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ART 103

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Reading#1

Q1. -- What is a good working definition of what a System is and perhaps what it is not?

****A **system** is a set of components working together as a whole in a structure, machine, or network. An example of a subpar definition for a system might be one that includes procedure, structure, or order. From the readings, we have observed that a system might not need a rigorous set of rules to function or produce an outcome.

Q2. -- For the 4 system definitions, you were to look up please give in your own words what they mean and give an example of them for each case.

Modularity is the interchangeable components in a system that can be arranged in different ways. An example would be shelf organizers that can be arranged in many patterns using the same parts.

Decomposability is the extent to which something can decompose or be broken down. An example would be the decay rate of carbon.

Emergence is properties and behaviors that appear when an entity interacts with other parts of a system. An example of an emerging behavior is friction, which appears when two surfaces are moving against one another.

Chaos Theory is a complex system that is very reactive to slight changes in its condition. These changes can yield great and varied outcomes from this system. An example of Chaos Theory can be the migration patterns of birds, one small factor can change the whole pattern.

Q3 -- Give us your definition of what Tessellation means and give an example you encountered, not mentioned in the reading.

A Tessellation is when a shape is repeated over and over again, across a plane to form a pattern. Some examples of Tessellations that I have encountered can be found in Polynesian Art, more specifically Fijian Masi (a type of tapa cloth).



Fijian Masi



Fijian Masi

Q4 -- What is The difference between ideas of Modularity and Tessellation? What are the properties that are in opposition to each other?

Modularity is when a specific part of a system can be interchangeable and moved to fulfill different roles or to function differently in the system, while Tessellation is a repetition of a shape or tile to form a pattern. Moving parts

Q5 -- What is the difference between designing something that has Complexity (aperiodic) vs being Uniform (periodic)

PROCESS

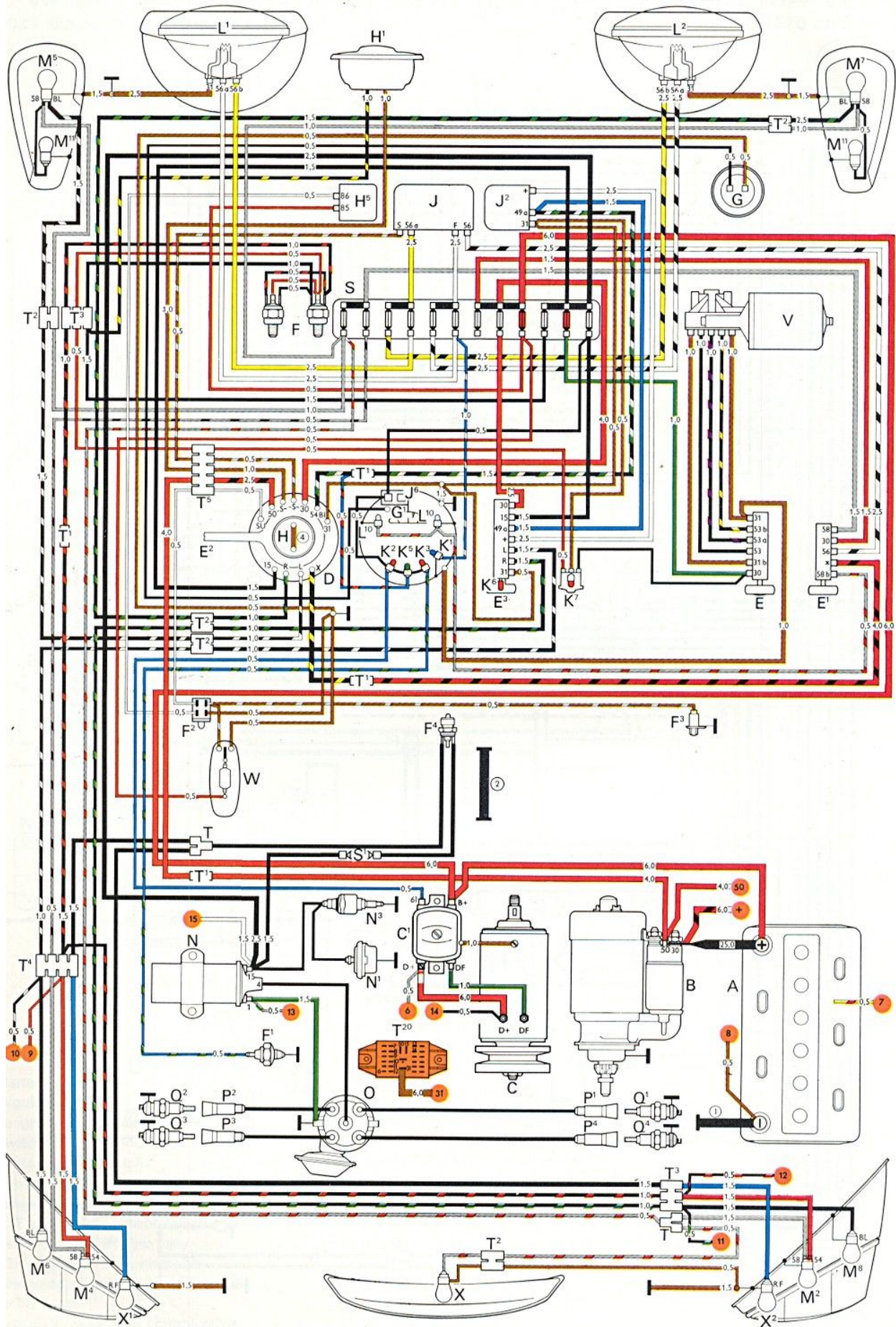
Q6 Group Activity. Each student will need to Bring in a series of 8 diagrams

Specifically :

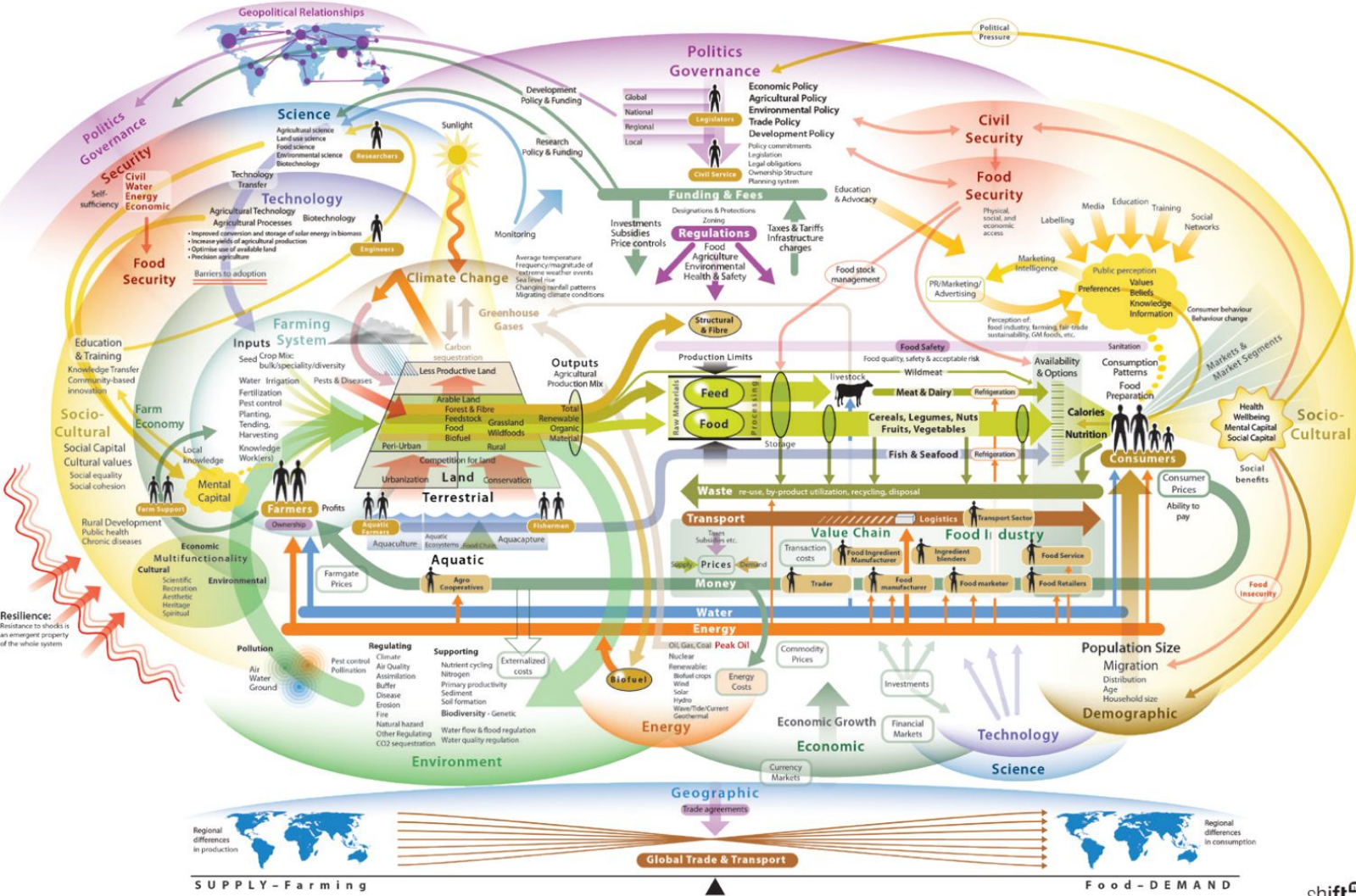
1. -- Bring in 2 system diagrams that have more than 100 elements.

VW Type 1/Sedan 113—from August 1970 (1971 Models)

© 1974 VWoA—2280



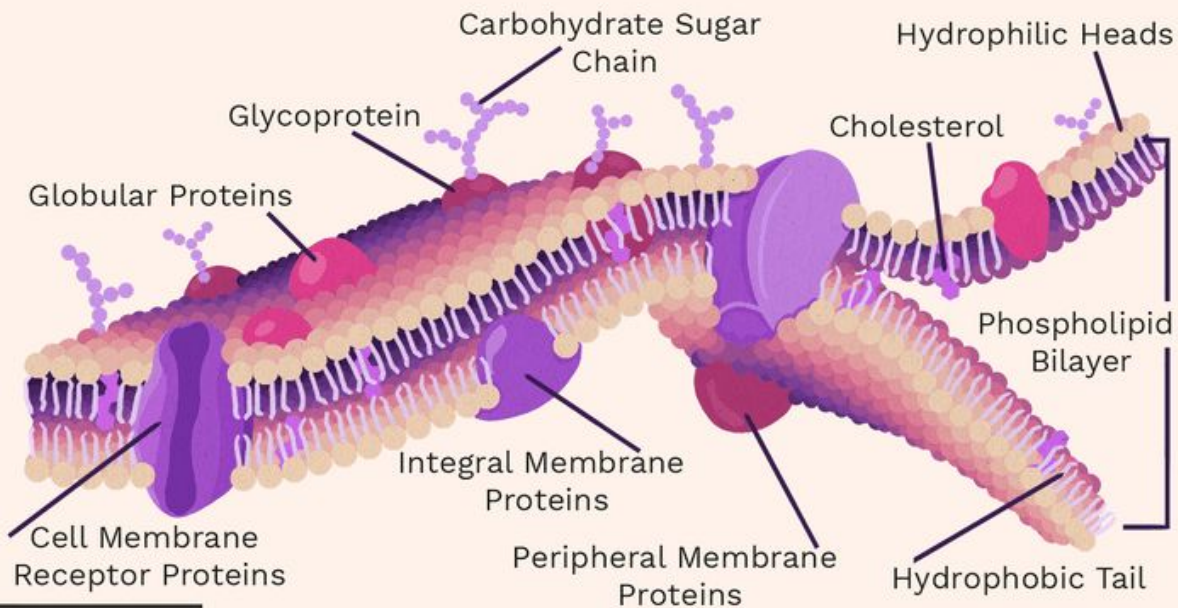
Global Food System Map



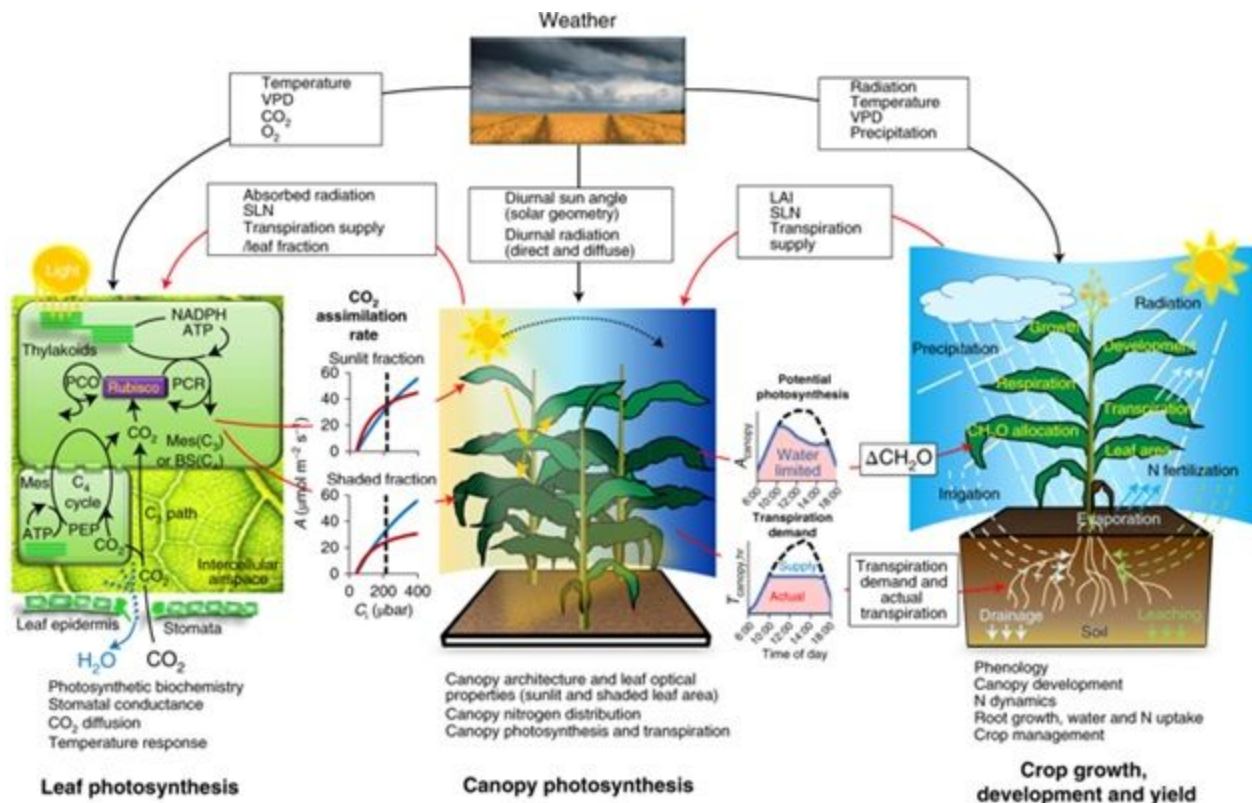
Car Wiring System.

2. -- Bring in 2 system diagrams that are something considered living

Cell Membrane Structure



ThoughtCo.



3. -- Bring in 2 system diagrams that represent something that is not visible or physical.

