)

SIMULATION



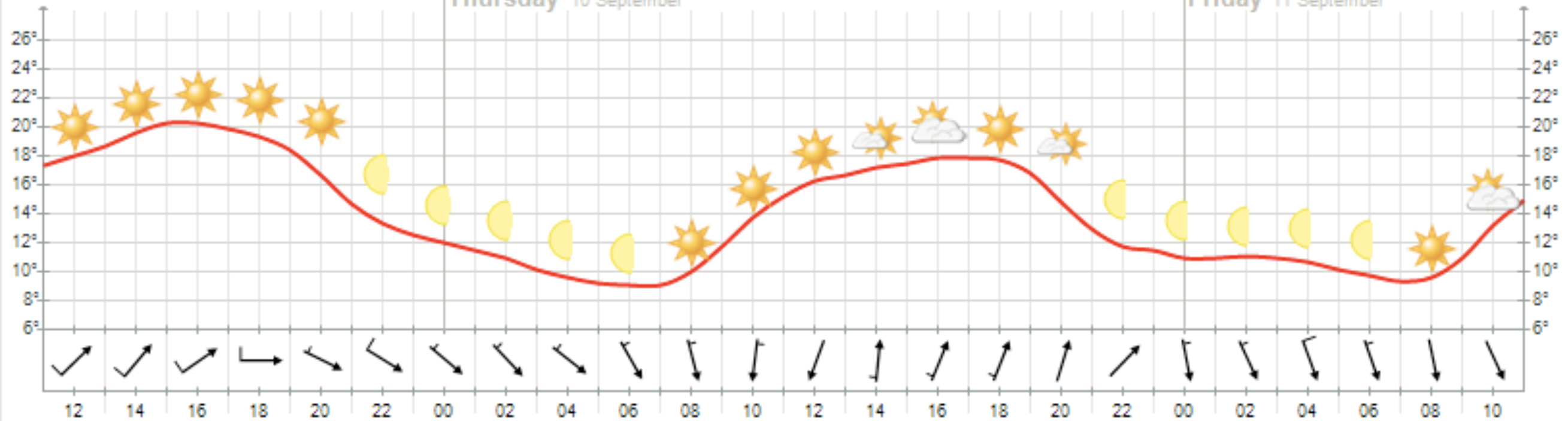
SIMULATION

Meteogram for Blindern in Oslo (Oslo) Next 48 hours

yr.no

Thursday 10 September

Friday 11 September

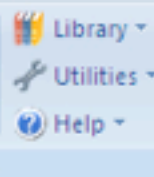


Today and tonight, 09 September 2009

The data is automatically generated. The meteorological model and local conditions may lead to deviation.

Tomorrow, 10 September 2009

The data is automatically generated. The meteorological model and local conditions may lead to deviation.



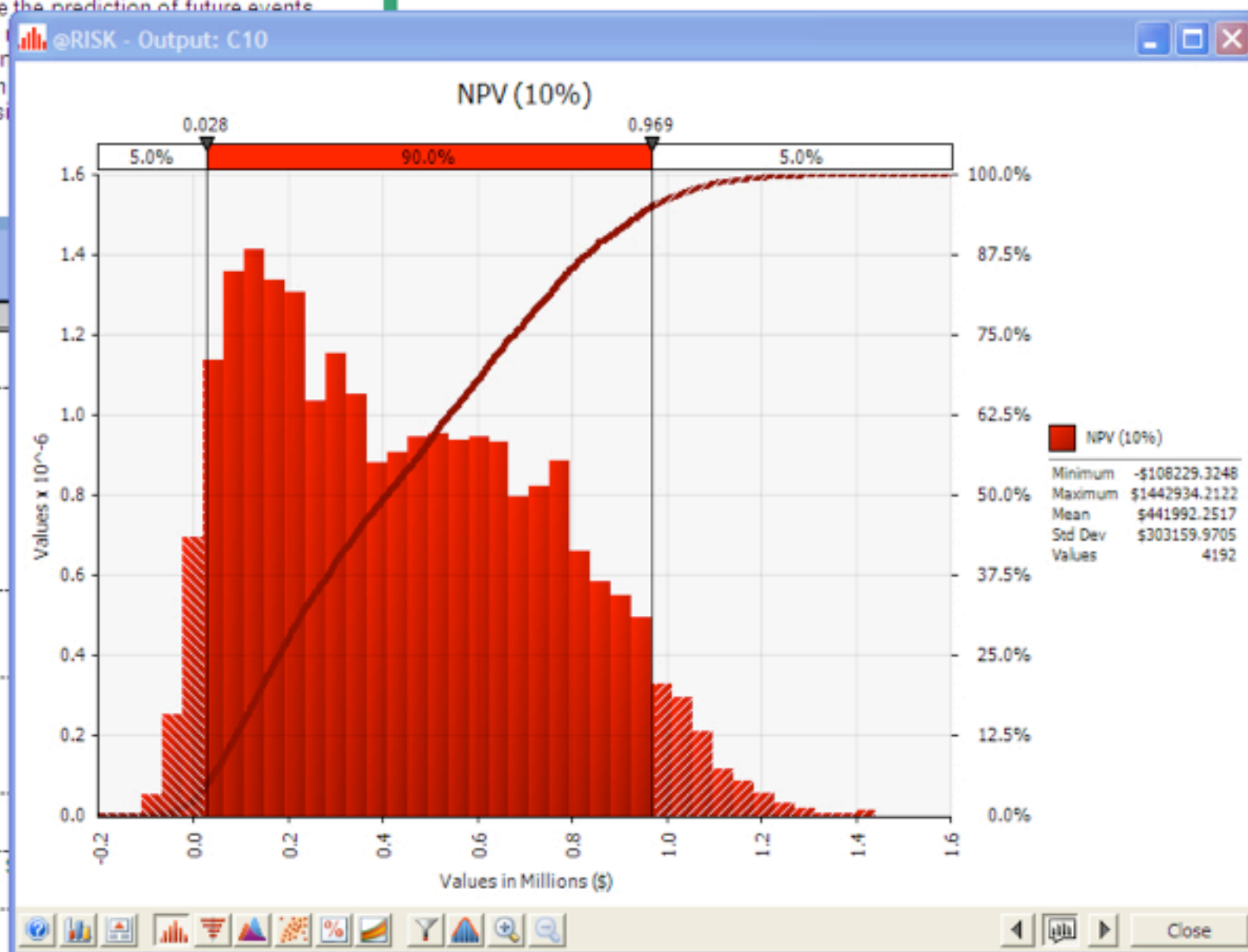
B	C	D	E	F	G	H	I	J	K	L
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NPV (10%) \$363,248.03

Market Conditions
Number of Competitors
Unit Cost

88%

Iters Per Sec: 604.24



SIMULATION

SIMULATION

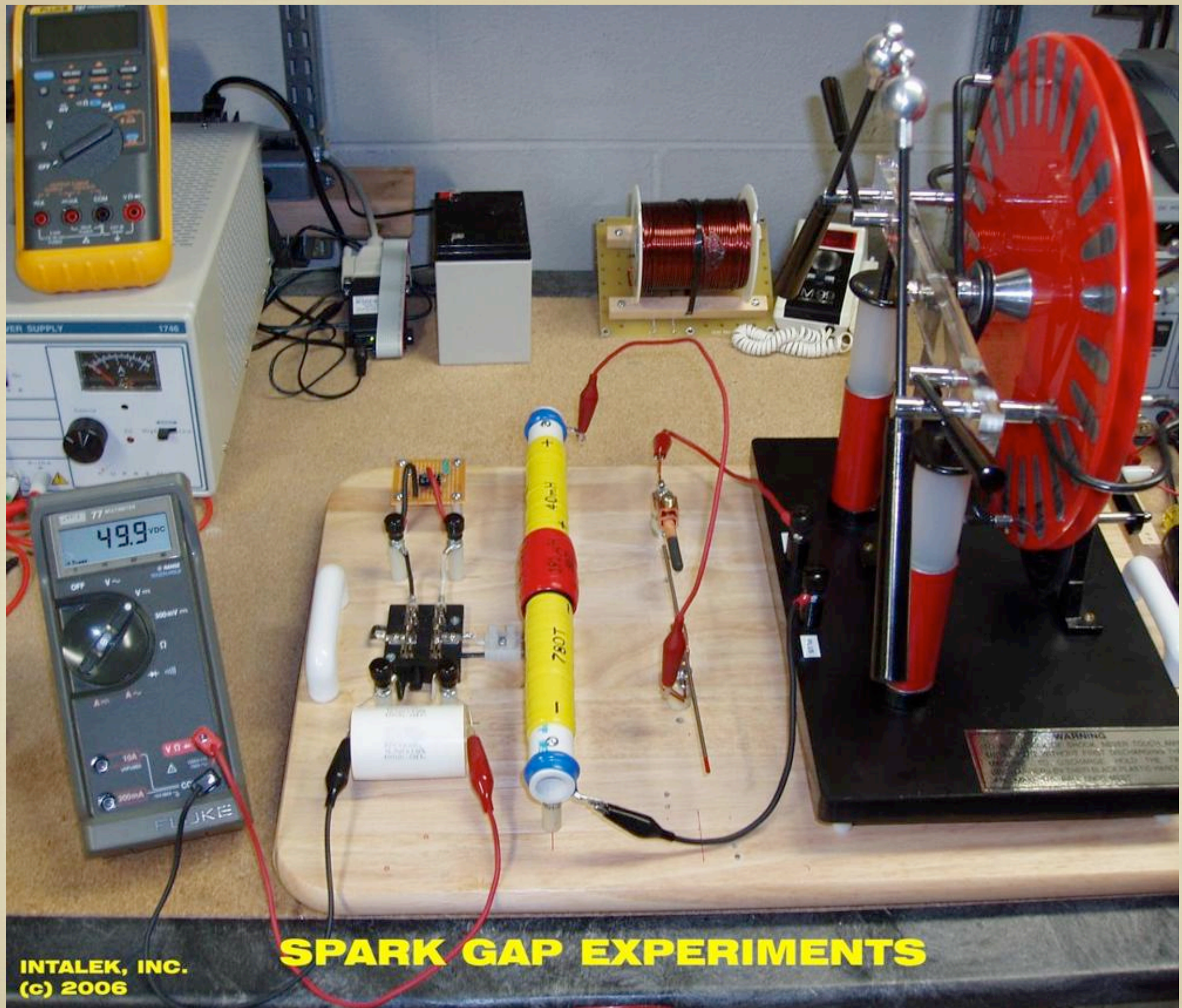
- **SIMULATION IS THE TECHNIQUE OF IMITATION SOME STATE OF AFFAIRS OR PROCESS. THE ACT OF SIMULATING SOMETHING GENERALLY REQUIRES REPRESENTING CERTAIN KEY CHARACTERISTICS OF A SELECTED PHYSICAL OR ABSTRACT SYSTEM.**

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- **VIRTUAL REALITY**
- **COMPUTER GAMES SIMULATING HISTORY**

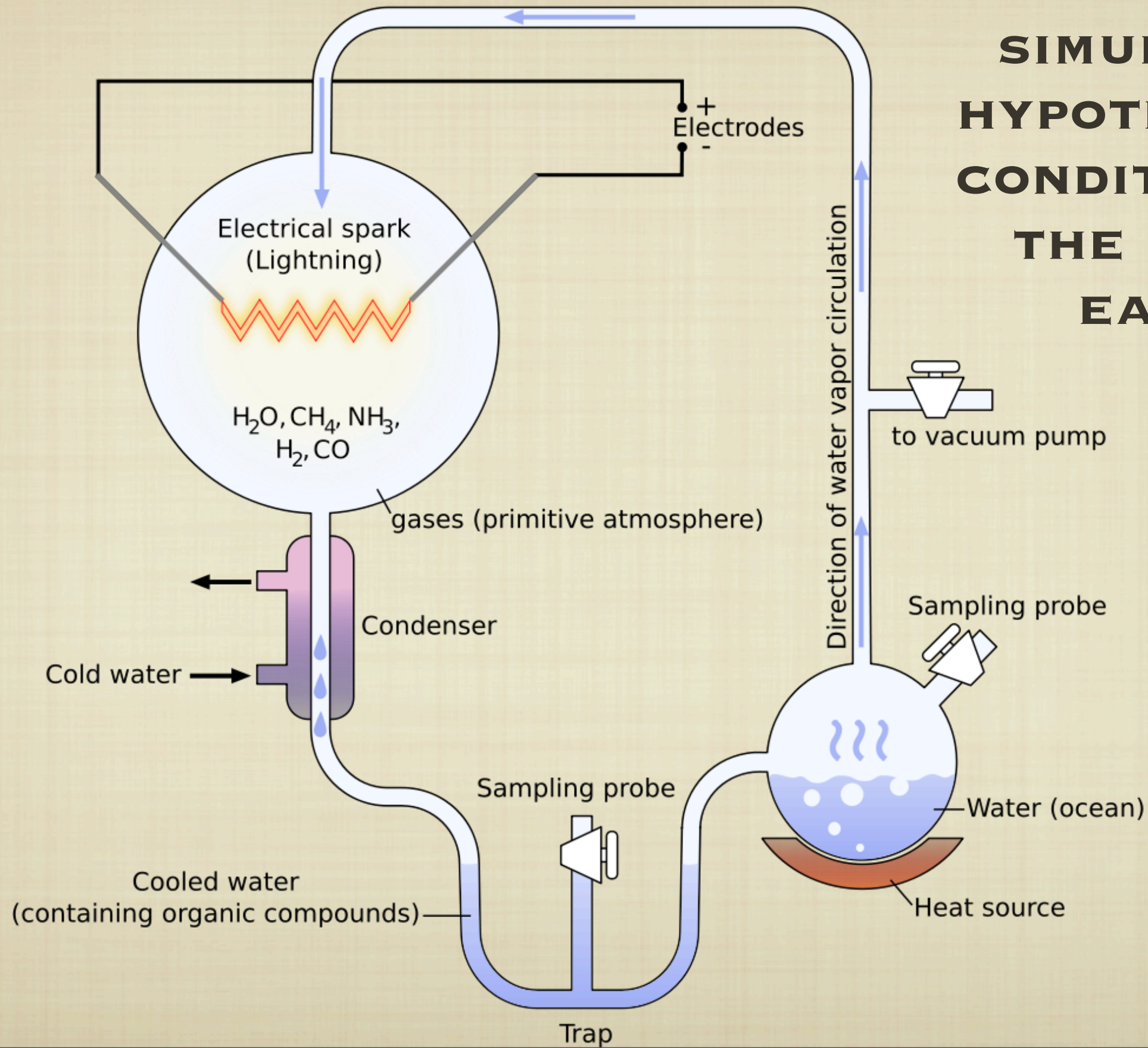


INTALEK, INC.
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SPARK GAP EXPERIMENTS

EXPERIMENT

THE MILLER- UREY EXPERIMENT SIMULATING HYPOTHETICAL CONDITIONS OF THE EARLY EARTH



EXPERIMENT

EXPERIMENT

■ LATIN EXPERIRI, TO TRY

EXPERIMENT

- **LATIN EXPERIRI, TO TRY**
- **IN SCIENTIFIC RESEARCH, AN EXPERIMENT IS A METHOD OF INVESTIGATING CAUSAL RELATIONSHIPS AMONG VARIABLES, OR TO TEST (VERIFY) A HYPOTHESIS. (BASED ON WIKIPEDIA)**

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- **AN ACTION OR OPERATION UNDERTAKEN IN ORDER TO DISCOVER SOMETHING UNKNOWN (MCCARTHY)**

⇒ A THEORY OF MODELLING

- THE UNBRIDGEABLE BREAK BETWEEN THE LIMITED AND SELECTIVE CONSCIOUSNESS OF THE SUBJECT AND THE UNLIMITED COMPLEXITY AND "RICHNESS" OF THE OBJECT IS NEGOTIATED BY **PURPOSEFUL SIMPLIFICATION** AND BY TRANSFORMATION OF THE OBJECT OF STUDY INSIDE CONSCIOUSNESS ITSELF. (TEODOR SHANIN, THE RULES OF THE GAME, 1972)
- HOW DOES A USER OF A TOOL KNOW WHAT (S)HE IS DOING?

TOOLS



A TOOL



WHAT IS A TOOL?

WHAT IS A TOOL?

- A TOOL IS KNOWN THROUGH THE TOTALITY OF USE OR INTERACTION WITH IT

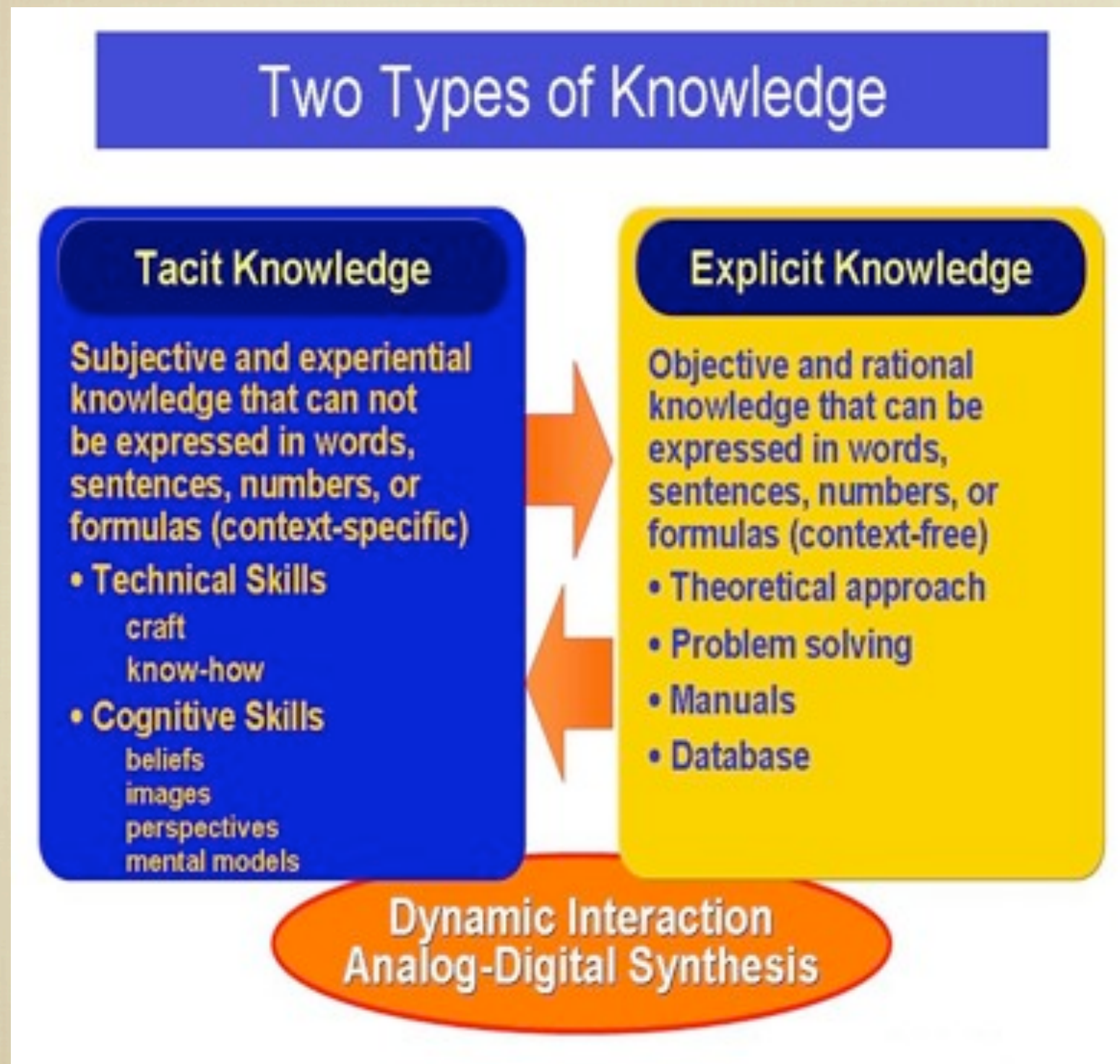
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- IN USE, IT DISAPPEARS, BECOMES PART OF US (HEIDEGGERS 'ZUHANDEN')

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- IN USE, IT DISAPPEARS, BECOMES PART OF US (HEIDEGGERS 'ZUHANDEN')
- A BREAKDOWN OR PROBLEM CAUSES REFLECTION ON THE TOOL, WHICH IS NOW MERELY PRESENT ('VORHANDEN')

TACIT KNOWLEDGE



FROM A
WEBSITE ON
KNOWLEDGE
MANAGEMENT
IN
ORGANIZATIONS

TACIT KNOWLEDGE

TACIT KNOWLEDGE

- NO RULES CAN ACCOUNT FOR SCIENTIFIC DISCOVERY

TACIT KNOWLEDGE

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- GOOD GUESSING, BASED ON THE KNOWN FACTS (→DARWIN, PIERCE, SHERLOCK HOLMES)

MODELLING CIRCLE

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- WE THEN INTERACT WITH THE MODEL TO DISCOVER NEW FACTS
- NEXT, WE REFINE THE MODEL