will not downwards.

because they are not collaborative.

analysis = CoP

What is primarily homeless?

different GIS components must be coordinated by CoP.

7m

SPh
What do I expect to see?
1) dynamics explains the game
2) hypothesise (strategy)

A = confusing, don't know what to do
B = understanding the scheme, have idea what to do

Double loop
Purpose = to understand population P
Purpose = to develop and evaluate strategy
I. Send out scouts into unknown territory

II. Implement strategy

II.1. Evaluate

Is this feasible?

III. Produce alternative solutions
AR and Game Theory

- Design
- Build model
- Model (e.g., SSM)
- Evaluate
- Implement
- Control parameters
- Monitor

- Design
- Model
- Implement
- Evaluate
- Test parameters

- Error
- Adjust
- Research
- Model
How do these apply to positive research?

In the case of educational research, we can sleep, implant, and wake. If the problem is understood, the solution is given.

- Meaning
- Knowledge
- Power
- Language

Critical thinking, active research, genuine thinking
Gis - Strategy for making progress collaborate?

Introduction

Problems due to grade quality because people don't engage them to support (lack of reading, training).

Problems of poor grade quality due to lack of ability to learn.

[Diagram of a hierarchy with labels such as 'superior', 'employees (MLE+ volunteers)', 'vocal areas', 'train', 'clear', 'focus', 'work', 'team'].

[Diagram showing a triangle with labels such as 'cause', 'effect', 'solution'].
4.1 Training of HEN
4.2 Working conditions
4.3 Using H15

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A success story

1. Problem
   Change of study, work reluctant.
2. Cap
3. Make
4. ...
5. ...
6. Conclusion & success, influence on large scale.

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1. Train
2. Assigned to post
3. 
4. 
5. 
6. 
7. TBA
1. Problem

- Inadequate parking
- Poor design quality

Solution: Limited Cop vs all

Cognitive & procedural reasoning needed to
balance. Yes... Amy Cop, x, y, z
yes cognitive balance.