

Decider™ Introduction and Overview

Welcome to Decider™


What does Decider™ do and how does it do this?

Decider™ helps people make and justify their decisions.. It does this by having people place and move factors in simple decisions around a 2-dimensional space. The two dimensions are (in essence) Favorability (← to →) and Importance (↑ to ↓).

What the display looks like

Here's an example of the Decider™ display. It starts with a row containing the current value and color of the Center of Gravity (the COG), **22**

Next comes the name of the Decision

Then the "Setup" box on the right. 

The next row contains the Factor area, the Add and Delete Factor area, and the Load and Save area.

The Factor area contains the Factor Name, Factor Details, and Update Factor button. The name and Details are editable and the Update Factor button saves changes.

Use "Add Factor" to add a factor, then change it's Name and Details and save.

Use "Delete Factor" to delete the current factor (the one currently named).

Use "Load" to load a decision from disk.

Use "Save" to save the current decision.

The rest of the area is the place where you move Factors around based on your views.

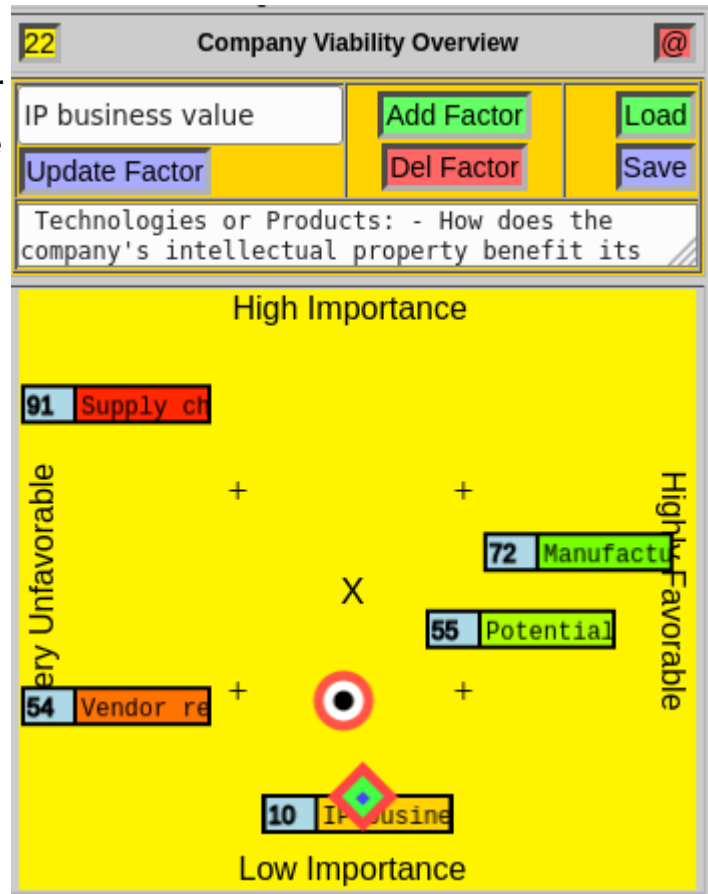
This area contains words indicating High and Low Importance and Favorability, four "+" marks indicating the corners of 9 areas of the screen, an "X" at the center of the screen, the current Factors (note that factors behind other factors may not be fully visible), a target-like things representing the location of the COG, and a diamond shaped this indicating the Mean.

The COG is the weighted average location of the locations of all the factors on the screen.

Their weights are indicated as the numbers in the left part of the Factors.

Their names (or the parts of them you can see) are in the right part of the Factors.

The Mean is the non-weighted average location of the factor locations on the screen.



What you can do with the display and what it means

Decider™ doesn't make decisions for you. It supports you making and justifying decisions. As such, you move Factors around to reflect your views of their relative **importance** and **favorability** toward the simple (yes/no) decision on the screen. Factors in the upper right heavily favor a “**Yes**”, Factors in the upper left heavily favor a “**No**”, Factors in the middle top represent the important things that are not yet resolved in terms of how favorable or unfavorable they are (because if they were resolved and important, they would move left or right, and if they are resolved and in the middle, they are probably not important enough to sway the decision). Factors further toward the bottom are less important, and are given less weight.

As you move the Factors around, placing them relative to each other and the screen as a whole, you are using your visual system to assess the decision, and because the visual system can handle a lot more information in a different way than you could do using your thoughts alone, your decisions will be clarified and clarify as you work through the issues over time. The Factor names are up to you, and the details provide a way to describe your thoughts about these factors.

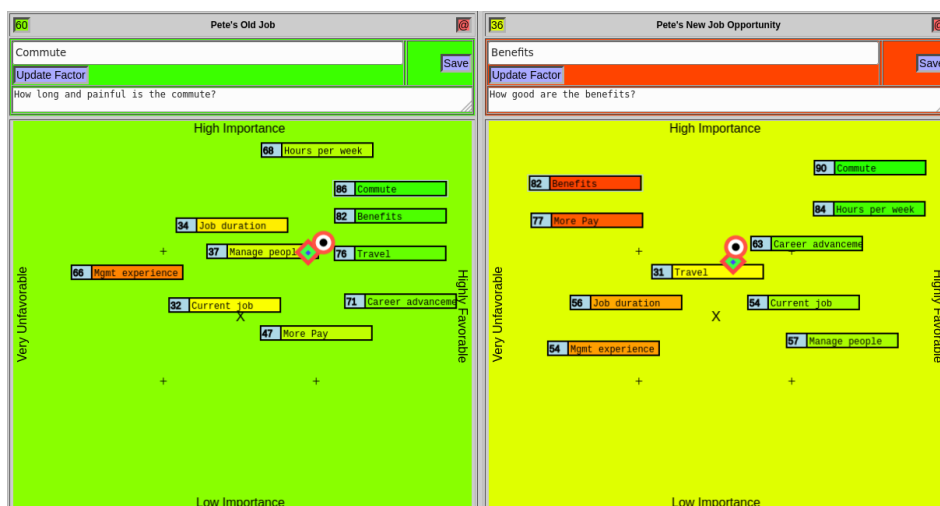
The COG provides a summary of your current thinking about the overall decision and it moves as you move Factors around to reflect your overall view of the Yes/No decision.

The color of each Factor reflects the leaning and intensity of the Factor, from bright **RED** (NO) in the upper left hand corner, to bright **GREEN** (YES) in the upper right hand corner, and bright **YELLOW** (uncertain) in the middle, with colors near the bottom being more washed out.

The color of the COG (in the upper left hand corner) changes as you move factors around, and when you let go of a factor, the background of the screen reflects the updated color of the COG. So the overall current thinking on the decision is reflected in the background color.

Comparing alternatives – complex decisions

The example here shows two “simple” (Yes/No) decisions next to each other. These reflect Pete's decision some years ago about keeping his job or changing to a new job he was offered. The factors are the same, but where they are placed is based on Pete's placement of each of them relative to the different alternatives (old job or new job).



When looking at this decision, you don't need to see the details to see how Pete was thinking at the time. The old job (left) is more **green** and the new job (right) is more **yellow**. But if you changed the importance or favorability of different factors, you might make a different decision, and tomorrow morning, Pete might feel differently and move Factors around.

It's your decision

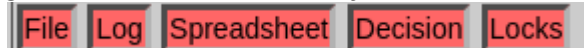
When you make your decisions, you choose the Factors, where they go in the space, and your reasons. Decider™ just makes it easy to think about things, move things around as you rethink them, and come to a conclusion (or not) by testing different things out in your mind as you think through them. Then, once you make your decision, Decider™ makes it easier for you to justify it to others.

You should also know that Decider™, at least the free version as of now and for the anticipated future, **DOES NOT** store or transmit anything about your decisions other than to store the decisions you choose to “Save” in the files where you choose to put them and transmit them from your browser to and from your storage locations.

- Yes – I know that I could take your data and make zillions on it by selling it.
- No – I do not do that.

Some other things Decider can do

The “Setup” box in the upper right hand corner of Decider™ windows is used to change what you see and how you see it. It's too complicated to go into in this introductory document, but here's a short list:



- File details are there to let you see filenames you have chosen for storage or retrieval.
- Log shows a log of the last thing(s) you did,
- Spreadsheet shows some of the internal values in your current decision and allows for export of current factors to other systems for use in our server-based applications.
- Decision allows editing of the Decision name and details.
- Locks locks and unlocks other capabilities, including, for some applications:
 - Xlock and Ylock allow locking the horizontal and/or vertical movement of Factors.

Decider does a lot more things than what has been described here. And is has many looks and feels for different purposes. Also note that it can lock out the ability to change settings, which is the default as delivered in the free version. It's not because we don't want you to have all of these capabilities. It's because we use this to provide specific user experiences in our libraries, limiting what you see and can do for some applications, and expanding on what you see and can do for other experiences.

A note about the science behind it

Decider™ is based on cognitive research and has some specific benefits to the user. For most users, the biggest benefits are that it's simple to use, helps clarify your thinking to yourself ,and helps explain it to others.

Conclusions

Decider™ helps you make and justify decisions. It doesn't make them for you or try to influence your decisions. It doesn't take your information and use it against you, it's not spyware, it doesn't seek to influence your decisions. It's just a tool to help you make better decisions and justify them to others. We hope you enjoy the free version and have a happy, healthy, and fruitful life going forward. <http://all.net/Decider.html>