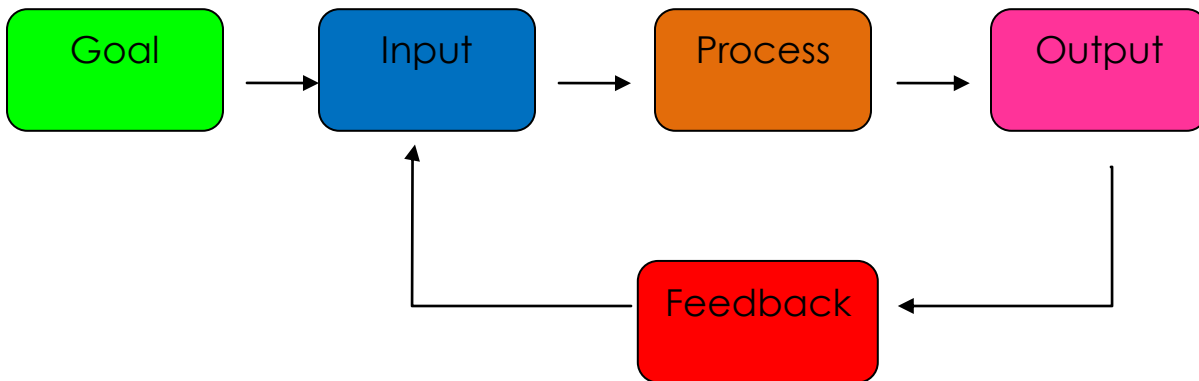


Universal Systems Model

Universal Systems Model:



Steps of the Universal Systems Model describing the operation of a skateboard

<u>Step</u>	<u>Example</u>
Goal	The goal is to ride the skateboard down the street
Input	Get on the board and kick off
Process	The wheels spin and the board travels down the road
Output	The board moves forward and you ride it
Feedback	All of the information you receive that cause you to make adjustments. (Example: you see a puddle and shift your weight to steer around it)

Definitions:

Idea (goal): What you want to happen

Input: Command given to the system to reach the desired result. Ingredients that go into the system (tools, information, people, time, energy, materials)

Process: The action part of the system, the part that takes place to make things happen

Output: The result of the system

Feedback: Information about the output that is used to adjust the system

Use the Universal Systems Model to explain an MP3 player.

1. What is the goal?
2. What is the input?
3. What is the process?
4. What is the output?
5. What is the feedback?