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Trainable methods.

\[ T = 240 \]

\[
\begin{align*}
2007 & (A_{2.5} - T)^2 = 28056.25 \\
08 & (130.7 - T)^2 = 11946.49 \\
09 & (149.7 - T)^2 = 8154.09
\end{align*}
\]

Cohor research

\[ RQ = \text{understand the year} \]

\[ RQ1 = \text{understand the argument} \]

\[ RQ2 = \text{understand network control actions to take} \]
RQ. Under the frame

model

AR/ISO-why

Result

\[ \text{Why?} \]

\[ \text{AR/ISO-why} \]

\[ \text{Result} \]

\[ \text{model} \]

\[ \text{AR/ISO-why} \]

\[ \text{Result} \]

Tim and Jet me

London → model for TAM problem?

plane → New York

train → St. Petersburg

ship → boat

Jamaica

Journey
Please note RE for TQM.

2. The Total Systems Involvement (TSI) methodology

2.1 Beliefs

2.2 Beliefs

What is the WHY gender in core research?

Why are they not following the QMS?

Why are they not following the rules?
Game procedures

1) Understand the game
2)
What is the conflict?

RQ1: Outline the problem

RQ2: Define a solution

RQ: Why isn't the current solution working?

- RQ2 needs connected to
  Solution incorrectly shown as P
- P not properly understood
Circuit parameter = OR 168T.

Polya
1. Understand the problem.
2. Plan for a solution.
3. Implement solution.
4. Check the results.

Circuit problem solving.
RQ 1. How to formulate the problem
RQ 2. How to solve the problem
RQ 3. How to interpret the solution

RQ 1. Why the problem is wrong
RQ 2. Why the solution is wrong
RQ 3. Why the interpreter is wrong
2.1 Explain and predict.

2.1 Confront, games and TSI

RQ -> Chapter 2 -> Research Design

- Why
- How
2.1 The quality game (scenario)
TQM and systems thinking

2.2 Believable system (OK)

2.3 Social system (behaviourism)

2.4 Confloctal systems (games)

2.5 Complexity

2.6 Strategy (solution)

2.7 Summary
Does TSI foot with color scheme?

2. Literature

2.1 General文献 (method)

2.2 Explain the problem

2.3 - 2.8 Design the solution

Public contact

Explain

System explanation

Choice

Sosim

Implement

Inference
Unifying simplicity ⇒ 188,000 self-imposed

Complex-coercive ⇒ use the report as a blur in a game.