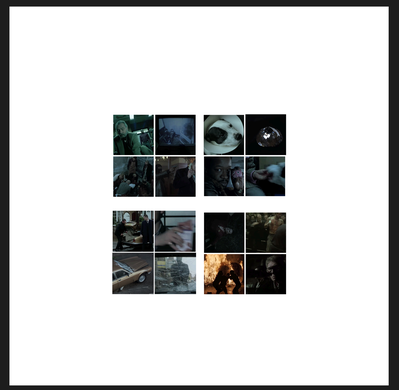
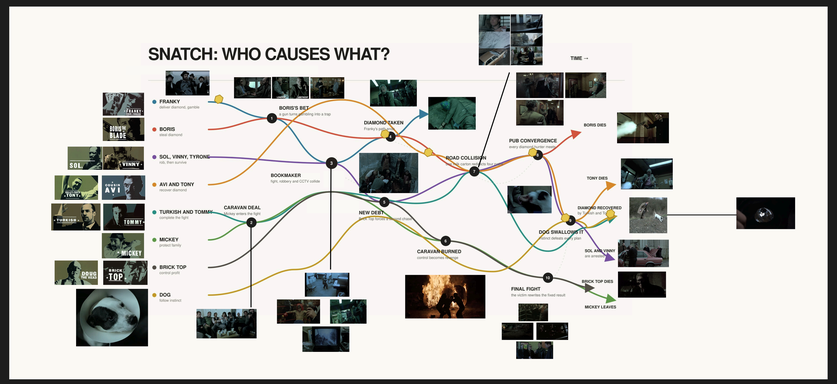
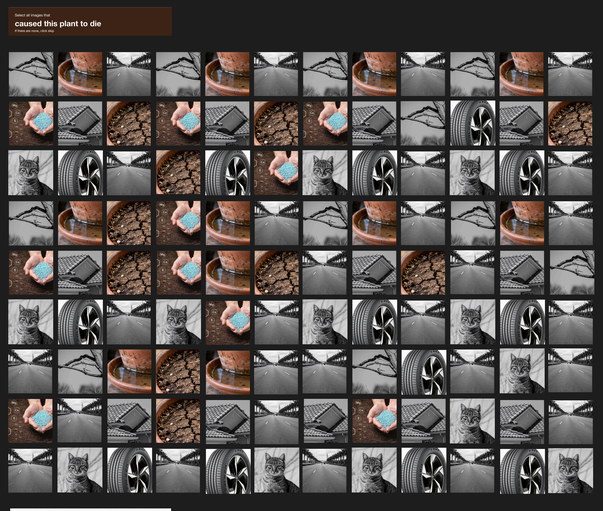
2. Four Fragmented Causal Chains
This prototype extracts four discontinuous image sequences from the complete film. Each sequence contains four images. For example, three robbers accept a job from Boris, accidentally rob Brick Top's betting shop, and are eventually forced to participate in the search for the diamond.
Core Question
When the connecting events are removed, how do viewers use limited visual information to complete a causal story?



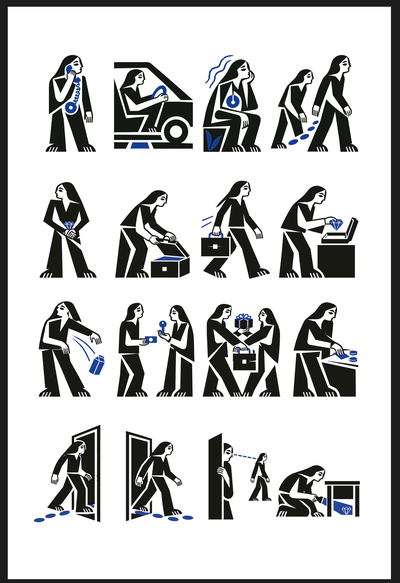
1. Snatch: Who Causes What?
This diagram places the actions of different characters within a single system. It examines how separate local actions intersect without the characters being aware of one another and collectively produce the final outcomes.
Core Question
How can we understand an outcome produced by multiple intersecting lines of action when each individual can only see their own actions?



3. Causal Verification Grid
This prototype uses an authoritative interface similar to a CAPTCHA and asks viewers to select images that "caused this plant to die." Color, composition, repetition, and visual clarity guide viewers toward certain images while making them overlook other evidence that may be equally relevant.
Core Question
How do visual prominence and authoritative interfaces influence the way people select evidence?



4. Action Symbol System
Actions such as calling, trading, following, betraying, and escaping are translated into a consistent system of visual symbols. Complex narratives are compressed into a visual language that can be repeated, arranged, and recombined.
Core Question
When complex actions are simplified into symbols, what information is preserved and what relationships are removed?



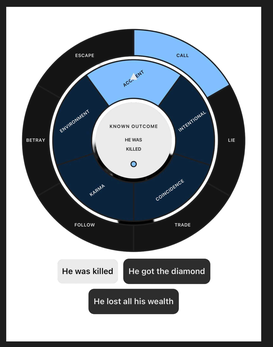
Overall Context
Snatch is not the subject of my thesis. Instead, it functions as a narrative container for the research. The film presents a complete but highly complex causal system involving multiple characters, coincidences, hidden connections, and unexpected outcomes. This allows me to observe how people identify, organize, and believe in causal relationships.



5. Causal Storytelling Cards
The action symbols are transformed into cards and combined with event cards and outcome cards. Viewers can rearrange these elements to create a causal story that did not previously exist but still appears believable.
Core Question
How can visual order and narrative structure make unrelated actions appear causally connected?



6. Causal Interpretation Wheel
The viewer first receives a known outcome. They then select three pieces of evidence from the same outer ring and choose an interpretive framework such as accident, intentional action, coincidence, karma, or environmental influence. These selections are used to complete the causal story.
Core Question
When the actual connecting mechanism is invisible, does knowing the outcome cause people to selectively focus on certain evidence and reconstruct a causal relationship?



7. Pigs and Outcomes
The two pigs have not behaved in fundamentally different ways, yet humans assign them completely different outcomes. One is cared for and admired, while the other has its kidney used for transplantation into a human body. The true cause of these outcomes is an external system that the pigs cannot perceive.
Core Question
When an outcome is determined by an invisible external system, why do people still search for causes within the individual?

