

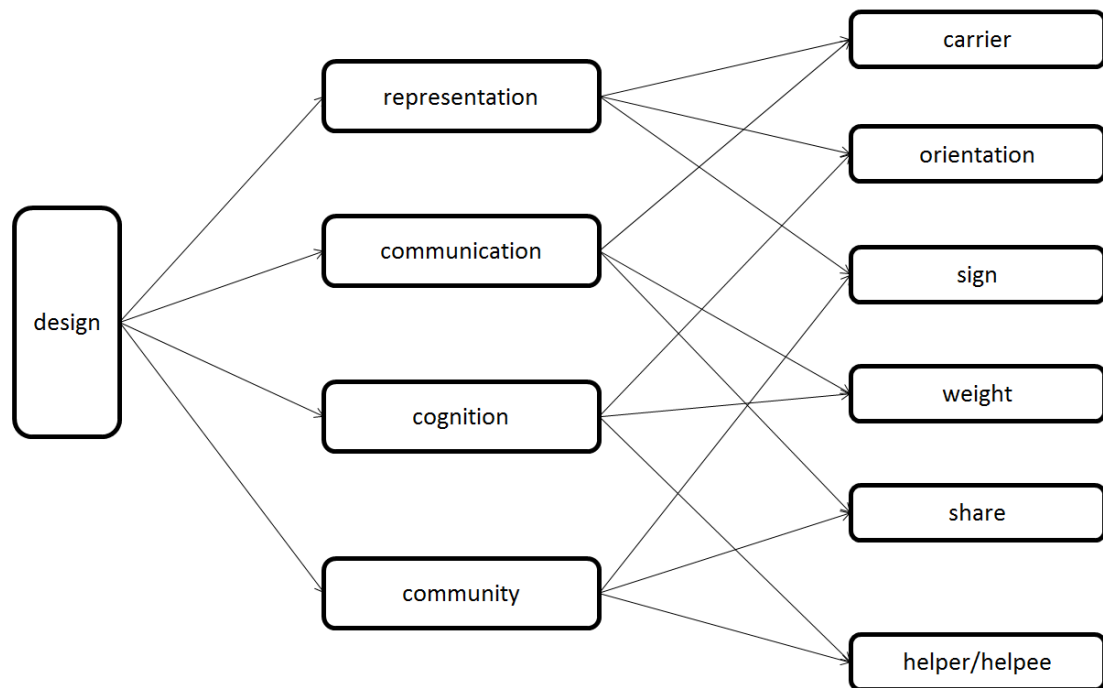
Final Report

As the requirement, a vocabulary matrix is designed for the course of design decomposition theory. This report is aimed to presenting the design process and offering the representation of each vocabulary.

First of all, I would like to turn the process to its initial point. To create this vocabulary matrix, some words used to represent the basic conceptions or knowledges are necessary, which can be acquired by decomposing this course into small pieces. So based on my understanding of this course, the decomposition was conducted and the result was drawn in a dendrogram. Now the problem evolves as what kind of information is in need and how to organize them into this vocabulary matrix. With the inspiration from the knowledge structure of this course, the goal of presenting the relationship between these elements was set, and then the vocabulary matrix was built. Actually, in order to match the knowledge structure and the vocabulary matrix, the dendrogram was revised for many times. For example, in the first version course is divided into two main topic, representation and communication, but as the matrix required the other two elements, cognition and community, were also abstracted. By the way, this repeating modification helps me get more understanding of this course.

Representation	Sign	Community
Orientation	Design	Share
Cognition	Weight	Communication

Then the results will be explained. As the stated above, the vocabulary matrix is designed to present the relationship between those conceptions. So the key word "design" is put in the middle of the matrix and the four main topics "representation", "communication", "cognition", "community" is filled in the blanket of square angle. At last, some words are abstracted to help define the relationship between the words in its upper layers.



To explain the means, here is an unfolded figure which is more clear to show the relationship.

- i. I choose the word “carrier” to represent the relationship between “representation” and “communication”, which implies that as the goal of communication, the information transferred is carried by some representation, I called “carrier” here. According to the game named communicate without language conducted during the course, the form of carriers can determine the effect and efficiency of communication.
- ii. The word “orientation” is used to tell the different direction of “representation” and “cognition”, in which “representation” focus on the process from “representation” to “state of mind”, and “cognition” is totally inversed.
- iii. “Communication” is a difficult word to involve with other main topics, so I find out the word “sign” to represent the relationship with “representation”. The relationship between each individual among a community is vitally important. As the key method of a topic named “semiotic”, “sign” is used to represent those relationship and the evulsion of them and the whole community.
- iv. As for the topics “communication” and “cognition”, “weight” is chosen to connect them. There is no doubt that, as one of the factors in communication design, the cognition weight cannot be ignored when designing the communication or interaction.

- v. The main example of community in this course is the “knowledge community”, so among this communication, the members aim at sharing the knowledge, which is the reason why I choose the word “share”. And “commutation” is a method to help share the knowledge.
- vi. As the members among the knowledge community can be divided into two groups, helper and helpee, the word “cognition” shows that the state of mind in helper or helpee will determine how well the knowledge can be shared, such as the obligation and expectation is the main motivation for helper to offer their knowledge.

After finishing the whole process, some impressions are written down. At the beginning, the course seems like some kinds of philosophy for me, which is hard to truly understand the meaning of each conceptions or topics without using them in practices. With the course going, some of the knowledge are put in the games and workshop, and with the help of this presentation, the organization is done and their relationships are found, which all help to get a further understanding. Actually, it is still not a complete summary and this feeling becomes stronger especially after listening some other members presentation. So I would like to continue reviewing and thinking and trying to use the knowledge from this course.

