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Cykling som
kropsbaseret
Computational praksis

Det går stærkt!

Kompleksitet
opbygges
sekventiel.

Kompleksiteten
er forskelligt for
deltagerne.

Løsningerne er
forskellige for
deltagerne

De anvendte
løsninger er ikke
'efter bogen,'
men
improvisationer.



Deltagerne
analyserer
situationen på et
splitsekund og
handler derpå.

Deltagernes
computational
praksis kan
observeieres i
mange sociale
aktiviteter.

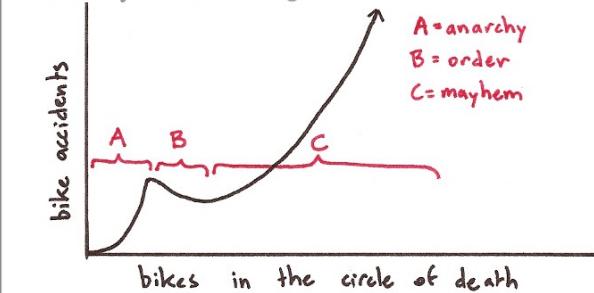
Circle of Death



TUSB: The Unofficial Stanford Blog

TUSGraph: Circle of Death¹

Posted by Charlie at 8:13PM



If you haven't been in an accident in the circle of death, you will. Luckily, TUSB is here to help you learn the (lack of) rules of the road.

1) As you can see, in section 'A' anarchy takes hold: make up your own rules. Ride through the middle, do a wheelie while going counterclockwise, do whatever you want. This works perfectly, until you get more than a few people making up their own rules. As soon as you get an athlete going 50 mph clockwise and a freshman on a cruiser bike going counterclockwise, the death rate rises at an astonishing rate.

2) Eventually, societal pressure sets in, in section 'B'. As soon as there are more than 5 students in the circle of death, riders tend to get scared and default to what the official rule is: go counterclockwise and yield to people already in the circle. This helps decrease the death rate slowly, even as more bikes enter the circle.

3) Now, it's 11:00, and we've hit mayhem in section 'C'. The scent of bicycle death is in the air. The official rules only work up to a certain population of bikes, and that population was long surpassed. The best strategy here is to avoid the intersection completely, or just do what everyone else does and pretend all other bikers are bowling pins and see what kind of score you can get as you trace out 90, 180, or 270 degrees. If you're tracing out 360, you're doing something wrong.

I'd say the cardinal rule of the circle of death is that if you see someone fall, just assume they're shouting "Leave me and save yourself!"

¹ http://tusb.stanford.edu/2009/11/tusgraph_circle_of_death.html

Først den ene vej



... og så den anden vej



men også her



Tæt på sammenstød

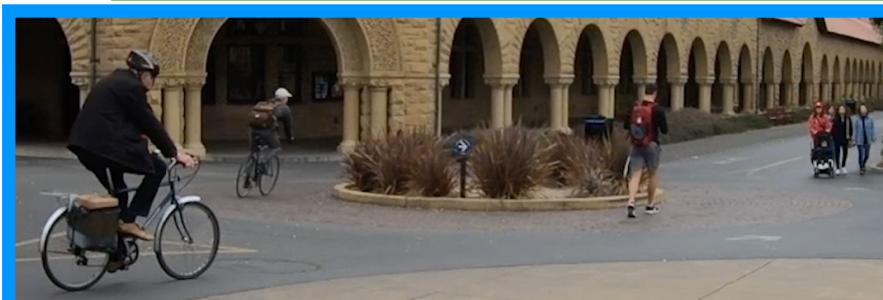
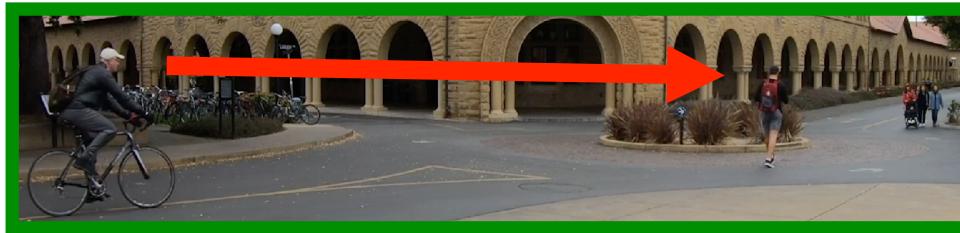


- Ingen orientering mod **venstre rundt** som et normbrud eller en trafikforseelse
- Færdsel i trafikken forudsætter *in situ* koordination og tilpasning ift. andre trafikanter



En god grund

... undgå forhandling



HVAD HAR CYKLING MED COMPUTATIONAL THINKING AT GØRE?

Computational Thinking is the use of programming - as an **extension of our mind** - to experience and understand the world, to manipulate the world, and to create things that matter to us (Papert 1980:9)

Dekomposition: Logisk analyse og organisering af data

Mønstergenkendelse: Repræsentation af data i abstraktioner som modeller og simuleringer

Algoritmedesign: Konstruktion af en automatiseret løsning gennem opstilling af en trin-for-trin handlingssekvens (algoritmisk tænkning)

Mønstergeneralisering og abstraktion: Generalisering af problemløsningen til andre områder (Chongtay, 2018)

*Computational Thinking is the thought processes involved in **formulating** problems and their solutions so that the solutions are represented in a form that can be effectively carried out by an information-processing agent. (Wing, 2011, p. 20)*