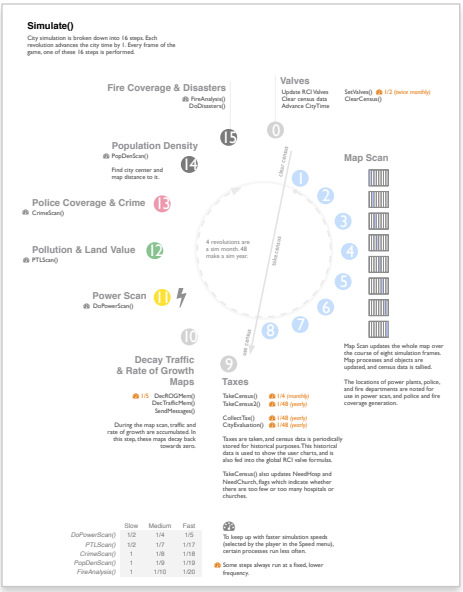
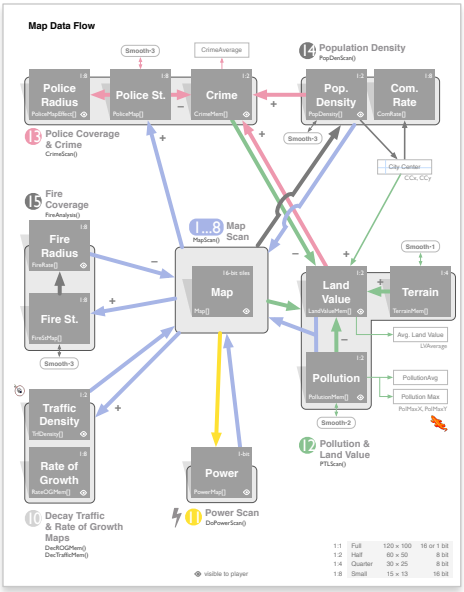
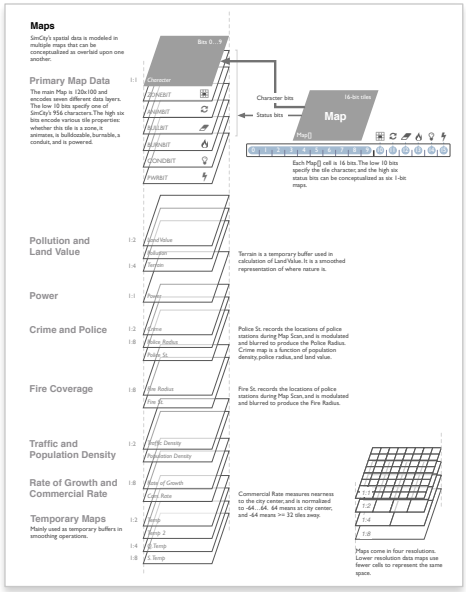
SimCity reverse diagrams

Chaim Gingold (2016)

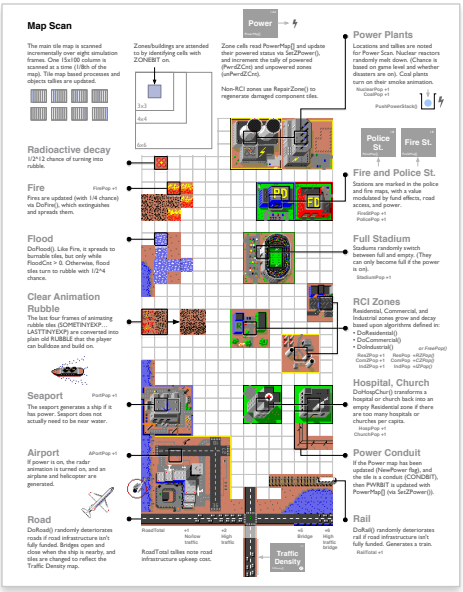
These reverse diagrams map and translate the rules of a complex simulation program into a form that is more easily digested, embedded, disseminated, and and discussed (Latour 1986).

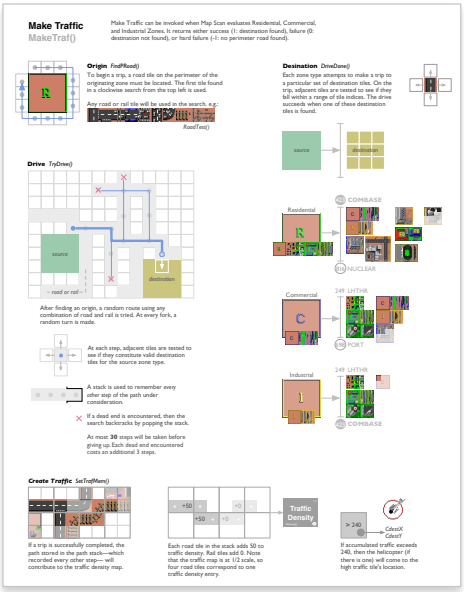


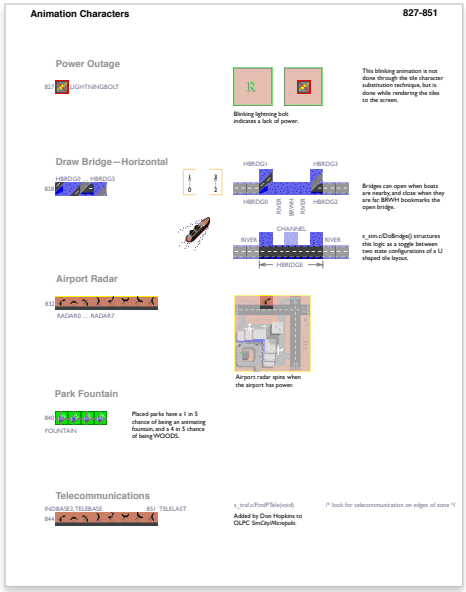




The technique is inspired by the game designer Stone Librande's one page game design documents (Librande 2010).







If we merge the reverse diagram with an interactive approach—e.g. Bret Victor's Nile Visualization (Victor 2013), such diagrams could be used ***generatively***, to describe programs, and ***interactively***, to allow rich introspection and manipulation of software.

Latour, Bruno (1986). "Visualization and cognition". In: *Knowledge and Society* 6 (1986), pp. 1– 40.
Librande, Stone (2010). "One-Page Designs". Game Developers Conference. 2010.
Victor, Bret (2013). "Media for Thinking the Unthinkable". MIT Media Lab, Apr. 4, 2013.