The Impact on Final Sculpture by the Sequence of Parts: Exemplified by the Three-dimensional Chessboard in DefiZen Puzz

張育睿、鄧志堅

E-mail: 365723@mail.dyu.edu.tw

ABSTRACT

The brain is a self-organizing system. Therefore whatever the information was given at first will form as a type of information which resulting in subsequent information to be difficult to restructure the old patterns to create any new patterns. This research thesis uses the DefiZen Bricks, by assembling it in different orders and comparing the final results to see if the order matters in the end. Since each DefiZen Bricks are not identical, it seems to be the ideal way to reflect information flows of a real life society. DefiZen Bricks has many different shapes, this study intends to compare from the patterns of a three dimensioned chessboard. Since it 's difficult to picture the image of a chessboard in three dimensions, we showed the standard result of a 3D chessboard pattern to the participants from the very beginning of this experiment, so that the participants could eventually piling up the expected shape of a 3D chessboard. Each and every one of the 24 participants was given by fixed and random orders to finish the piling. The final comparison of the 3D chessboard pattern of the fixed and random sequence are based with Dendrogram and cluster diagram drawn by KJ method, and the whole assembling procedures were drawn by Rhino the graphic software. This experiment records a 23 properly assembled results with fixed order, and completely failed to deliver any correct results with random order. This conclusion matches the theory referred by De Bono about how information sequence will affect the interpretation of the final data. In addition, the study also found some geometric structures turned out to be more flexible in variability and to have a particular way to sustain than the original consistent structure after the special combination; the theory is similar with the Chinese knot and the Kongming lock. Possible applications from the structure finding are Billiard racking paper, Chinese knots and 7-11 bags.

Keywords: DefiZen, Dendrogram, KJ method, Chinese knot, Three-dimensional chessboard, cluster

Table of Contents

封面內頁 簽名頁 摘要	iii ABSTEACT	iv 誌謝	vi 目錄
vii 圖目錄	ix 第一章 緒論	11.1 研究背景	2 1.2
研究動機4 1.3 研究目的	4 1.4 研究流程	6 第二章 文獻排	深討
9 2.1 DefiZen的精神	9 2.1.1 DefiZen的六種玩法	10 2.2 KJ法	19 2.3
集群(Clustering)和樹狀圖			
實驗實驗過程	44 第五章 結論與歷	應用65 參考文鬳	ţ
67			

REFERENCES

1.王萬智 (民98) ,學前兒童創新積木型玩具之設計研究,台北教育大學數位科技設計學系碩士論文。 2.黃文昌 (民101),科學積木遊戲教學對提升國中生科學問題解決能力之行動研究,台東大學教育學系在職專班碩士論文。 3.黃惇勝 (民84),台灣式KJ法原理與技術,中國生產力中心,新北市。 4.劉宣麟 (民101),圖形資訊出現順序對最後圖像的影響:以DefiZen的建築幾何為例,大葉大學工業工程與科技管理研究所碩士論文。 5.Becker, M. and P. Golay (1999) Rhino NURBS 3D Modeling, New Riders, Berkeley, CA. 6.DeBono, E. (1969) The Mechanism of Mind, Penguin books, London. 7.Everitt, B. S., S. Landau and M. Leese (2009) Cluster Analysis, 4th Ed., Wiley, New York, NY. 8.Huang, Z. (1998) Extensions to the k-means algorithm for clustering large data sets with categorical values. Data Mining and Knowledge Discovery, 2, 283-304. 9.Nakin, J. N. (2003) Creativity and Divergent Thinking in Geometry Education. Ph.D. Dissertation. University of South Africa, Cape Town, South Africa. 10.Sibson, R. (1973) SLINK: an optimally efficient algorithm for the single-link cluster method. The Computer Journal (British Computer Society), 16 (1), 30 – 34. 11.DefiZen.

[Online] Available: http://defizen.fr/(民101.6.30) 12.7-11提袋.

[Online] Available: http://display32933076.blogspot.tw/2008/06/7-11.html (民101.9.17) 13.傳統裝飾繩結.

[Online] Available: http://ccp.npm.gov.tw/content/photo/photo_01.aspx (民101.9.17)