

# Go the route

to see something through to completion

**Go the route** is a simple text-based system to plan and describe how you can get (information) from here to there.



## Senses

Any of the faculties, as sight, hearing, smell, taste, or touch, by which you perceive stimuli to explore or do something.

## Sensory Memory

Here you select relevant information. You only “register” what you attend to. It is even the case that you sometimes choose to deliberately ignore some incoming sensory stimuli. Sensory memory has a large capacity and a short duration.

## Working Memory

Working memory is more persistent than sensory memory but limited to a only a few items. It holds raw information so that that it can be manipulated and transformed into a more useful form.

## Cognitive Maps

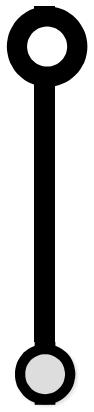
Your mental (inner) pictures of your environment used to acquire, code, store, recall, and decode information about the relative locations and attributes of phenomena in and related to that environment as it is now (**here**) or as you want it to be in the future (**there**)

## Mental Maps

Mental maps are the explicit externalized sketched factual representations of the cognitive maps. Because of their factual nature (opposed to the more subjective nature or stories) mental maps are useful when giving directions and navigating.

## Feedback

The reactions, mental maps and responses you get from others (via **Senses**) when you share your mental map with others. You can use this to make a more formal map



## Strip Maps

A strip map is a simple, but more formal than a mental map, linear schematic map that shows all the places on the route from here to there with points of interests, written directions and indications of related routes. There is one strip map for each route which forms the common ground for the team(s) that must follow that route.

**The destination is reached when there is a commitment from the team(s) on the proposed route.**