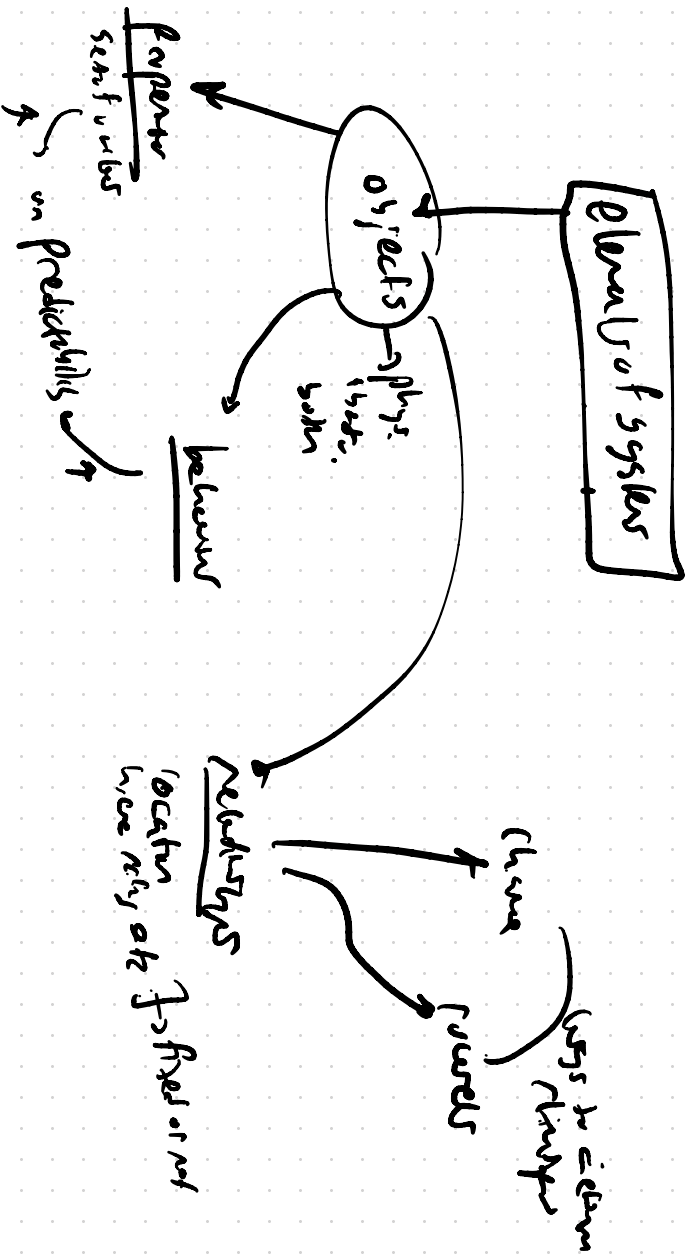
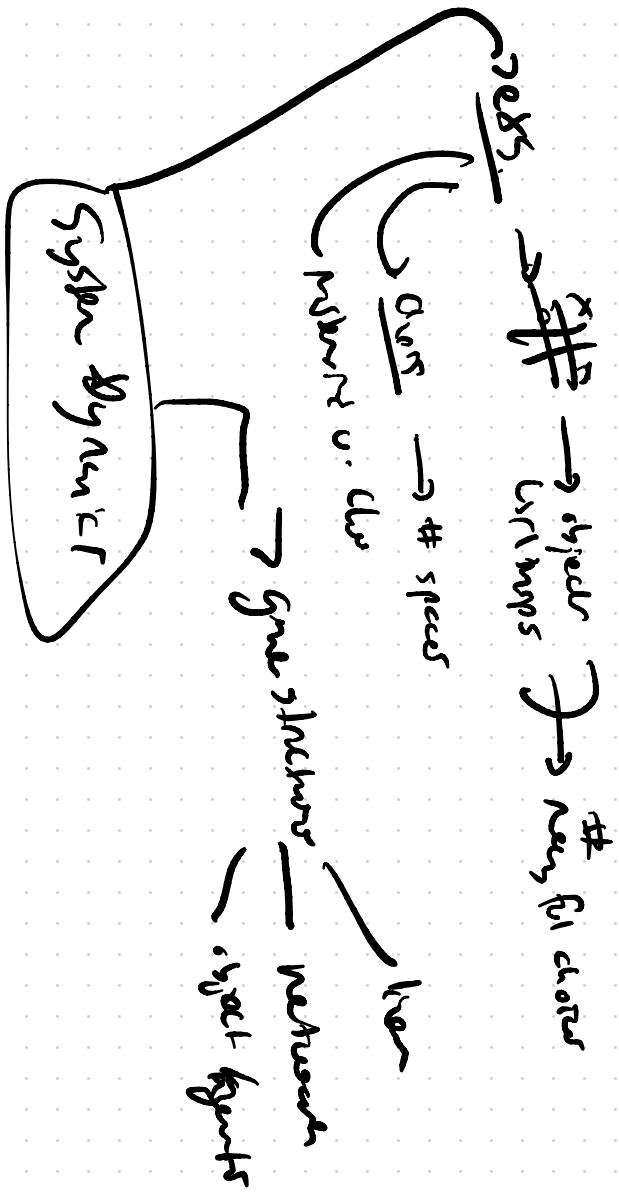








System Shocks

→ convert

→ same stuff in a different form

→ ecology

→ currency?

resources being

→ market + trade

→ input ecology

→ single biology

→ coupled biology

→ system market

→ coupled market

→ rules ecology

System architecture

↳ info. ↳ control ↳ structure } grouping?
↳ feedback

↳ information structure → types of info.
↳ human → feedback
↳ possibilities
↳ logs

↳ Control as phys. system

↳ direct/indirect

features

int. loop errors

will you see

Skill chain
jump more

