

- mapping: constructing a representation of something
- algorithm (i.e. procedure) at work:
 - save the cursor position at a regular time interval (numeric representation)
 - plot the points in relative scale and connect them (visual representation)
- “tracing” mode: connect the points with uniform white lines in sequential order -> patterns of movements are captured
- “cartography” mode: two points are connected if the distance between them is smaller than the vertical position of the cursor -> regions of high activity are highlighted

“A map *is not* the territory it represents, but, if correct, it has a *similar structure* to the territory, which accounts for its usefulness.”

Alfred Korzybski, *Science and Sanity*, 1993