

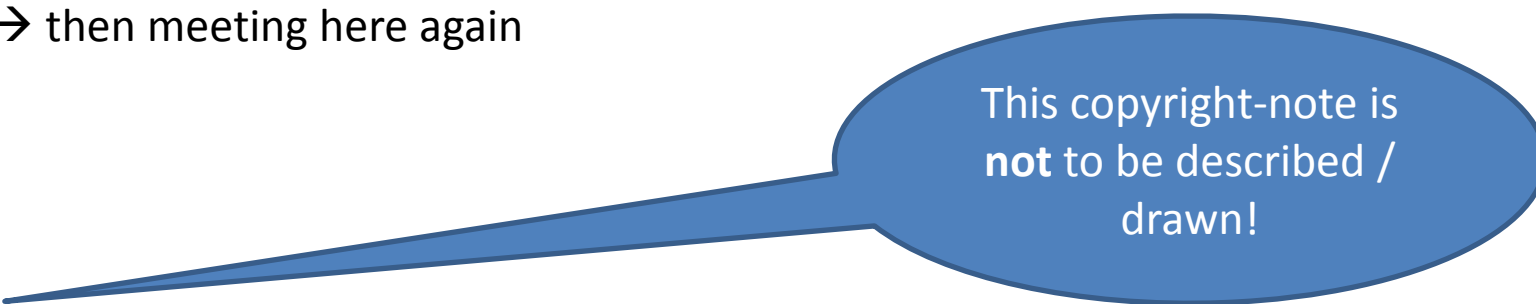
Pairwise exercise: Drawing with unidirectional communication

Setting:

- Build **pairs**:
 - Each partner takes **one drawing** sample as well as a **sheet of A4 Paper and a pen**
 - *Attention: Don't show your drawing sample to your partner!*
- Go to a **quiet place** on campus, seat yourself **back to back**
- One partner starts:
 - **Describe** orally **what you see** on your drawing sample
 - Goal: The other partner has to **create a perfect copy** of your drawing sample without seeing it and without asking /showing you anything
 - Attention: no communication whatsoever from your partner to you is allowed! You describe as you think is good, and then you stop and tell its finished.*
- Interchange your roles

Time:

- 20' → then meeting here again



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Classroom exercise: Everyday life decomposition

Consider the following situation:

- You go to the Mensa in building TB and buy a coffee

Open discussion:

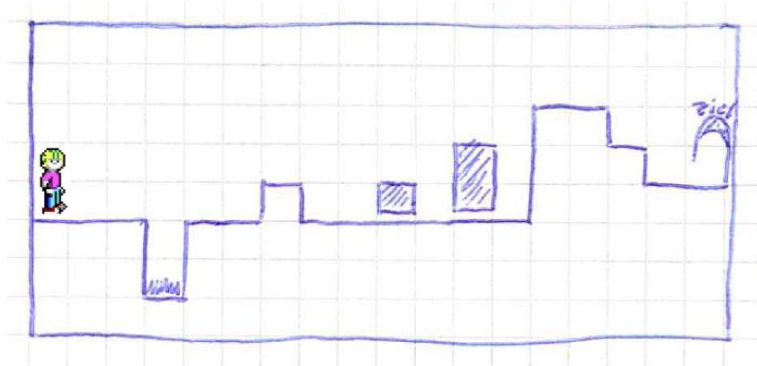
- What do you need to do in detail to accomplish this?

Time:

- 15'



Individual exercise: Jump'n'Run



Rules of the game:

- Dropping: Falling down at most 1 square in height is ok, higher is lethal
- Moving things around: Single dashed boxes can be moved 1 square into the current moving direction by walking against them; 2 or more boxes in a row are too heavy to be moved

Possible «basic operations»:

- →: go 1 square forward; change direction on spot if previous direction was backward
- ←: go 1 square backward; change direction on spot if previous direction was forward
- ↑: jump 1 square high and 1 square into the last moving direction (lands in the next square in moving direction)
- ↗: flat jump forward *across* 1 square into the square after the next
- ↖: flat jump backward *across* 1 square into the square before the previous

Task:

- Derive and note down a **sequence of basic operations** that advance the game character into the finish at the right side of the “screen”

Time:

- 15'