

- I. Body
- II. Index
- III. Representation
- IV. On/off
- V. Middleages
- VI. Signlanguage

Recreational Mathematics

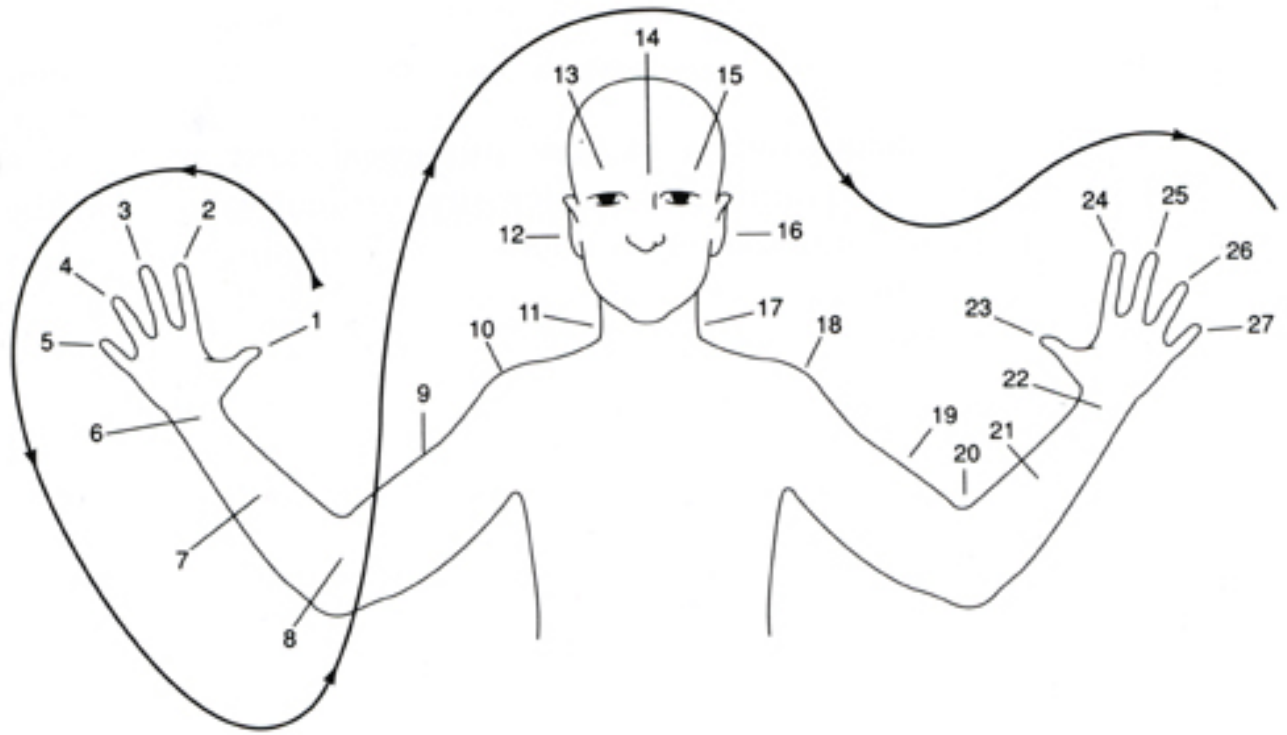
Colloquium V

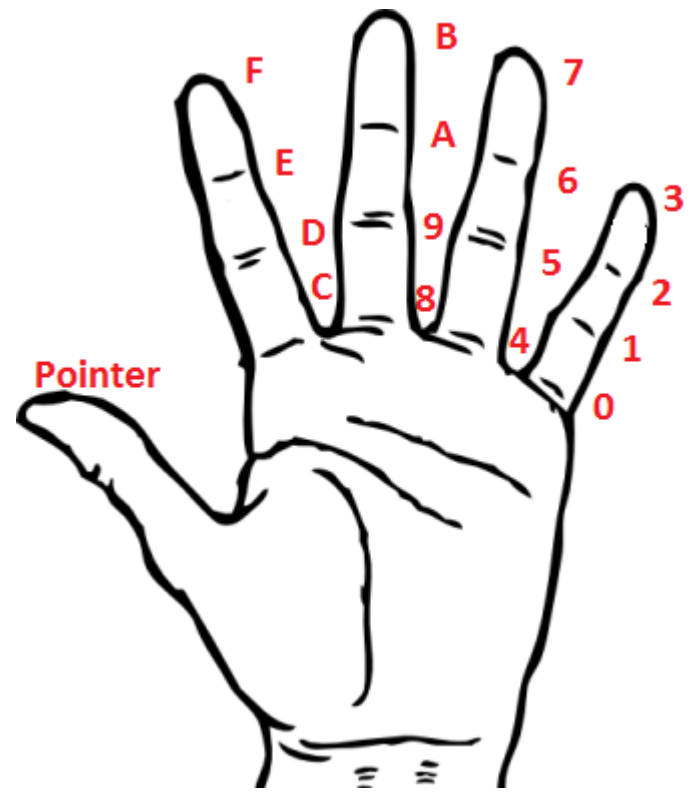
Gathering for Gardner
Europe

Lisbon, MUNAC
January, 28-31, 2017

rmc@ludus.xyz
ludicum.org/ev/rm/17

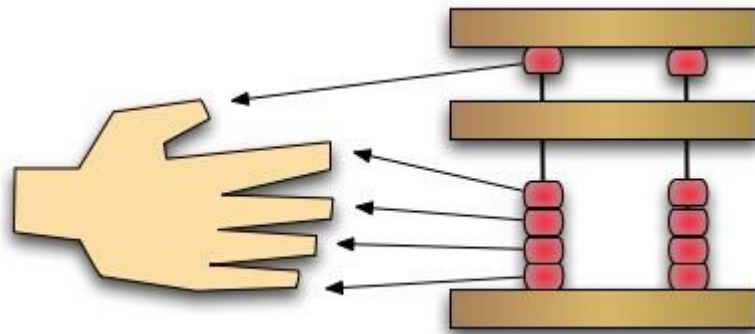






지산법

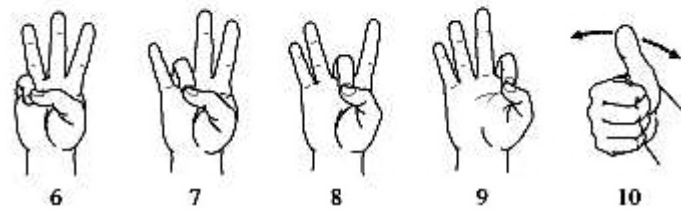
- Chi = finger
- sanpöp = calculation



猜拳

111 7	110 6	101 5	100 4	11 3	10 2	1 1	0 0
1111 15	1110 14	1101 13	1100 12	1011 11	1010 10	1001 9	1000 8
10111 23	10110 22	10101 21	10100 20	10011 19	10010 18	10001 17	10000 16
11111 31	11110 30	11101 29	11100 28	11011 27	11010 26	11001 25	11000 24
<右手で表す指2進法の0から31まで>							

	10	100	1000
1	10	100	1000
2	20	200	2000
3	30	300	3000
4	40	400	4000
5	50	500	5000
6	60	600	6000
7	70	700	7000
8	80	800	8000
9	90	900	9000



Ranking

1. 3State: Positional + Motion (19683 or 177147)
2. Bede: Positional + Index + Figurative (9999)
3. Binary-State: Positional (1023 or 4095)
4. Base16: Index (255)
5. Chinsenbob: Pictorial/Representative (99)
6. Oksapmin: Part Respective (27)
7. Base10: Part Respective/Representative (10)

The Internet

- Numbers from 1 to 10 in 5000 languages:
<http://www.zompist.com/numbers.shtml>
- Numbersystems around the world:
<http://www.sf.airnet.ne.jp/ts/language/number.html>

Dactylonomy

Δάκτυλος (*dáktulos*, “finger”)
+ νόμος (*nómos*, “law, custom”)