

time-020(s)

1 20 seconds

time-030(s)

2 30 seconds

time-060(s)

3 1 min = 60 seconds

time-120(s)

4 2 mins = 120 seconds

time-300(s)

5 5 mins = 300 seconds

time-dimension(s)

time(s) – diagram(s) / dimension(s) / mapping(s) / ring(s)
experience(s) / chart(s) / design(s) / human(s) / instinct(s)

time = abstract dimension

linear time: R1

cyclic time: S1

phase: point on ring $[x=\sin(2\pi t), y=\cos(2\pi t)]$

complex notation: $z = x + iy = i \exp(-2\pi it)$

math(s) / philosophy / geometry of biological time / scenario(s)
play / critical(s) / love / story / cycle(s)

time-game(s)

time(s) – diagram(s) / game(s) / mapping(s) /
experience(s) / chart(s) / design(s) / human(s) / instinct(s)

identity / creativity

Timen wrote: "According to Nietzsche Heraclitus (perhaps) finally concludes that we can make no sense [...] of what exists. [...] 'Time (aeon) is a child playing draughts'. So it is all (he says) 'The beautiful innocent game of the aeon'. As Heraclitus (Nietzsche tells us) exclaims: 'It's a game! [...]' " (From: Iris Murdoch, Metaphysics as a guide to morals, p75)"

/ math(s) / philosophy / scenario(s) / design(s)
play / confession(s) / theme(s) / critical(s) / love / story / cycle(s)

time-kill(s)

game(s) – diagram(s) / happy / map(s) / waste of time / skill(s) ?
experience(s) / chart(s) / design(s) / human(s) / instinct(s)

innovation(s) / collaboration(s)

... as if you could kill time without injuring eternity ...

Walden / plan(s)

math(s) / scenario(s) / design(s) / philosophy / perspective(s)
play / confession(s) / theme(s) / critical / love / story / cycle(s) ! Æ

time-mapping(s)

time(s) – diagram(s) / mapping(s) / dimension(s) /
experience(s) / chart(s) / design(s) / human(s) / instinct(s)

R1-¿R1: input number, output number
R2-¿R1: output number (e.g. map color)
S2-¿S1: sphere to ring (e.g. global clock time)
S1-¿S1: clock to clock (daytime to biological/shifts)

S1xS1-¿T2: two clocks on a doughnut (...)

math(s) / philosophy / geometry of biological time / scenario(s)
play / critical(s) / love / story / cycle(s)

time-math(s)

iframe scrolling="yes" width=80

life(s) / closure(s) / reflect(s) / fight(s) / reference(s)

time-phase(s)

time(s) – diagram(s) / phase(s)
experience(s) / chart(s) / design(s) / human(s) / instinct(s)

identity / creativity

phase singularity = peculiar states or places where phase is ambiguous but plays some kind of seminal, organizing role.

math(s) / geometry of biological time / scenario(s)
play / critical(s) / love / story / cycle(s)

time-ring(s)

innovation(s) – diagram(s) / ring(s) / mapping(s) / fight(s) ?
experience(s) / chart(s) / design(s) / human(s) / instinct(s)

twinkle(s) / building(s)

(IM
MMA
SG

... ring devices lie at the very heart of any industrial society, for the simple reason that industry consist largely of automated productive activity, and automation goes farthest quickest in processes that are repetitious

math(s) / geometry of biological time / machine(s)
/ scenario(s)
play / social / change / urban / critical / love / story / cycle(s) ! Æ

time-think(s)

time(s) – diagram(s) / think(s) / mapping(s) /
experience(s) / chart(s) / design(s) / human(s) / instinct(s)
twinkle(s) / difference(s)

Student A does exactly 9 minutes of homework nightly. Student B manages to do 11 minutes.
As not to exceed these limits, they work together, using sandclocks that measure 5 and 7 minutes
respectively. With this help, they manage to time their work exactly. How?

math(s) / scenario(s)
play / critical(s) / love / story / cycle(s)