Is it possible to design any
work activity as a game? In order
to create flow...? In order to
analyze the game as a puzzle?
Vid å studere gyldighed og underkast
øre py en-tiden en ø fælles forstå
else. Her er det mellem en meget
længsel, mens det py eller vi kun
nu i "melder up as you so change".

Diagram:
- Model
  - Evaluate
  - Something
- Theory
  - Hypothesis
  - Refined data
Teori = synkron og forskel mellem modells og observatoriske observationer.
If I could make the Pac-Man model into a **quantified** model for doing **quantitative** predictions, then I would be on the right track.

[Diagram with crossed-out model and observation boxes]
Pre-Idea review

Explain in plain English

- Cultural sensitivity
- Multicultural models
- Tell our balance
- Talk to global fears
- Decision-making in action

Gather feedback

- (Feedback
- (Debriefing to
- (Action

Discuss the model
It is okay to be an expert in this, but the core of the field is in the mathematical models. All the soft stuff is nice, but it doesn’t add anything of value.

The essential insights are the mathematical models, separate through mathematical models.

Parachute conclusion.

1) the model fits with the data and generates predictions.

2) Compare with limits to growth
   a) build model
   b) simulate (predict)
   c) validate model
I should include SPI about anxiolytic time between each conflict and each time getting consented.