

CAMBRIAN TREES

“Here is a picture. The picture triggers the the birth of another picture. The follow-on pictures will come into the world one after another, and some pictures will be born from one piece of picture. This is how it grows like a large, leafy tree.

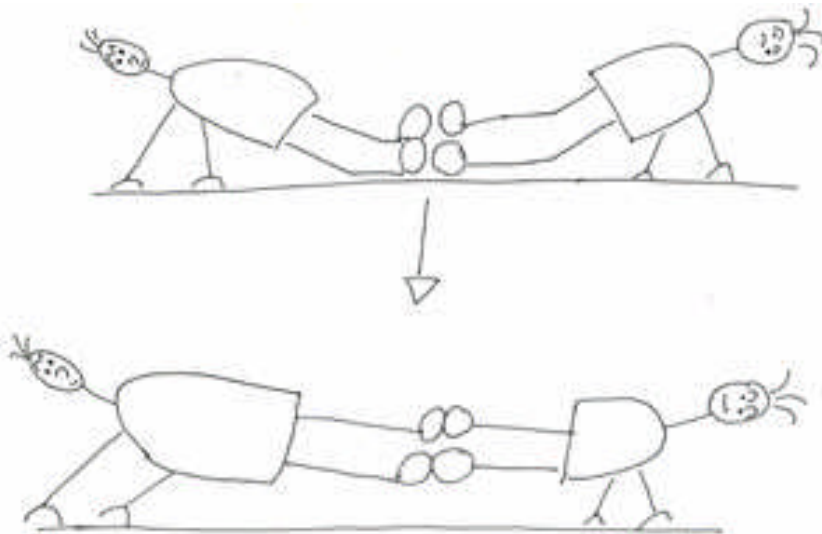
During the Cambrian geologic period, a big bang of biological evolution occurred and amazingly large numbers of new species emerged. This phenomenon is popularly known as the Cambrian Explosion of Life.

Imagine how it would be if you were one of Cambrian Gods, who were participating in the new species design project.

The Cambrian Game is the game through which your idea involves the other ideas, interacts with other ideas, and transforms itself. The game enables you to generate more diverse ideas than you can possibly do by yourself.

Microcosmos in the Cambrian Game provide you with such experience that you can see how people interact each other and build their own rich culture.”

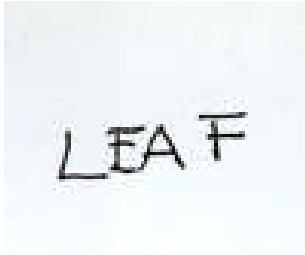
First we played “Bums up” -In actual fact, you were extremely visual and this took you to think the bums had to be really up! The great effort and fun from all of you didn’t give me the opportunity to stop you! The pictures will soon be on photo sharing. If you will propose this to your clients, it will be enough for them to raise their bums just slightly but both at the same time.



I asked who thought was a visual thinker



I then showed on the flip chart the word “LEAF” and asked to think about the word



I asked who had thought of the following: leaf, branch with leaves, tree with leaves, the word “LEAF”



All replied that they thought of one of the images and no one thought of the word “LEAF”

This means that we all are visual thinkers, yet not so many apply daily visual thinking methods, tools and techniques to their life.

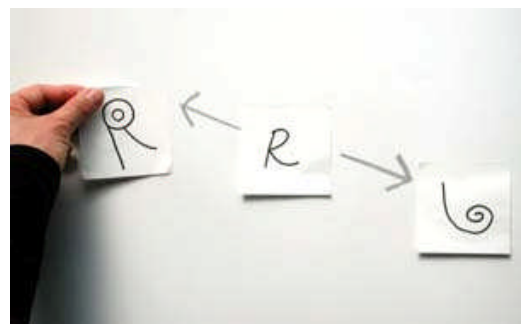
I then proposed the Cambrian Tree as follows:

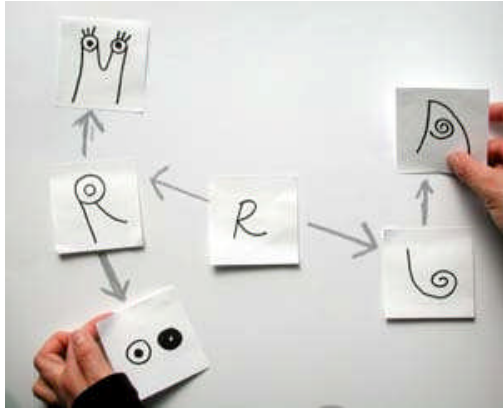


First, somebody draws a picture on a card, and puts it on a board. This is a seed of the game.

Other people being inspired by the picture may draw their own pictures and put them on the board.

Each picture should have some relationship to the parent picture in its form, implication, etc.. Please remember to indicate the parent-child relations by arrows.





The picture gives birth to a new picture...

We then played Cambrian Tree all together. The results will also be on photo sharing. You can see examples and a bit more on the origin of Cambrian Trees at the following web pages:

http://cambrian.jp/index_e.htm

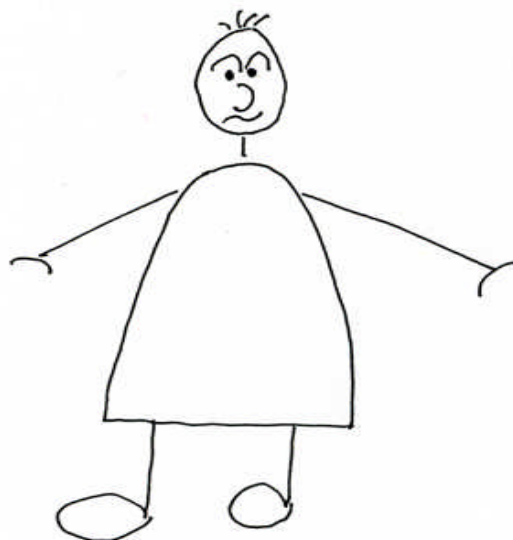
<http://cambrian.jp/postit/index.htm>

<http://renga.com/index.htm>

<http://www.textually.org/picturephoning/archives/2005/10/010120.htm>

After playing Cambrian only with images, I asked to form subgroups and discuss the potential applications of Cambrian Trees you would have had during your next project, training, etc... Unfortunately I do not have the full list of your ideas so please let me know how it is working out with you.

I introduced you to this person who knows nothing about Experiential Based Learning. Our objective has been to develop a Cambrian tree to help him simplify and understand the complexity and magic behind our work.



I then introduced the new seed which this time was both conceptual and visual:



The tree which was developed in this second phase will also be seen on photo sharing.

After the second tree I displayed a simple mind map to illustrate benefits and uses of the different types of visual thinking tools. Nelson Trinidad outlined the potential of a software he uses and I added info on the ones I use; so here is the list of digital tools which you can download:

<http://www.mindjet.com/uk/>

<http://mindmeister.com/>

<http://bubbl.us/>

http://freemind.sourceforge.net/wiki/index.php/Main_Page

We then played “UGLY”. I asked the participants to this workshop to do the ugliest possible face. Then do add the ugliest posture. Then I asked to maintain the face and the posture and to start walking around the room. At last all of the previous elements had to be joined by the ugliest sounds. Stopped on the act of taking pictures at this stage by a popular veto, this “ugly” experience will be for our minds and souls only, and not on photo sharing!



Some More Links

VISUAL THINKING

<http://www.squidoo.com/lensmasters/dgray>

<http://www.innovationtools.com/Search/searchdetails.asp?sitesearch=visual+thinking&ContentID=10>

<http://desertsaintsmagazine.com/2007/04/01/getting-the-most-out-of-general-conference>

http://www.newhorizons.org/strategies/front_strategies.html

http://www.newhorizons.org/strategies/graphic_tools/front_graphictools.htm

http://www.newhorizons.org/strategies/graphic_tools/dickinson_graphic.htm

<http://hanseijdenberg.blogspot.com/search?q=design+project>

<http://www.edwardtufte.com/tufte/> (THE MAN WHO GAVE A SPARK TO THIS PASSION I HAVE)

http://digitalroam.typepad.com/digital_roam/

<http://www.math.yorku.ca/SCS/Gallery/historical.html>

MIND MAPPPING AND TOOLS

<http://www.diyplanner.com/node/2366>

<http://www.diyplanner.com/user/7/track>

<http://cmap.ihmc.us/>

http://www.cs.joensuu.fi/~marjomaa/Knowledge_Representation/doc/Knowledge_Representation-56.htm

http://en.wikipedia.org/wiki/Mind_map

<http://www.mind-mapping.co.uk/mind-maps-examples.htm>

<http://members.optusnet.com.au/~charles57/Creative/Mindmap/>

http://users.edte.utwente.nl/lanzing/cm_bibli.htm

http://users.edte.utwente.nl/lanzing/cm_home.htm

<http://www.camsp.com/cornerstone/index.html>

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<http://www.renga.com/archives/strings/abs.htm>

<http://www.renga.com/archives/strings/index.htm>

<http://www.renga.com/archives/index.htm>

CAMBRIAN ERA

<http://www.ucmp.berkeley.edu/cambrian/camb.html>

http://www.erasmatazz.com/library/JCGD_Volume_9/Cambrian_Era.html

PERIODIC TABLE OF VISUALIZATION METHODS

http://www.visual-literacy.org/periodic_table/periodic_table.html

INFOGRAPHIC SITES WHICH I OFTEN LOOK AT

<http://www.visualcomplexity.com/vc/>

<http://infosthetics.com/archives/?p=4>