

Explorables

Theory

- <http://worrydream.com/ExplorableExplanations/>
- <http://cognitivemedium.com/tat/>
- <https://blog.stephenwolfram.com/2017/11/what-is-a-computational-essay/>
- <https://blog.ncase.me/explorables-explanations/>
- http://bogost.com/books/persuasive_games/

Inspiration

- <https://explorabl.es/>
- <https://observablehq.com/collection/@observablehq/explorables>
- <https://distill.pub/>
- <https://conceptviz.github.io/>
- <https://parametric.press/issue-01/>

Tools

- <https://observablehq.com/>
- <https://idyll-lang.org/>

Prompts

- What are you explaining? To whom? And why?
- What are the smallest simplest steps or pieces? What are your atoms or primitives?
- How would you draw a picture of them? Can you storyboard it like a comic?
- How do they combine? Where are the surprises?
- Where would you put the “levers” on the model?
- What assumptions are you making? Can you make them explicit? Can you parameterize the model by them?
- Is there a simpler toy model or implementation? Does it still capture the fundamental concepts you’re trying to convey? What can you strip out?
- Where are you going to lose people? Where are the dangerous bends? Slow way, way down!
- Where would others go astray or see it differently? How can you respect and legitimize and charitably interpret their view, and where it stands relative to yours?
- Where does the model break down? How can you show that?
- What if people actually used this? What if it succeeded? Who would get hurt? By whom?
- Once you’re done, how would you start over from the beginning?