Gerhard Fischer and Hal Eden: "Design, Learning, and Collaboration" — Spring Semester 2004

# Assignment 4

# The Importance of Representations in Design and Simon's "Sciences of the Artificial"

due: Monday, Feb 2, 2002; 1:00pm on the class website

- 1. Name the **two most important things/concepts** which you learned from the reading the chapter "The Architecture of Complexity"
  - 1.1. give a one paragraph explanation why you consider these concepts important
  - 1.2. arethe concepts relevant to your work, to your interest, .... if yes, why?

## 2) The Mutilated "8x8" Matrix

### The Problem:

The next page shows you a mutilated "8x8" matrix (the two opposing corners cut out) and a domino block. One domino block covers *exactly* two fields of the "8x8" matrix.

Note: It is straightforward that one can use 32 domino blocks to cover a *complete "8x8" matrix*.

**Question:** Can one cover the mutilated "8x8" matrix with 31 domino blocks?

**Remark:** the major objective of this assignment is that you spend some effort trying to solve this problem and answering the questions below — it is not so important that you will succeed solving the problem!

Also: engage in some collaborative efforts solving it

### Please do the following (please structure your answer accordingly — thanks):

- 1. try to find an answer to this problem! → document briefly your thinking including all the important intermediate steps and failing attempts (i.e., create a "think-aloud protocol")
- 2. which resources did you use to solve the problem?
- 3. which process did you use?
- 4. which practice (of you or others) did you use?
- 5. could computers be useful to solve this problem?
- 6. what have you learned solving the problem: in general and for our course?
- 7. what have you learned not being able to solve the problem: in general and for our course?



