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/explorable-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?