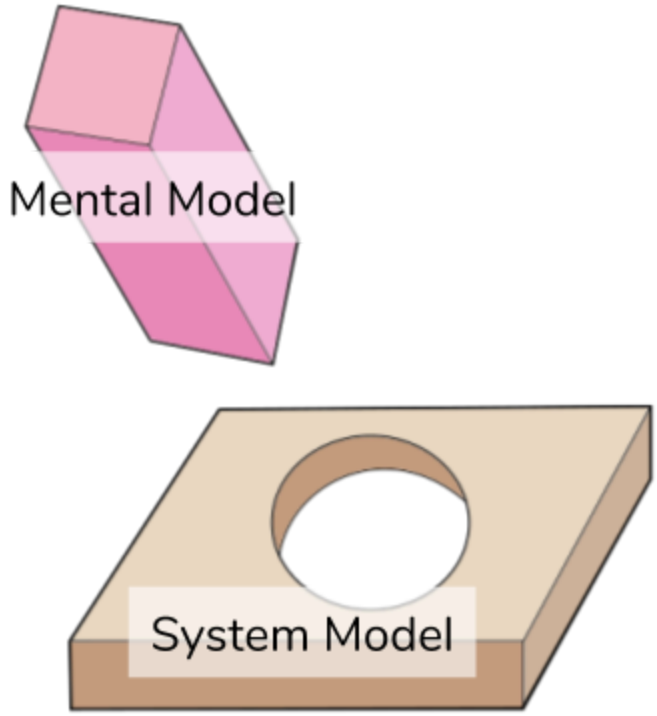
Another way to look at reactive paradox is that the player's mental model of the system doesn't *Quite* line up with the way the system actually works.



So if you're mental model shifts to fit the system (By Looking at the end of flash drive to see which way it's facing)

Then the paradox "collapses" and all is right with the world again!

Paradox, Flash Drives, and You!

(Or, Why USB ports are weird)

A Zine about things that don't make sense sometimes, and why.

By Cyril Focht
@gamesandbowties

Ergodic paradox example inside!

It's a pretty well-known fact that you have to flip a flash drive over at least twice before you can insert it into a USB port.

(Unless you look at it first, but let's not worry about that)

But flash drives only have two sides, so that must be a **paradox** *Gasp*

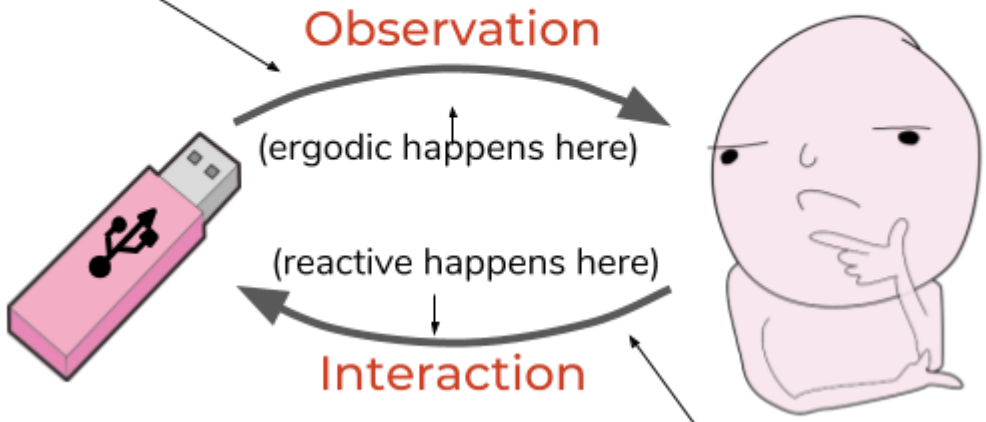
But I can't see the paradox, like this triangle, so how is it paradoxical?

That's because it's ***interactive***

Ergodic paradox example on front cover!

There are two types on interactive paradox: **ergodic** and **reactive.**

When we look at something paradoxical, normally the paradox occurs here, when we interpret it.



But in cases like using a flash drive, the paradox happens here.

(There's nothing paradoxical about that triangle, it's just a bunch of lines on the page. Paradox happens when we try to interpret it as a three-dimensional figure)

Ergodic paradox needs to be interacted with to be observed.

The paradox of the flipping USB problem occurs in our interaction with the system. This is a **reactive paradox.**

In other words, if we set the flash drive down, paradox doesn't happen.