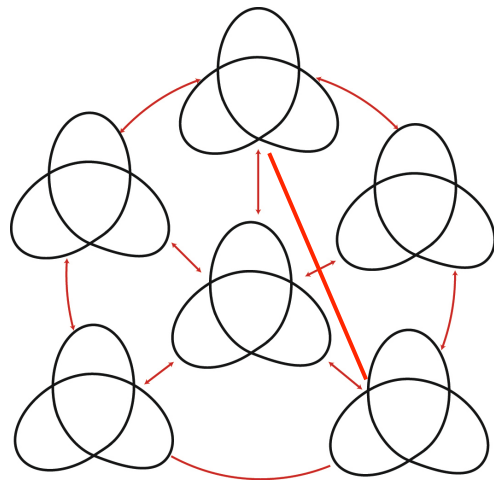
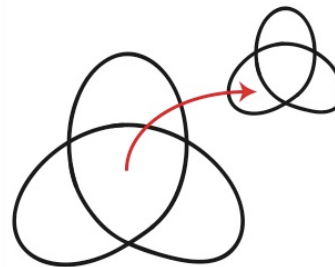


Metaphors for communicating basic technacy system rules



Networked systems rule (collaboration)

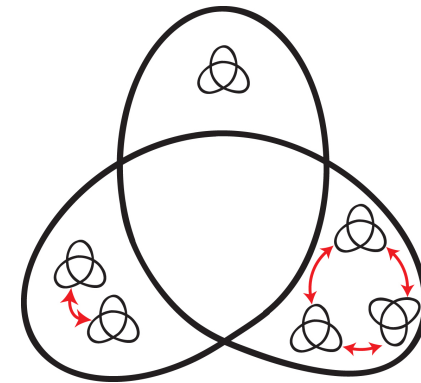
Learn to design & make things that work together



Substitution Rule (improvise)

Learn to design & make components that are then used in specific ways to feed into new solutions/ideas

Deconstruction: learn to physically and conceptually deconstruct and reconstruct systems or devices



Nested systems rule (supply chain/dependencies/fractal systems)

Learn how and why your solution was reliant on many previous processes - right back to raw ecology, basic knowledge, or first tools