

Such annotated diagrams along with being colourful were more familiar and less threatening to the people who had written the originals. They enabled me to fairly easily introduce the concepts of evolution into an organisation and hence we could have a discussion about what methods to use. But without position and movement then these diagrams were unhelpful for effective challenge and continuous learning of economic patterns or forms of gameplay. There was a trade-off between simplicity and usefulness.

The simple trap