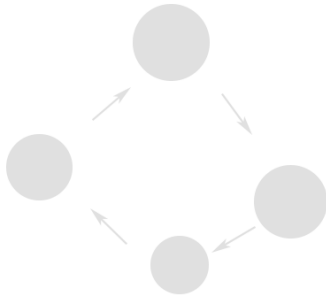


Musicians Improvising

Each musician follows the person to their left



Each musician watches their leader. They react if the leader does these things:

- 1.) Nods
- 2.) Shakes head

If the leader does these things, you react accordingly:

- 1.) Play a little better
- 2.) Play a little worse

For all the musicians, if you play well above a certain threshold, you will automatically nod. If you play badly below another threshold you will automatically shake your head. You will have a skill level, randomly seeded, and over time, your “playing” is one number from a random range centered at your skill level. If everyone is playing badly below a certain threshold, they will stop playing. There is no limit to how well the band can be playing.

The rules of the system are based in a predictable human emotional response. When we do well, we feel well. And if we are programmed to empathize with another person we will do well when they do well and badly when they do badly. Creative collaboration relies on this emotional transmission and influence to initiate a positive feedback loop that will soar to great heights of excellence, if only you can avoid a crash landing. That’s why I predict that the crucial variable in this equation will be seeding the skill level. If everyone is sufficiently bad it will never stabilize into something where a positive bump could grow into something great. However, if I were to program this I might be quite surprised.