|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
|  |  | **Pre-scrip-tive** | **Sweet Emer.** | **Sour/ Sharp Emer.** | **Edge of Chaos** | **Off the Scale** |  |
| **Clusters** | **Spectrum of characteristics for each factor** | **Fixed** | **Open** | **Edgy** | **Scary** | **Lost** |  |
| **Open/ Structures**  | **The creative tension between Openness and Structure** | **1 to 10** | **11 to 20** | **21 to 28** | **29-30** | **31 +**  |  |
| **Risk** | High risk of failure < > Safe-to fail < > Fail-safe |  |  |   |  |   |  |
| **Liminal space** | Strange, transformative < > Conservative, traditional |  |  |  |   |   |  |
| **Ambiguity** | Open to interpretation < > Established meaning |  |  |  |   |  |  |
| **Unpredictable Outcomes** | Open to surprising outcomes < > Fixed, prescribed outcomes |  |  |   |   |  |  |
| **Disruption** | Removing, inverting < ... > Defending, re-establishing.  |  |  |   |   |  |  |
| **Self-correction** | Self-organised correction < > Hierarchical control |  |  |   |   |   |  |
| **Multipath** | Many path, time and sequence options < > Narrow path definition. |  |  |  |   |   |  |
|  |  |   |   |   |   |   |  |
| **Interactive Environment**  | **The way the Open/Structure (design) factors are realised and curated** | **1 to 10** | **11 to 20** | **21 to 28** | **29-30** | **31 +**  |  |
| **Diversity** | A range of resources, people and perspectives < > Homogeneity, standardisation |   |  |   |   |  |  |
| **Experiential** | Engaged, embodied, subjects < > Objective, abstract, procedures  |  |  |  |   |   |  |
| **Adaptive** | Responsive, engaging, open co-evolving < > Standardised, fixed |  |  |  |   |   |  |
| **Co-evolution** | Mutual adaptation and growth < > Fixed, Hierarchical |  |  |  |   |   |  |
| **Frequent Inter-action and Networking,**  | Broad, open, networking < > Bounded learning space |  |  |  |   |   |  |
| **Trust** | Mutual respect and growth < > Competitive) self-interest |  |  |  |   |   |  |
| **Theory of Mind** | Interaction with other subjects / 'minds' < > Interaction with objects |  |  |  |   |   |  |
|   |   |   |   |   |   |   |  |

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|   |   |   |   |   |   |   |  |
| **Agency** | **Developing your capability for effective action, on your own terms** | **1 to 10** | **11 to 20** | **21 to 28** | **29-30** | **31 +**  |  |
| **Cross-modal, multi-modal** | Synaesthetic, embodied, holistic engagement < > Mono-modal interaction. |  |  |   |   |   |  |
| **Open affordances** | Creative, innovative engagement < > Compliance with pre-determined outcomes |  |  |   |  |   |  |
| **Self-organisation** | Organising your learning, interaction, self - < > Hierarchical organization  |  |  |   |   |   |  |
| **Autonomy** | Working independently, own agenda < > Working within broader agendas. |  |  |   |   |  |  |
| **Negotiated Outcomes** | Determining your own goals and success < > Compliance with prescribed outcomes  |  |  |   |   |   |  |
| **Identity** | Development of your own capability and roles < > Prescribed roles  |  |  |   |   |   |  |
|  |   |   |   |   |   |   |  |
| **Presence / Writing** | **Exploring and networking the way you present yourself, your ideas and feelings.** | **1 to 10** | **11 to 20** | **21 to 28** | **29-30** | **31 +**  |  |
|  **Solitude and contemplation**  | Personal space for interaction with people, ideas, texts - in your imagination < > Isolation: untested ideas, individual echo-chambers  |  |  |   |   |   |  |
| **Casual encounters/ conversations** | Chance, serendipitous, encounters < > Highly formalised interaction |  |  |  |   |   |  |
| **Networks encounters, engagement** | Initiating and engaging in a range of networks and communities < > Formalised, institutionalised interaction. |  |  |  |   |   |  |
| **Hybrids, informal/ ante-formal** | Choice of media and modes < > Mono-modal, mono-media, abstract interactions |  |  |   |   |   |  |
| **In/formal writing and inscriptions** | Informal, flexible, light, interaction < > Formal, ritualised interactions  |  |  |   |   |   |  |

**Comment:**