

## **Improve Your Thinking:**

Substance-Field Analysis

Iouri Belski (iouri.belski@rmit.edu.au)

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# How much of your knowledge do you use in your day-to-day life?

- Usually, a person estimates his or her use of knowledge gained through years of formal study as ranging from 5 to 25%.
- The pattern of use: the more years of formal study a person has, the lower their estimate of use.

Why do we use so little of our knowledge? Can we use our knowledge more efficiently?

# Why do we use so little of our knowledge?

- During our life we specialise in the areas of education and work. Because of this, we tend "to live" in the world of our professional interests and heavily rely on the knowledge of our profession.
- Anything outside of this focus is used on very rare occasions, so the unused knowledge is gradually shifted by our brain into some obscure storage location.

# How can we use our knowledge more efficiently?

- Be active in may areas. This means we can retain a wider array of knowledge.
- Use techniques which systematically assist in recalling the "lost" knowledge

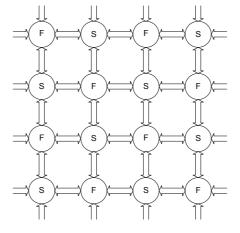
This role is played by the Fields in Substance-Field Analysis

#### Where Would You Store It?

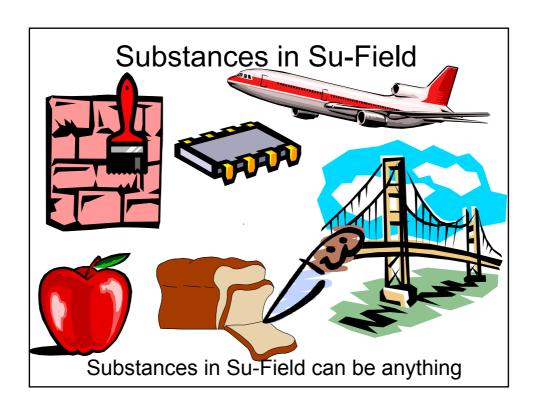
 Once, Thomas Edison asked a young man who wanted to work for him what he would like to invent the most. "I would like to invent the solvent which dissolves everything", responded the young man. "Good idea", said Edison, "and where are you going to store your miracle?"



### 2D Model of a System



Any (technical) system can be viewed as a set of interacting elements



'Technical Fields' in Su-Field

**Mechanical** 

Acoustic

**Thermal** 

**Chemical** 

**Electric** 

**Magnetic** 

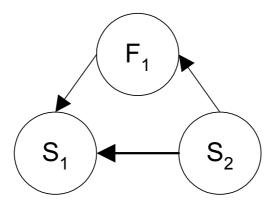
Intermolecular

**B**iological

Fields in Su-Field are the 'fields' we deal with in our day-to-day lives.

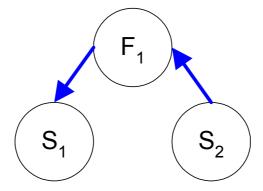
<i>'Technical Fields</i> ' in Su-Field				
R/A	Fields	Interactions Including		
A	Mechanical	Gravitation, collisions, friction, direct contact Vibration, resonance, shocks, waves Gas/Fluid dynamics, wind, compression, vacuum Mechanical treatment and processing Deformation, mixing, additives, explosion		
-	Acoustic	Sound, ultrasound, infrasound, cavitation		
C E	Thermal	Heating, cooling, insulation, thermal expansion Phase/state change, endo- exo-thermic reactions Fire, burning, heat radiation, convection		
	Chemical	Reactions, reactants, elements, compounds Catalysts, inhibitors, indicators (pH) Dissolving, crystallisation, polymerisation Odour, taste, change in colour, pH, etc.		
M	Electric	Electrostatic charges, conductors, insulators Electric field, electric current Superconductivity, electrolysis, piezo-electrics Ionisation, electrical discharge, sparks		
ï	Magnetic	Magnetic field, forces and particles, induction Electromagnetic waves (X-ray, Microwaves, etc.) Optics, vision, colour/translucence change, image		
	Intermolecular	Subatomic (nano) particles, capillary, pores Nuclear reactions, radiation, fusion, emission, laser Intermolecular interaction, surface effects, evaporation		
B	Biological	Microbes, bacteria, living organisms Plants, fungi, cells, enzymes		

### Su-Field System's Model

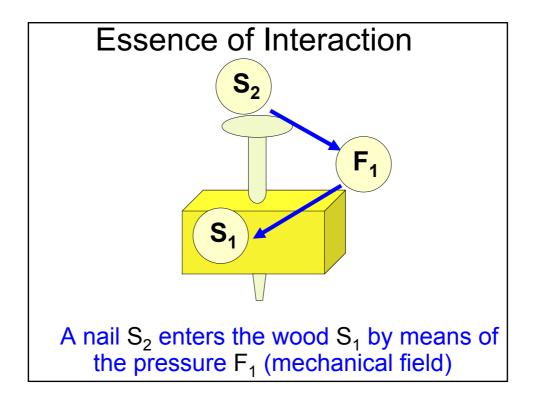


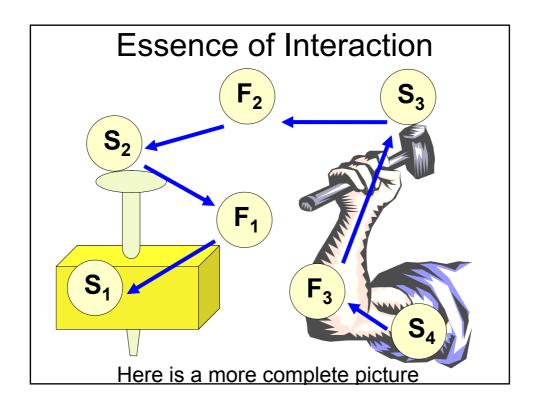
The simplest model of a well-functioning system in Su-Field is represented by a triangle – a *triad*.

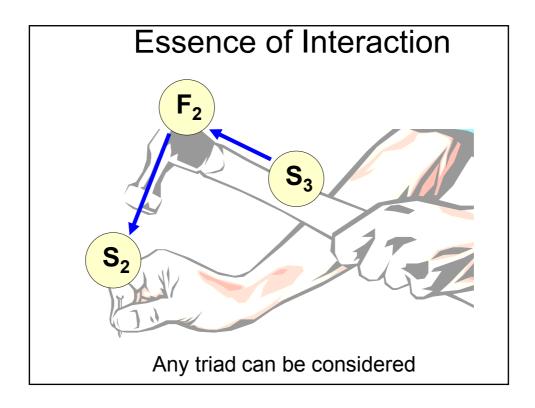
### **Essence of Interaction**

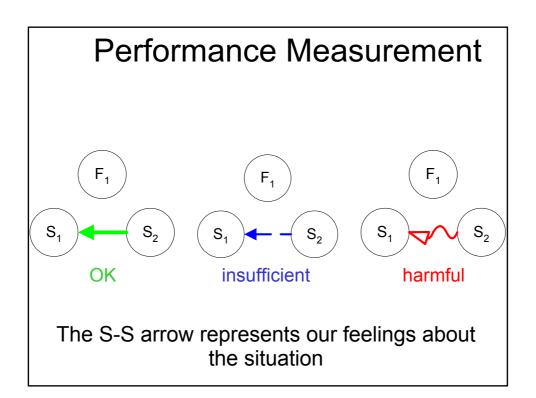


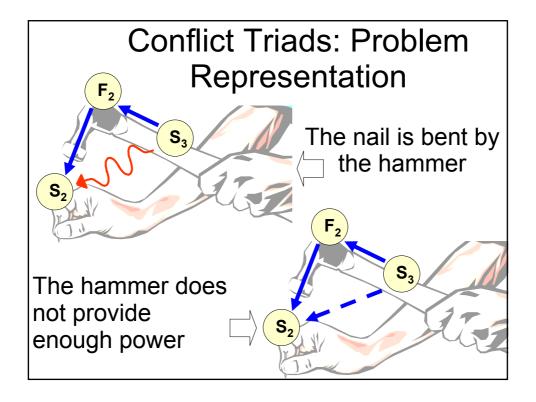
S – F arrows represent the essence of interaction between two substances



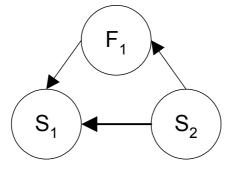




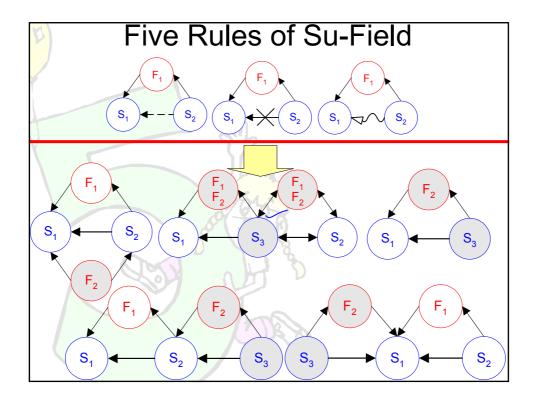


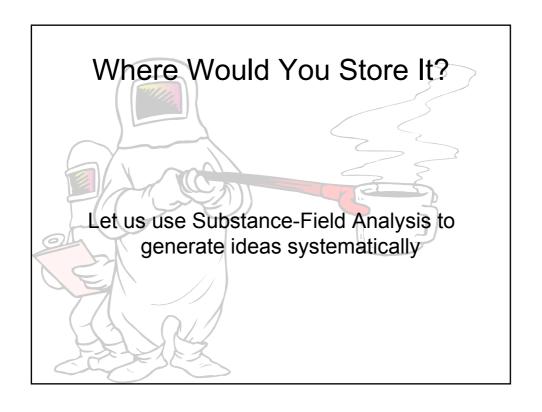


## The Goal of Su-Field Analysis



An acceptable solution is a triad with a solid arrow between  $\mathbf{S_1}$  and  $\mathbf{S_2}$ .





"Human" Fields					
Field Essence	Field Name	Interaction	Content		
	Senses	Vision	colour, shape, movement		
		Taste	pleasant, bland, unpleasant		
		Smell	charming, appetising, neutral, bad		
		Hearing	pleasing, dramatic, dull, unpleasant		
		Touch	pleasant, electrifying, neutral, painful		
		Heat	hot, pleasant, cold		
		Pain	high, medium, none		
Information		Balance	normal, abnormal		
		Body Awarene ss	normal, abnormal		
(Intangible)	Verbal communica tion	Route	peripheral, central		
		Feature	affective, informational		
		Organisation	time, venue, primacy/recency effect, one-or two-sided argument		
		Style	humorous, motivating, educational, threatening, commanding		
	Non-verbal communica tion	Visible	facial expression, gesture, posture, appearance		
		Paralinguistic	pitch, loudness, rhythm, inflection, voice quality		
		Written	information (true or rumour), request, command, complaint, threat		
		Pictorial	picture, sign, puzzle, movie		
	Real Material Possession	Money	given or taken		
Material		Valuables	given or taken		
Possession		Authority	given or taken		
(Tangible)	Perceived Material Possession	Money	given or taken		
(Tangibio)		Valuables	given or taken		
		Authority	given or taken		

