

CASE STUDY

GCA-OR - Generative Cultural Theory - Open Research. V0.1

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Abstract

After the definition of the GCA theory paradigm¹ one can define a first *GCA open research project [GCA-OR]*, which selects some from the many possible research topics. It follows a short description.

1 An Example of a GCA-OR

The general GCA Theory paradigm allows many possible research topics. Here one possible such selection will be presented. This selection is called *first GCA open research project [GCA-OR No.1]*.

The main structure of the GCA-OR No.1 is given by the GCA theory as such with possible sub topics like the emotional complex in actors, the point of knowledge development, science as cultural tool, the possibilities of an artificial mind compared to a biological one, planning activities as well as the question of possible goals and their emergence.

To apply the general GCA to the real world one needs some general framework for case studies. For the GCA-OR No.1 a *hybrid simulation game environ-*

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¹cf.<https://www.uffmm.org/wp-content/uploads/2020/04/case1-daa1-gca-v1.pdf>

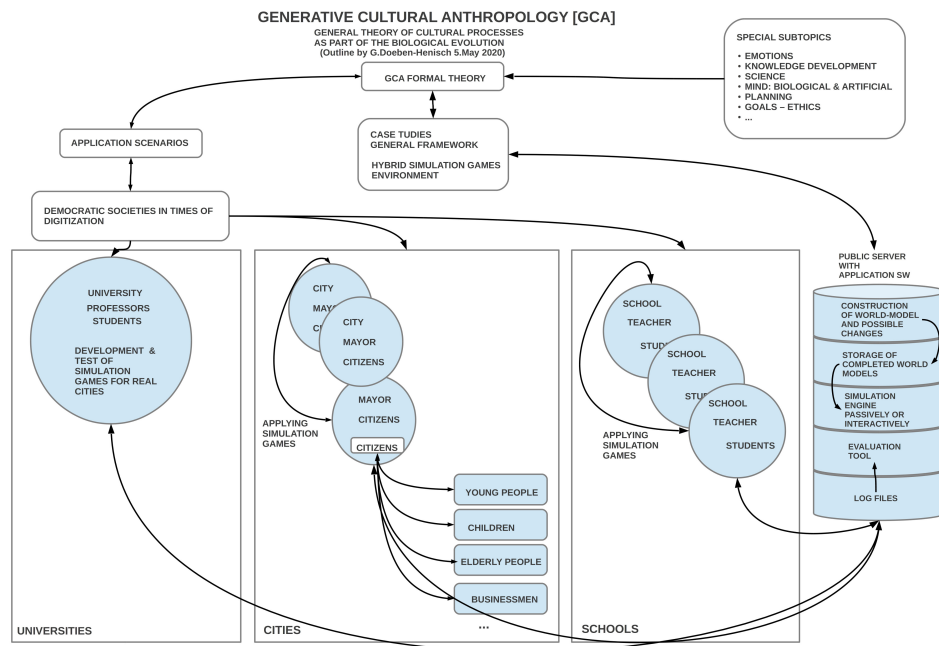


Figure 1: General outline of one possible GCA open research project

ment $[HSGE]^2$ has been defined as main tool for applications.

2 Main Threads of GCA-OR No.1

To realize the whole GCA-OR No.1 project one has to establish and to maintain several threads, which are to a certain degree dependent from each other.

As figure 2 points out the main thread is the *theory* thread which evolved during the last years from the DAAI theory paradigm into the GCA theory.³

From the theory derives the concept for *case studies* in general which will be extended by a set of *software tools* which all will be located on a public server.

From the many possible application scenarios two are already selected and a third one is planned for the future. Already selected and practiced is a teaching project in the Frankfurt University of Applied Sciences where students develop online simulation games with real problems from real cities interacting with real citizens. These experiments have been very stimulating for the students, for the

²cf. <https://www.uffmm.org/wp-content/uploads/2020/04/HSGE-v0-1.pdf>

³cf. the last version here <https://www.uffmm.org/wp-content/uploads/2019/05/aaicourse-15-06-07.pdf>

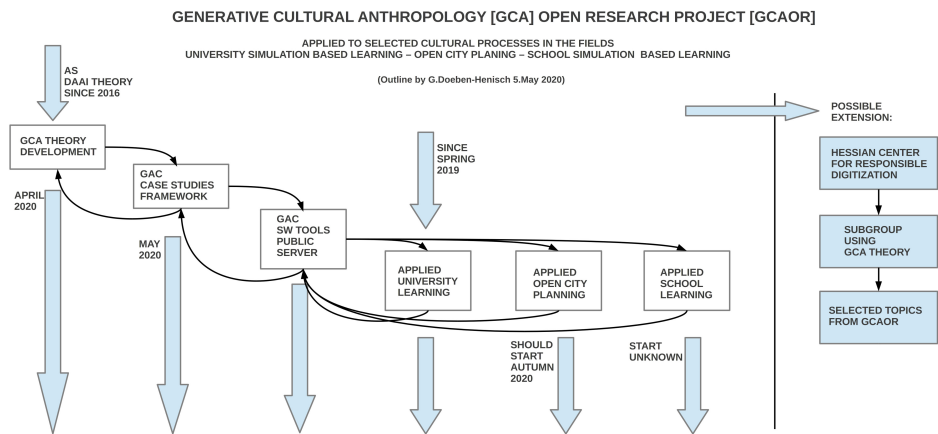


Figure 2: Overview of the main threads of the first GCA open research project

citizens as well as for the Lecturers.

Although there have been first interactions with real citizens from real cities this was limited to the student projects. It is planned to start projects only with citizens using the method of simulation games supported by the software tools of the GCA-OR project.

Additionally it is planned to integrate schools located in a city for the work with the citizens.

3 Possible Extension

It can happen that an initiative from the new Hessian Center for Responsible Digitization can take the GCA as a framework to make some experimental GCA-OR project.