

Computability & Interactivity	Summer 2013	Ass. no. 1	Xiaofen Peng	20.04.2013
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### **My first interpretation of the term “paradigm”**

Paradigm is generally accepted as the perspective of a particular discipline at a given time. It exists around us and becomes a kind of pattern to direct the way of thinking. People can understand quickly by presenting related paradigms when they firstly get into certain recognition of areas. It is not always to be right of what a paradigm is, but more depends on people's consensus, thus, it will be changed as development of society and people's cognition to the world. Paradigm, as a thought pattern or concept, brings people concreteness out of abstraction, for instance, when talking about what is “Montage”(form French word), people who have never heard of it will be very confused of it, however, by showing some movie clips which is from some familiar movie, then people will say “Aha! That is it!” and will understand it very well. For this situation, paradigm give people a really explanation of some abstract definition. Therefore, when I first saw the topic of this course, which named “Computability & Interactivity: the Two Paradigms of Computing”, I can come to understand what it will be about of this class - It is about “Computability” and “Interactivity”! It is indeed more that hundreds of description words for explanation. Paradigm, as I mentioned above, it might not truth, or say, there is no right or wrong of it as it is attached to the development of science, culture and society. I believe that fifty year ago when students took a course also titled “Computing”. It must be very different from what we get today. So, that is what my first interpretation of “paradigm”.