

# APPENDIX THREE

## CODEZEBRAOS USERS' MANUAL

There are two ways to explore CodeZebraOS Prototype Three and Four. This manual provides instructions for both experiences. You may explore the archives of the CodeZebraOS tool by logging onto [www.codezebra.net](http://www.codezebra.net), or to [www.codeZebraOSPHD.com](http://www.codeZebraOSPHD.com), the web site for A Tool for Online Collaborative Dialogue: CodeZebraOS, Sara Diamond's PhD. Alternately, a conversation site will have been created by the CodeZebra team for your event or discussion.<sup>1</sup>

### 1. EXPLORING THE ARCHIVE OF PROTOTYPE THREE/FOUR

1. Go to [www.codeZebraOSPHD.com](http://www.codeZebraOSPHD.com)
2. Go to Prototypes.
3. Click on CodeZebraOS Prototype Three/Four, or any of the named archived sites. A new window will pop up, with the screen shot of CodeZebra Three/Four. It will say 'Welcome to CodeZebra' in the bottom right. Click on the screen shot.



1.2

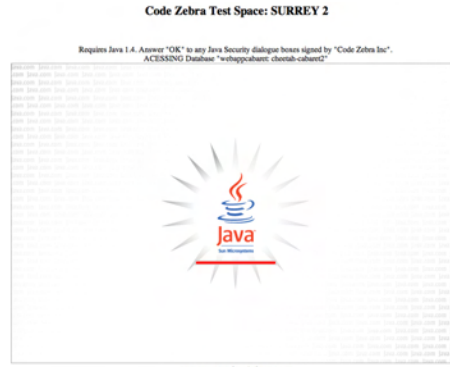


1.3

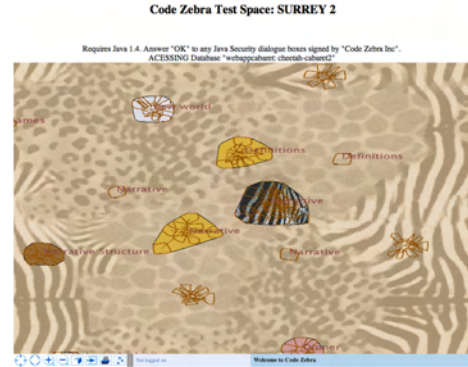
4. If you are on a PC a notice stating that the application's signature cannot be verified may come up. Click Run. A window might pop up about signature certificate. Click 'Trust'.
5. You may be prompted to download JAVA 1.4. Proceed to do so.
6. Mouse over the window with your mouse as Java CodeZebraOS loads.
7. Once the applet had loaded, you should see the chat "cells".



1.4



1.6



1.7

<sup>1</sup> These are the instructions that accompany CodeZebraOS when it is customised for a group.

- Move your mouse to the control bar at the bottom left side of the Java window. Text instructions for each control bar button will show at the bottom right.

## 1.8-1.9



Not logged on.

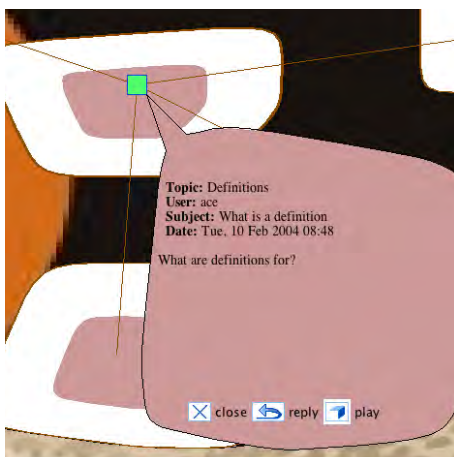
Welcome to Code Zebra

- The icons on the control bar allow you to (left to right): reset the view space, fit it to the window, zoom in, zoom out, open games, log in, print, start new topic and set parameters for the visual quality of the tool.
- Zoom out for the overview of the conversation space. Each of the patterned cell-like groupings is a topic. The topic name is visible in bold text on top of the cell.
- Drag a topic that interests you towards you on the screen.
- Hold your mouse by the topic and the 'species' or animal type will be revealed.<sup>2</sup> The species designation represents the average tone of the postings in that cell.
- Zoom in on a topic to see it in more detail. Click on smaller pink cells inside the topic to view subject headings for individual postings within the topic, date and time stamp and the character or 'species' that the neural network has assigned to the posting (for example 'zebra', 'ocelot', etc.).
- The original message is represented by a small green square. A message is connected by a line to the message it responded to. Time stamps indicate the time of responses. Each posting is assigned an animal character based on the analysis of the ways that it is written by the neural network. There are nine different patterns in CodeZebraOS for postings.
- Click on a message to open it. It shows subject, date stamp writer's identity.



## 1.12-1.14

- Exit the message and continue to explore the conversation.
- When you exit the conversation you can explore other archives on this site.



## 1.15

2 This misspelling (in English) of the term species and its transmigration into specie was a result of the international nature of the programming team. The programmers who placed the term 'specie' there were Dutch and Russian and the term was a pleasant compromise between their versions of the English term.

You can also find the archives on the original CodeZebra Project site, [www.codezebra.net](http://www.codezebra.net)

1. Click Enter (high/animation).
2. Click on 'leap'!



## 1.1

3. Click on Software.
4. Click on Prototypes.
5. Click on Prototype Three/Four.
6. The pop-up window with a still image of Prototype Three/Four will appear.
7. Click on the still image of Prototype Three/Four.



## 1.3



## 1.5



## 1.7

8. Follow instructions in the first section.
9. To explore other archives return to CodeZebraOS enter and choose Chat and Stream.
10. Click on archived sites and explore as above.

## 2. USING A CUSTOMISED CODEZEBRAOS SITE

To use a new CodeZebraOS site [www.codeZebraOSPHD.com](http://www.codeZebraOSPHD.com) open the URL that the CodeZebra team has provided.

1. Open the site. A notice stating that the application's signature cannot be verified may come up. Click Run.
2. You may be prompted to download JAVA 1.4. Proceed to do so. Once JAVA is loaded, use your mouse to hover over the window while CodeZebraOS loads.
3. Move your mouse to the control bar at the bottom left side of the Java window to explore the control bar. Text instructions for each control bar button will show at the bottom right.
4. The icons on the control bar allow you to (left to right): reset the view space, fit it to the window, zoom in,

### 2.3-2.4



Not logged on

Welcome to Code Zebra

zoom out, open games, log in, print, and set parameters for the visual quality of the tool and its loading time. A text prompting 'start new topic' prompts you.

5. Logging in allows you to create topics, start postings, respond to postings and play games on the site. To log in click the square on the control bar with a box and an arrow in it (this is the 'User log in' icon). Create



an identity. When you log onto CodeZebraOS again it will be remembered.

If you forget to log on you will be prompted to create an identity when you respond to a posting. As well, if you click on Add New Topic on the icon bar you will be asked to first create an identity.

### 2.5

6. To create the first topic or a new topic click on 'Start New Topic' at the bottom of the bar and log in, open a chat window and type in a new topic and make a posting. It will begin a unique topic space.

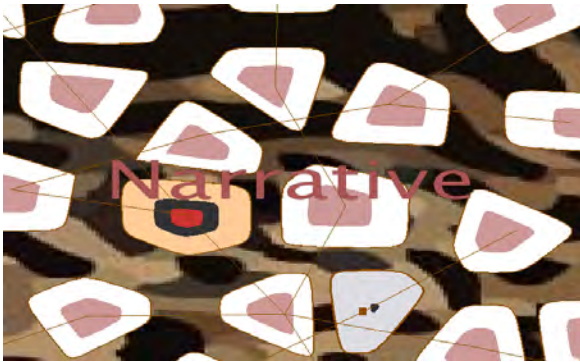
7. The posting will contain the topic in the header and your identity. CodeZebraOS always prompts you for a subject line because the



### 2.6

tool shows subject lines so that they can act as shorthand for navigating the content in topics. Type in a message and hit the send button and it will go to that topic on the site. The root posting has a green square so that you can find it again.

8. Each posting is assigned an animal character based on the analysis of the way it is written by the neural network. There are nine different patterns in CodeZebraOS for postings. You can guess how the ways that you type into a posting trigger specific patterns. You can guess what these patterns might mean as metaphors.
9. Zooming out allows you to see the entire conversation space as it's growing. This is your perspective from your area of active posting — your fresh posting will be brighter than others and will have a bright yellow line connecting it to the posting it is responding to.



10. The topic's form is created by the patterns of response. You can choose to draw with the tool by connecting to postings and hence growing different kinds of forms. Once you know the kinds of patterns that a style of posting creates you can tone your writing style to create a certain kind of pattern. Over time you can transform the background pattern that is averaging the tone of their postings through choosing a posting style.

## 2.8-2.11

11. The proximity of topics to each other within the larger space indicates the date and time stamp from when the topic began. If you drag topics towards you, you can position your view according to what your topic priorities are.

12. You can return to the archive of the conversation any time after exiting the site and see how it has emerged and how topics have changed their shapes and their forms.

13. If you are the moderator you have been assigned a special password. You can delete postings if you feel they are inappropriate or clogging the site.

## 3. PROTOTYPE TWO

1. Repeat navigation instructions on A Tool for Online Collaborative Dialogue: CodeZebraOS site or at [www.codezebra.net](http://www.codezebra.net) Software.
2. Click on Prototype Two.
3. Follow the same procedure used for loading Prototype Three/Four.



## 3.2

Prototype Zero  
1998,  
Portway and Diamond

Prototype One  
2001, CZ Inc.  
with Tonkin

Prototype Two  
2002, CZ Inc. with U2

Prototype Three/  
Four 2003-4,  
CZ Inc. with U2



## 4.1

corner of the Java window.

4. Click on a game. The game screen shot will pop up in new window. Click on the screen shot.
5. Load Adobe Shockwave (you might need to install it first).
6. Follow the instructions that load with each game.

## 4. GAMES

1. Open [www.codezebra.net](http://www.codezebra.net) or [www.codeZebraOSPHD.com](http://www.codeZebraOSPHD.com) site enter the site and click on Games.
2. Play the games independent of the chat. Three games on the site are fully developed. These are the **Hyena Dropping Text Game**, **Cheetah Stress Release Game** and the **Snake Ride Game**. Load and play **CZ Karz** and **Butterfly Fridge Magnet Game**, although these are made for multiple players. **Peacock Musical Ride Game** is a design sketch.
3. If you are using CodeZebraOS as a chat tool load CodeZebraOS click on the game icon on the tool bar. The game board will appear in the upper left hand



## 4.4