Erasmus+ PECUS European landscapes of transhumance

Fuzzy Cognitive Mapping: possible applications in teaching and research

Flavio Camerata U-Space srl

Final project conference

Universidad Pablo de Olavide Sevilla, 14 June 2022







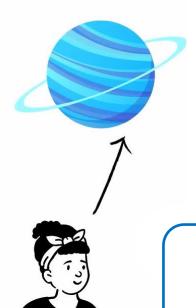
Mental models

a MENTAL MODEL

is an individually and internally held cognition of external reality, used to code, filter, and interpret the external world, allowing individuals to reason, explain, and interact with their surroundings







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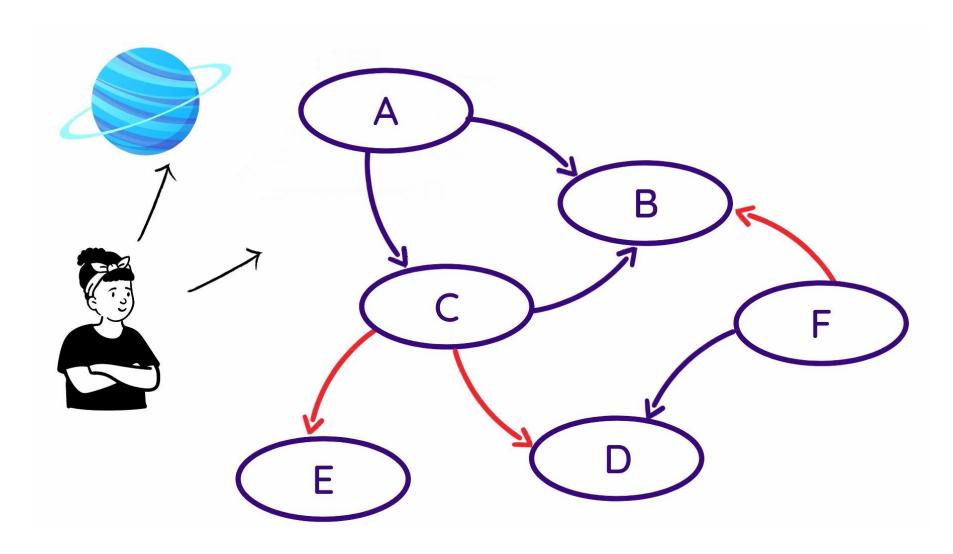


a mental model representation

enables individuals to reason and make decisions allowing different scenarios to be examined



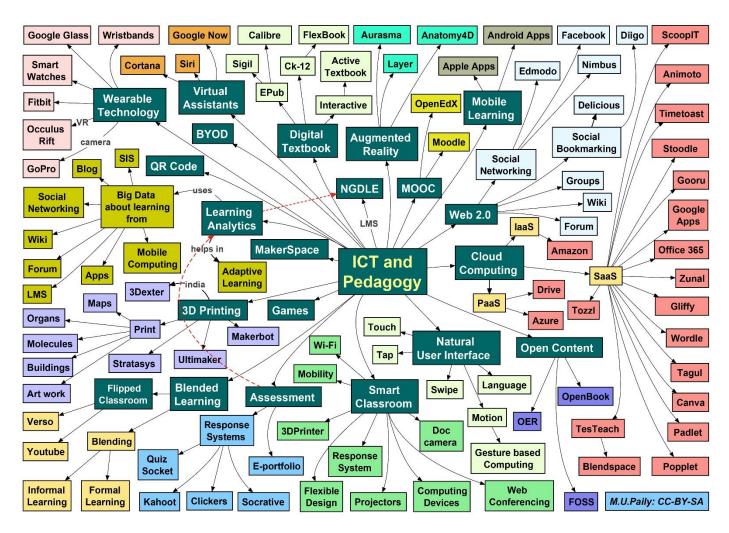








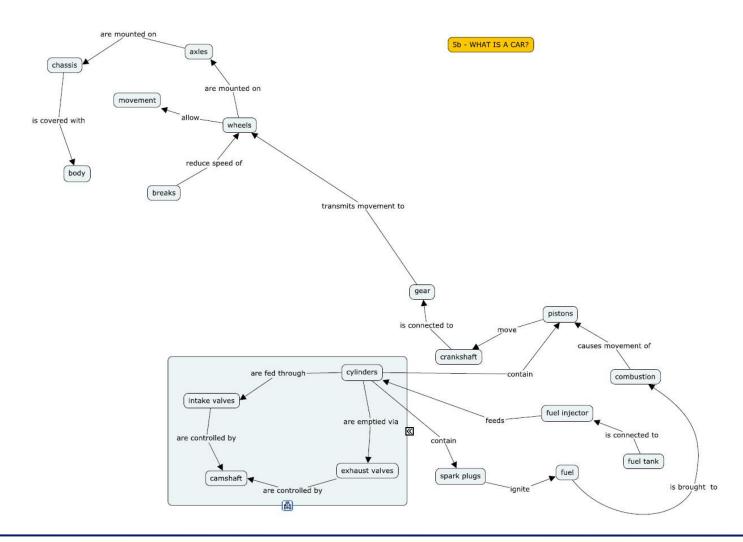
Mind maps







Concept maps







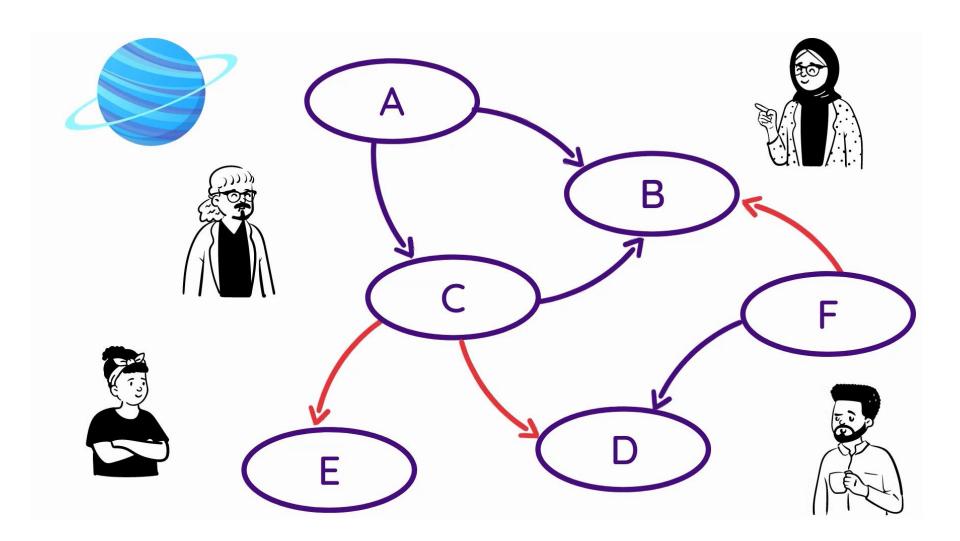


sharing mental models

is useful to improve communication and reduce collaboration barriers

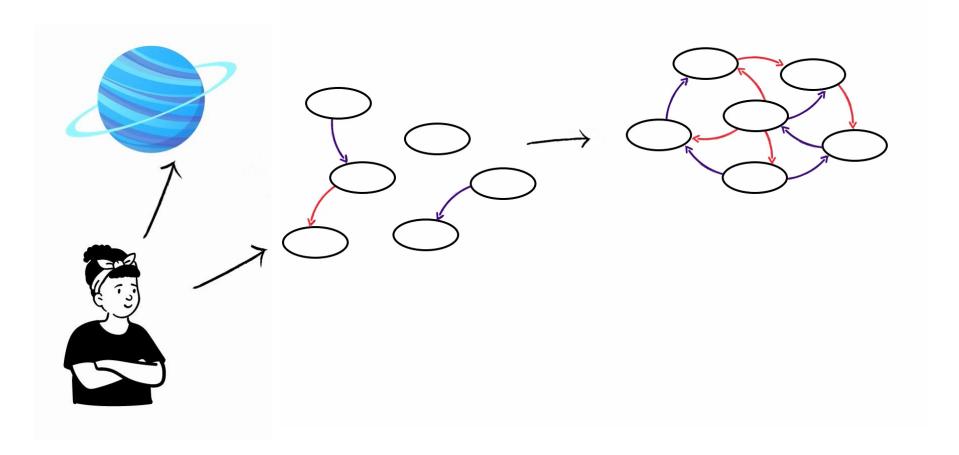
















changing your mental model

is a type of learning!







Why "fuzzy"

"Using the imprecise nature of common language,

FCM permits individuals to interpret and express the **complexity of their environment** and experiences by **combining their knowledge**, preferences and values

with quantitative estimations of the **perceived relationships** between components within a particular context of interest"

(Grey et al., 2014)

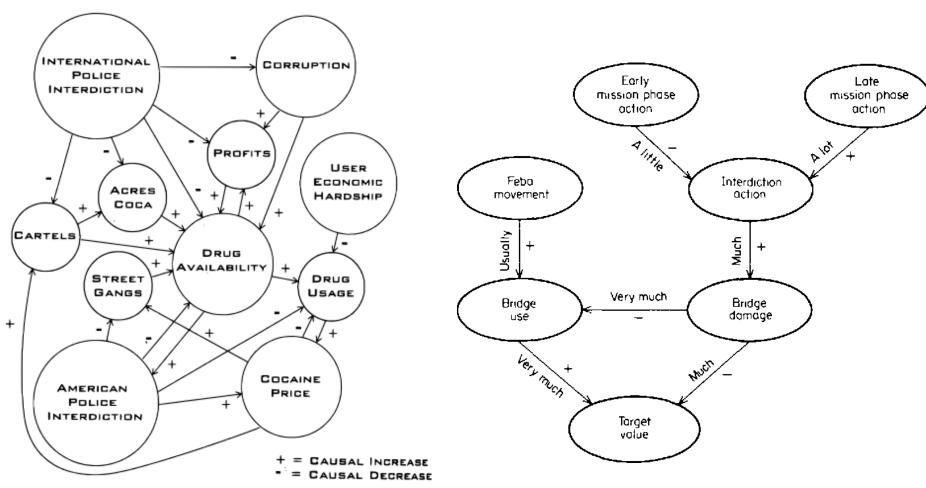
Classical sets would define membership over "crisp" numbers (0/1; yes/no; true/false)

Fuzzy sets define membership over **varying degrees** (0.6 yes – 0.4 no)





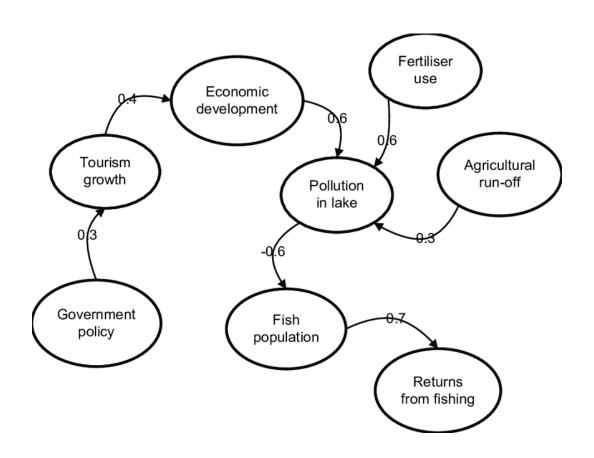
Examples











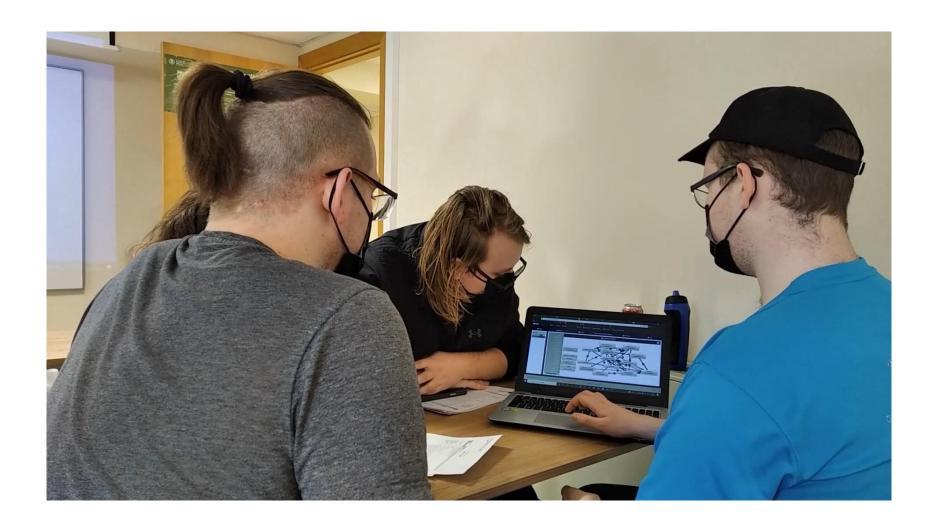












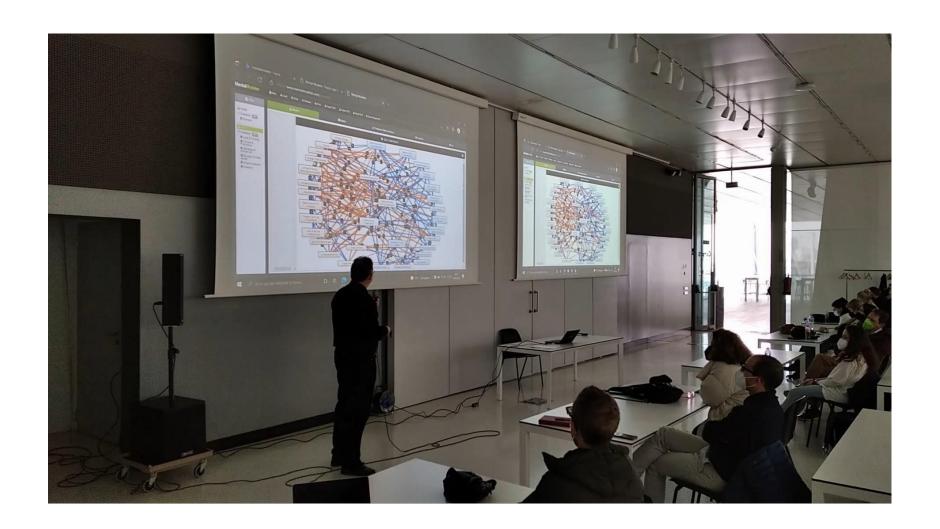






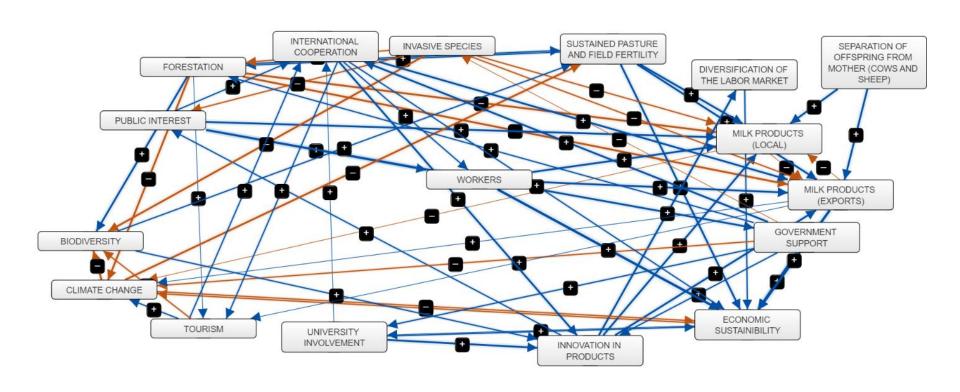






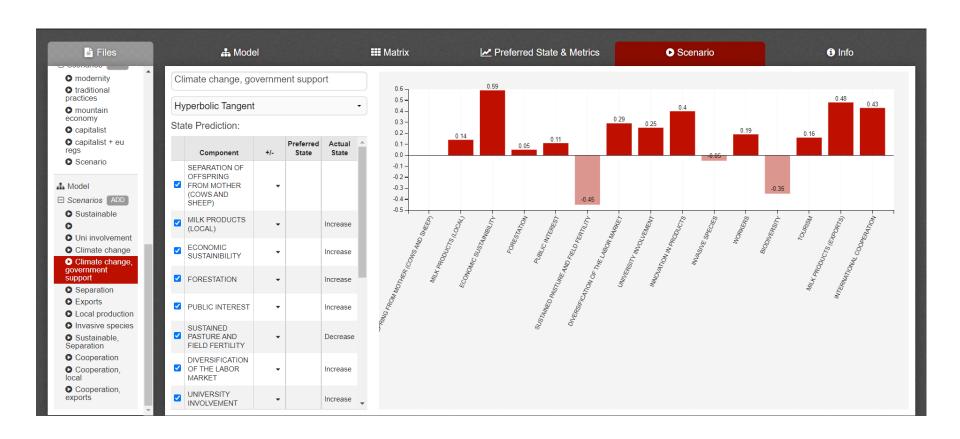
















Methodology

assignment of topic

discussion on variables

mapping (small groups)

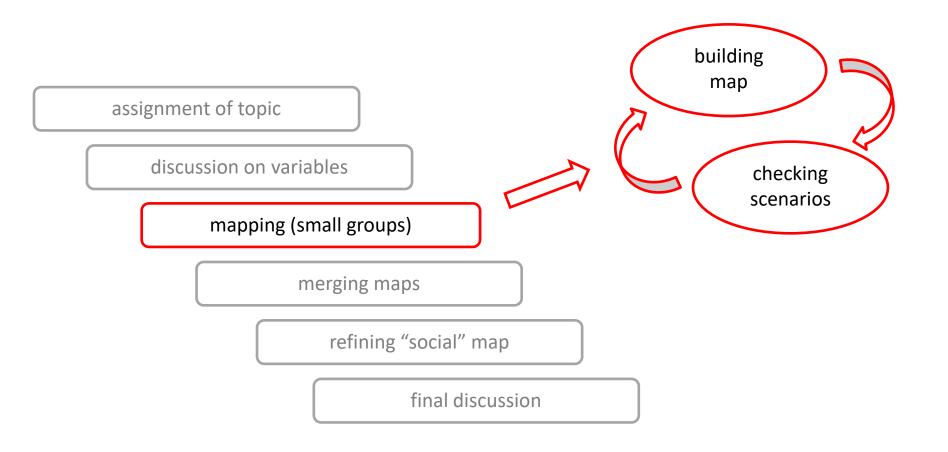
merging maps

refining "social" map

final discussion











MAPPING NÄÄS

(Fuzzy) Cognitive Mapping Workshop

2 November 2021

Anna Tonk
(PhD candidate, University of Newcastle)







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A Radical New Interdisciplinary Space for Sonification



RADICAL

Sonification, aesthetics, and listening

Twitter

GitHub

Welcome to Project RADICAL

Project started 11 Jan 2021

Project RADICAL has the ambitious goal of developing a fundamental understanding of the relationship between sonification design and the listener and to stimulate a revitalised agenda for sonification research and practice.

Follow this page for project news, links to events, publications, and software.

See the about about page for a basic summary of the project.

Leverhulme Trust Research Project Grant Number RPG-2020-113 with Jorge Boehringer (University of Newcastle)









Maieutics





Maieutics

Interventionism





Maieutics

Interventionism

Comfort zone





Maieutics

Interventionism

Comfort zone

Iteration





Maieutics

Interventionism

Comfort zone

Iteration

Medium





Maieutics

Interventionism

Comfort zone

Iteration

Medium

Scale





Maieutics

Interventionism

Comfort zone

Iteration

Medium

Scale

Equilibrium





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Interventionism

Comfort zone

Iteration

Medium

Scale

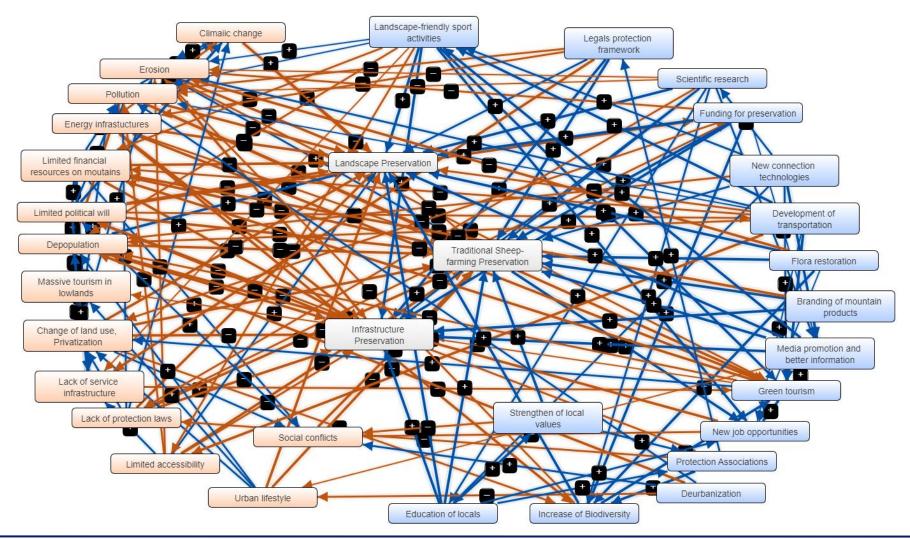
Equilibrium

Purpose





Example from PECUS







Erasmus+ PECUS

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