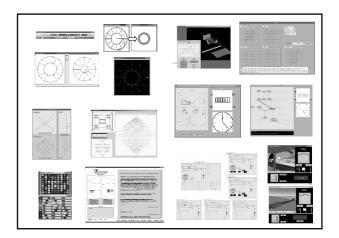
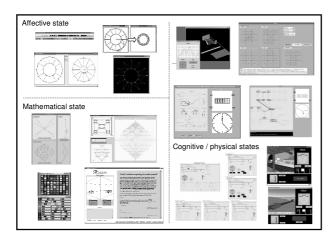
Illustrating Empirical Modelling principles and tools

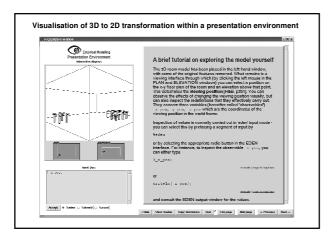
EM artefacts for representing state

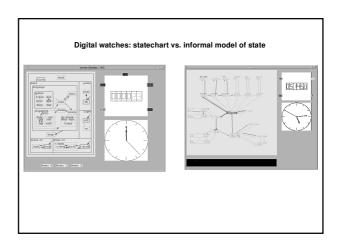


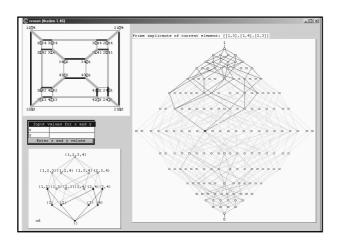


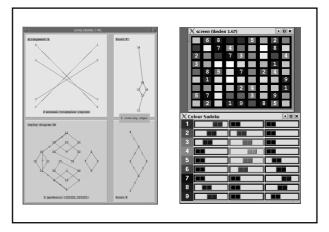
Mathematical state

- · visualising geometric relationships
- · visual exposition of abstract mappings
- cognitive support for puzzle solving



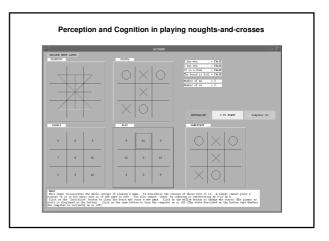


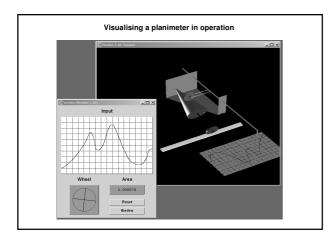


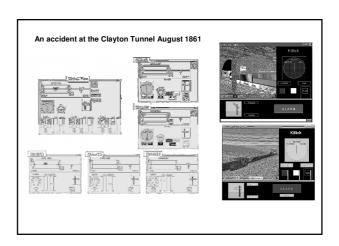


Cognitive states Physical situations

- visualising the states of a digital watch
- · perception and cognition in game playing
- visualising the use of an obsolete instrument
- understanding historic railway operation

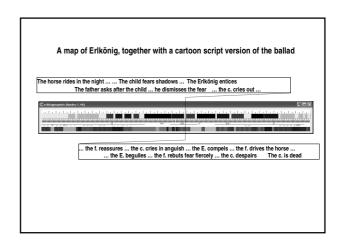


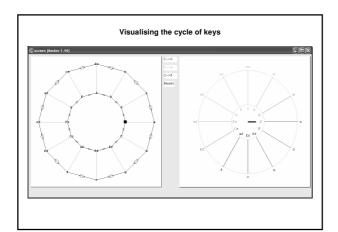


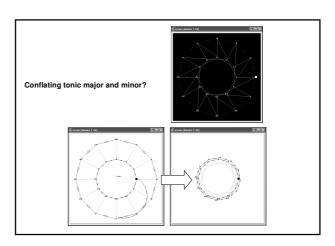


Affective state

Visualising the singer's role and the harmonic progressions in Schubert's song Erlkönig







Conceptual issues illustrated ...

room3dMacdonald planimeterCare digitalwatchFischer digitalwatchRoe claytontunnelSun *et al* linesBeynon oxoGardner mechanics, time analogue formal specification cognitive aspects concurrency continuity learning

Technical issues illustrated ...

room3dMacdonald planimeterCare "erlkoenigBeynon" claytontunnelSun et al linesBeynon mbf4Beynon graphicspresHarfield sudokucolourHarfield "3D donald"
sasami
integration (Sonar)
distributed EDEN
pure definitive script
combination eddi
gel html
prototyping (Flash)