Project 1 Publishing Forms



An essay from The Artist in the Machin



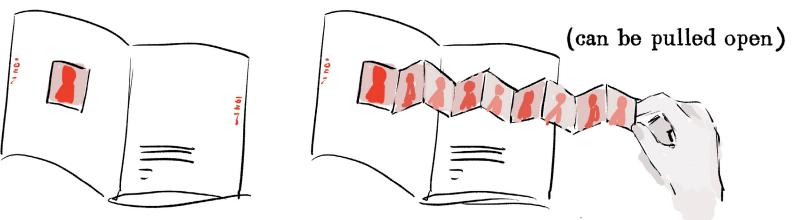
Overall visual

Partial display of the booklet

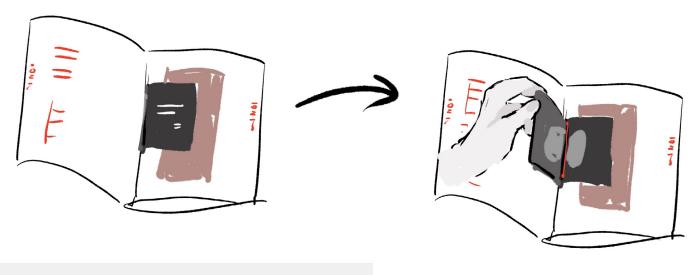




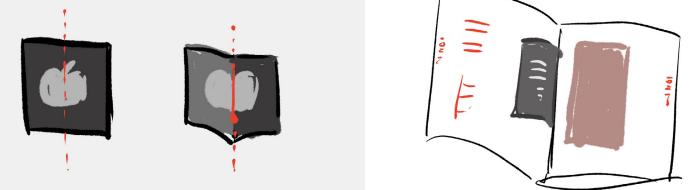
Inside pages

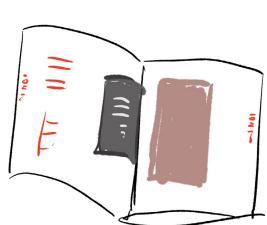


Display of inner small pages



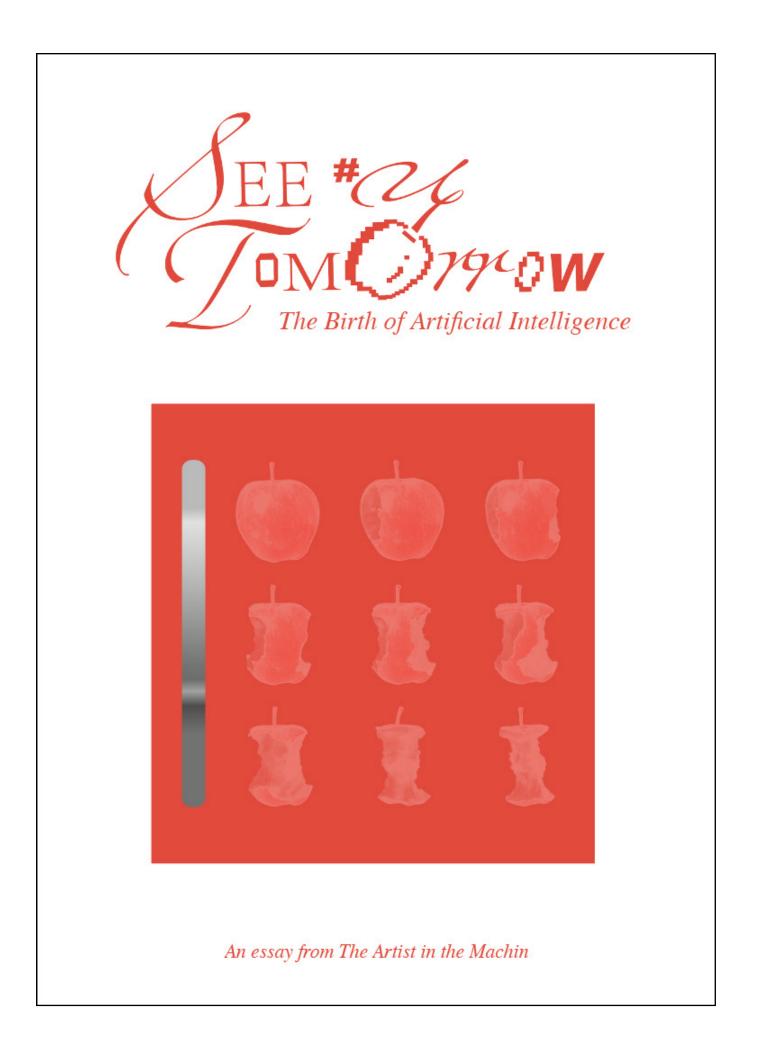
Square-shaped mini inner pages



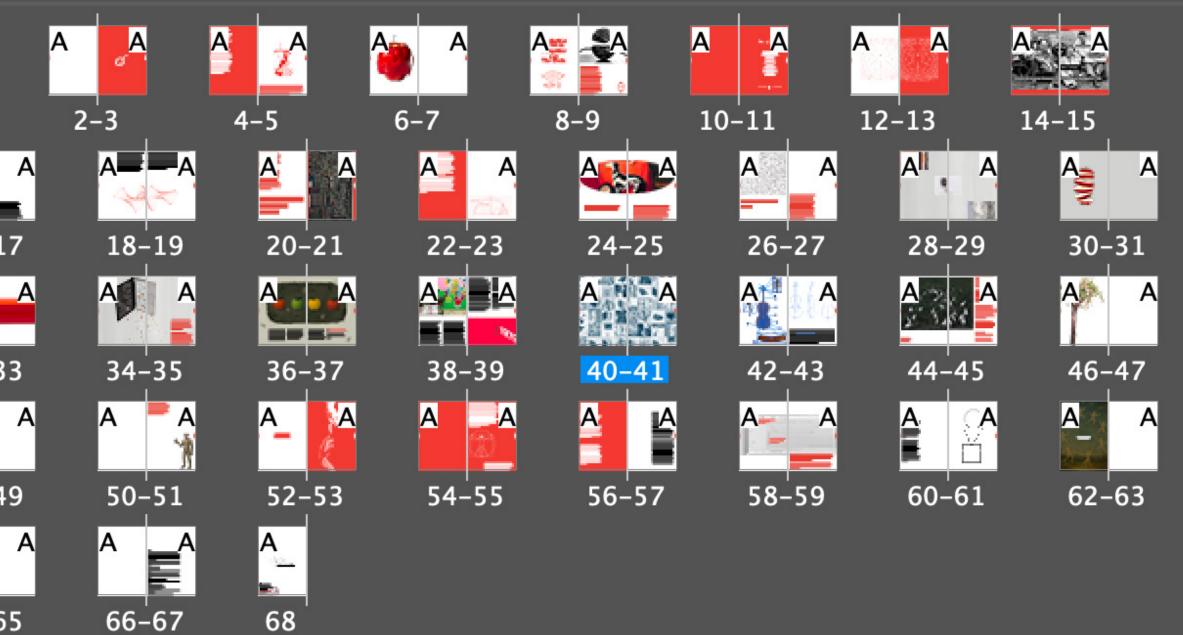


V

I also created a set of sketches to explore how the book could be read in a more engaging and playful way, envisioning a more interactive and emotionally resonant reading experience.

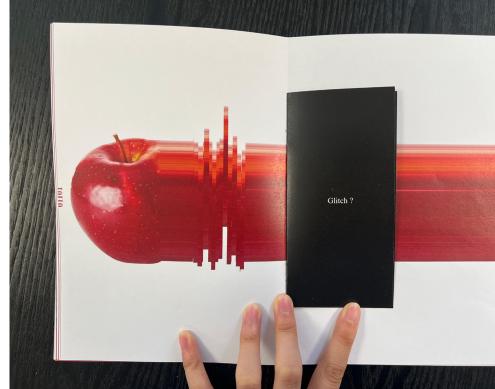














In 1987, Simon and his coworkers published a book called Scientific Discovery: Computational Explorations of the Creative Process, in which they gave detailed descriptions of their software. They used an informationprocessing language that was symbolic rather than numerical, based on people's descriptions of how they solved a problem.

They then took a new problem and compared how the computer and the person solved it, going into greater and greater detail. The question was whether a computer program with certain selective problem-solving capabilities could come up with a solution to a specific problem. "If an affirmative answer can be given, wrote, "then we can claim to have driven the mystery out of these kinds of

A big claim indeed! But did they succeed?

https://youtu.be/oO2I3vMwvho



