

**Decision Fields interactive patterning and choice tracking game**

Played by either or both humans and robots in analog or virtual spaces

Miriam Dym

December 17, 2020

**Fig. 7a-7d Decision schematic**

In this highly simplified schematic, after each placement, we see 5 possible choices for next placement. (For now, I have excluded separate COLOR + MODULE symbols as well as multiple choice trees for them together or separate.)





With each new choice, the possibilities of whatever was not chosen appear to recede. (A)

However, the narrative of a single path is deceptive. Although each choice succeeds a previous choice, any of the other paths remains open and available.

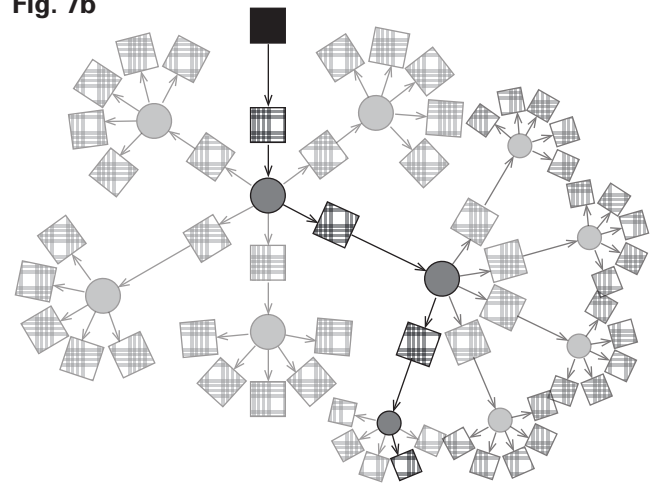
Likewise, the original choice of pattern is only one of X possibilities. As (C) implies, an Agent has an array of pattern starts and can switch to a different pattern at any point.

What happens when an Agent chooses new pattern starts frequently? They increase the odds that the pattern they create won't be recognizable, even with more pattern components than the bare minimum.

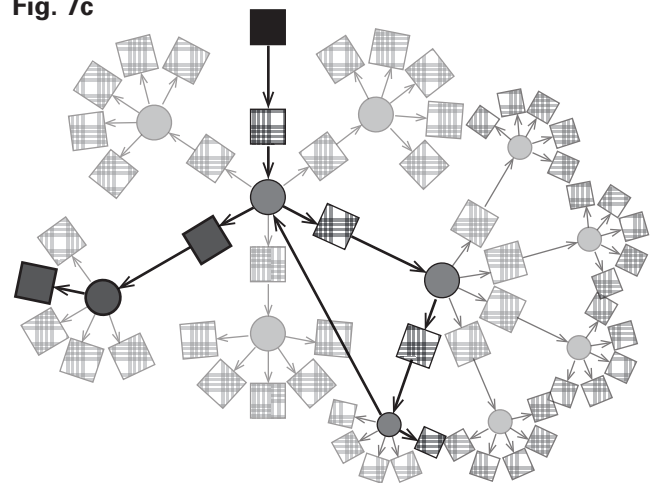
**Fig. 7a**

KEY to CHOICES:  
 pattern  
 color + module  
 placement  
 decision flow direction

**Fig. 7b**



**Fig. 7c**



**Fig. 7d**

