

./logicaland**www.logicaland.net**

./logicaland is a project study for visualizing our world's complex economical, political and social systems.

it tries to engage in strategies of raising human sensitivity and responsibility within the global networked society and to face the challenge to develop ideas, tools and visualization that meet the requirements of complex global and participative environments.

./logicaland v0.1 is the first attempt of this work in progress to realize a prototype of a global simulation that is to be governed by a community of unlimited participants.

[./logicaland v0.1] a participative global simulation

based on a scientific global world model of the mid-seventies(*) that was adapted and hacked to fit our needs, we developed a tool that lets people take part in a simulation, unlike these tools we knew from the scientific field which are neither participative nor public.

the main idea behind ./logicaland is to provide a public web-based world-simulation that offers the possibility to affect, intervene and control the course of the simulation and the results of the prognosis within a participative environment, where all users have equal influence on the system

everyone with internet access should be able to participate in ./logicaland. the user's influence on the system is minimal, thus it is a fraction in the pool of all participants' actions. only if a big amount of users encounter similar strategies serious change can be done.

another important interest in our work is to examine information visualisation strategies and face the question on how they implicate and produce our perception of world. in logicaland we show always more than one solution of visualizing a specific content. by providing this multiple access to information and putting them all on the same level of importance we're trying to give the user another sight and perspective of perception of the content.

we want to invite users all over the world to take part in dealing with global simulation. and contribute to logicaland's simulation. one time as user trying to influence the global system and facing the results within the simulation another time as e.g. a scientist or expert who may use resulting statistical data and visualizations as material for further studies.

by now logicaland is a prototype that aims to become a worldwide "social game".

(*) logicaland is currently based on nw-3, a global world model developed in the mid-1970's by fred kile and arnold rabeih in wisconsin, USA. global world models can be understood as "computer programs that simulate the world in very broad, comprehensive manner. Geographically, they encompass the entire world or at least a major portion of it. More importantly, they explicitly link together a number of components or aspects of our world such as economics, demographics, politics, and the environment. Because of these traits, integrated global models can be and are used as tools to help us understand processes whose effects cross national borders and whose study crosses disciplinary boundaries."(pete brecke)

technical requirements:

- win/mac/linux
- all newer browsers with java support

known limitations:

currently logicaland does not run in netscape 4.x on macOS

special note

logicaland will be launched on april, 19th on the occasion of the "BIG Torino 2002".
before april 19th the development version can be found at: <http://www.logicaland.net/dev>

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