



CONSTRUIT!

An introduction to making construals

Session 3



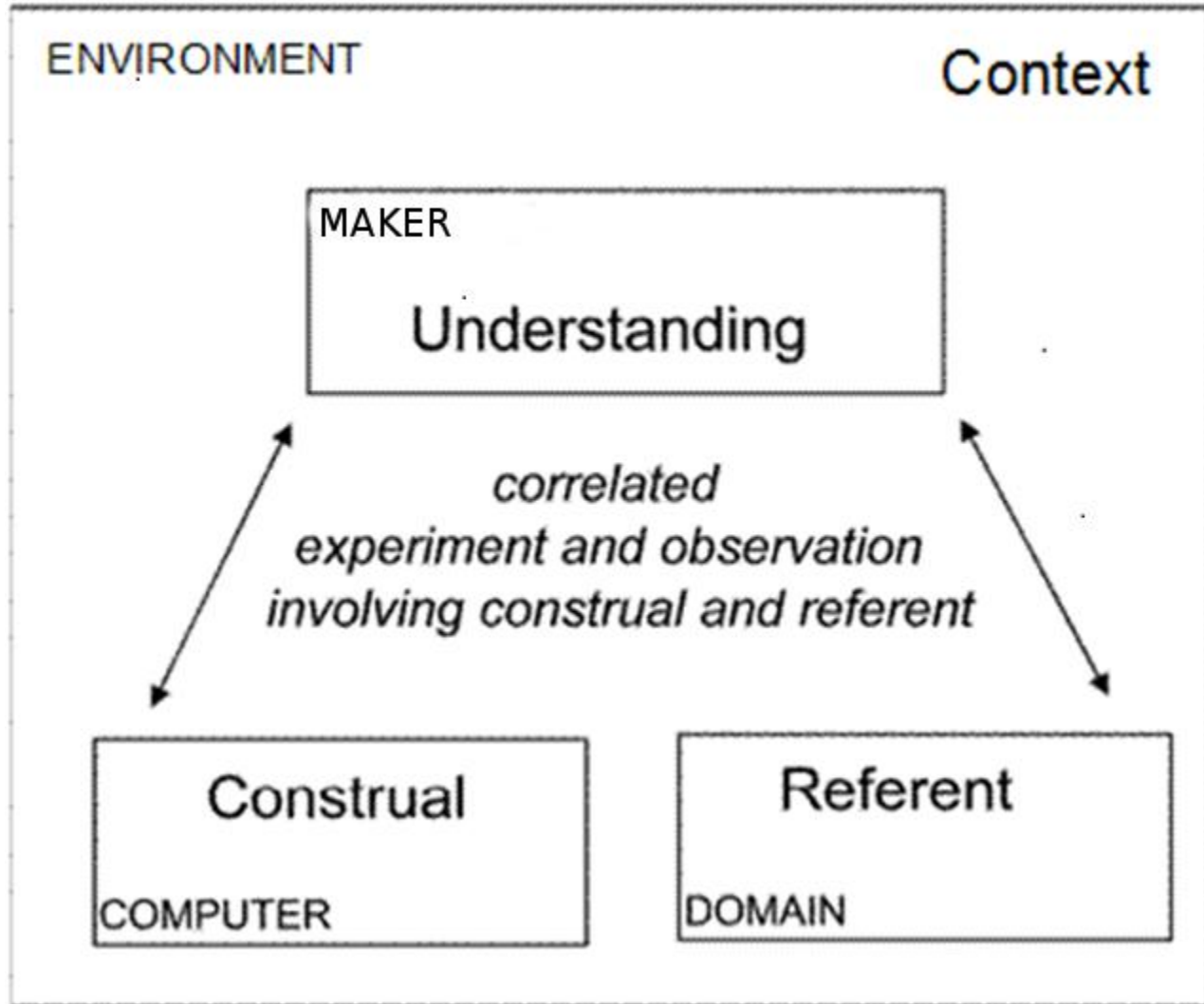
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Session 3

- A fundamental diagram in making construals
- Basic concepts in making construals
- Principles for making construals
- Further illustrative examples of construals

Making construals



Orientation

- Experience
 - Awareness of experience [Dewey]
- Classification of experience
 - observables / dependency / agency

Concrete and situated examples informing key abstractions in making construals

Abstractions from experience

Ingredients common to all three examples:

- you as maker
- your construal
- its referent
- your context

... the fundamental diagram

Character of the diagram

A slice through an ongoing interactive experience:

- the **construal**
- its **referent**
- the maker's **understanding**
- the **context** are all co-evolving

A script as the *germ* of a construal

“The germ of something such as an idea is something which developed or might develop into that thing.”

Reverso online dictionary

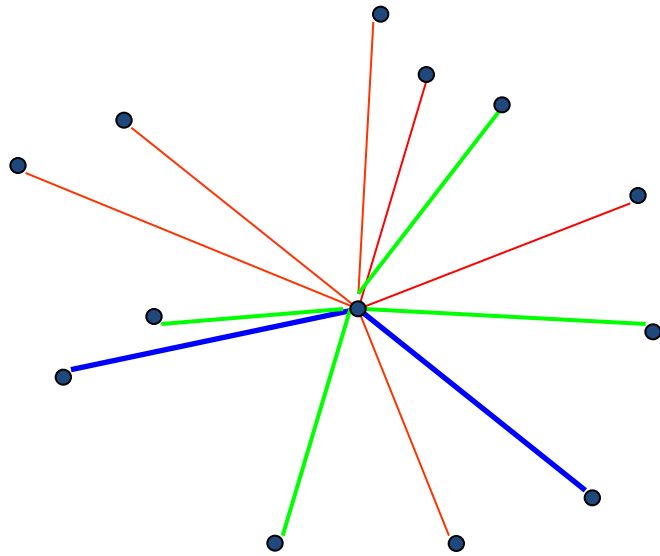
the germ of an idea/theory/feeling etc

the early stage of an idea, feeling etc that may develop into something bigger and more important

Longman Dictionary of Contemporary English

The construal is realised only through interaction with it – the script is open to elaboration in many ways, as the common seed of many kinds of agency

Definitive scripts as “germs of a construal”



- ≡ a definitive script
- ≡ a nonsense redefinition
- ≡ a plausible redefinition
- ≡ a ritualised definition

Plausible : *could* open the desk drawer

– note continuous spectrum of redefinitions

Ritualised : door *automatically* closes after being opened

Nonsense : opening the drawer makes the room smaller

Examples

- The Sudoku Experience workshops
- The digital watch and statechart
- Bubblesort basic and experimental

