Chaos Game Exploration Questions

Michael Barnsley used the chaos game to illustrate how a random process can generate a non-random pattern.

1. Play the chaos game by hand on the transparency. Plot 25 points. Do you see a pattern emerging? Now take all of the transparencies from your classmates and line them up. Do you see a pattern now? What pattern do you see?

2. Play the standard Chaos Game adding 100 dots at a time. When do you see the pattern? Is it the same as the one you saw by hand?

3. Play the Chaos Game with more vertices. Try four, five and six. What do you see? What would you predict seven and eight vertices would look like?