

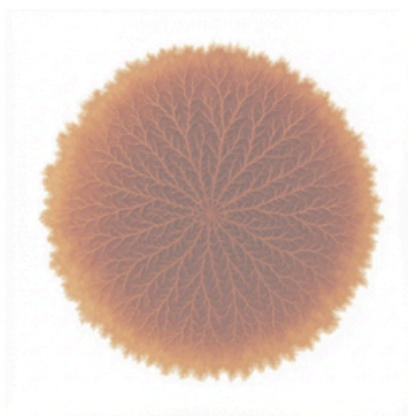
# Reactive Surface Experiments (RSE)

## Classroom Field Kit

A Shared Laboratory

Reactive Surface Experiments — Commons Edition

## Program 3 — Time-Series Observation



# Program 3 — Time-Series Observation

## *When Reaction Is Not Immediate*

### **Purpose of This Program**

This program introduces time as an active dimension in reactive surface experiments. Participants learn to observe reactions not only at the moment of application, but as they unfold, pause, reappear, or transform over extended periods.

Many reactive effects do not announce themselves immediately. This program trains attention toward **latency**, **delayed development**, and **post-dry change**.

The goal is not to capture a single image. The goal is to observe change over time.

### **What This Program Explores**

Participants document how a single experiment evolves across multiple time points.

### **Typical observations may include:**

- Immediate vs delayed color appearance
- Changes after visible wetness disappears
- Continued development hours or days later
- Differences between early and late pattern structure

Chemistry, dilution, and application are held constant. Only time is allowed to move.

### **Suggested Approach**

Conduct a single reactive application under stable conditions.

### **Observe and record at multiple intervals:**

- Immediately after application
- After drying
- Several hours later
- The following day (or longer, if appropriate)

Photographs may be taken, but written observations are equally important.

Participants are encouraged to avoid disturbing the surface between observations unless the disturbance itself is part of the record.

### **What to Pay Attention To**

### **When documenting this program, give particular attention to:**

- Time to first visible change
- Moments of apparent inactivity
- Secondary or delayed color emergence
- Differences between early and final appearance

What seems finished may not be complete. What seems inactive may still be reacting.

### **Why This Program Comes Third**

After entry and dilution, time becomes the next invisible variable.

This program introduces patience as a technical skill and establishes that reactive systems cannot always be judged at first glance.



Experiment Title: \_\_\_\_\_

**Section A — Experiment Identification**

Field	Entry
Program Type	<input type="checkbox"/> Law of Entry <input type="checkbox"/> Dilution <input type="checkbox"/> Time-Series <input type="checkbox"/> Atmosphere <input type="checkbox"/> Application <input type="checkbox"/> Substrate <input type="checkbox"/> Failure <input type="checkbox"/> Edge <input type="checkbox"/> Repeatability <input type="checkbox"/> Open
Date	_____
Contributor / Class Code	_____

Small type note: Not all fields are required. Record what is known.

**Section B — Reactive Chemistry**

Field	Entry
Reactive Substance (chemical name)	_____
Solution Type	<input type="checkbox"/> Aqueous <input type="checkbox"/> Other
Dilution / Concentration	_____

**Section C — Substrate & Surface Condition**

Field	Entry
Substrate Type	<input type="checkbox"/> RSE Paper <input type="checkbox"/> Other
Paper Batch / Source (if known)	_____
Surface Condition	<input type="checkbox"/> Dry <input type="checkbox"/> Pre-wet <input type="checkbox"/> Other
Surface Preparation Notes	_____

**Section D — Application & Entry Method**

Field	Entry
Method of Application	<input type="checkbox"/> Brush <input type="checkbox"/> Mist <input type="checkbox"/> Cascade <input type="checkbox"/> Submersion <input type="checkbox"/> Other
Estimated Volume	<input type="checkbox"/> Drops <input type="checkbox"/> mL <input type="checkbox"/> Light <input type="checkbox"/> Heavy
Application Speed / Notes	_____



### Section E — Environment

Field	Entry
Ambient Temperature	_____ °C / °F
Ambient Humidity	_____ % / <input type="checkbox"/> Low <input type="checkbox"/> Med <input type="checkbox"/> High
Drying Condition	<input type="checkbox"/> Open Air <input type="checkbox"/> Boxed <input type="checkbox"/> Covered <input type="checkbox"/> Forced

*Entry determines reaction. Everything above describes what was allowed to enter.*

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## OBSERVATION & INTERPRETATION

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(What happened, when, and how it was perceived)

This page privileges **language and attention**, not correctness.

### Section F — Time & Change

Field	Entry
Time to First Visible Change	<input type="checkbox"/> Seconds <input type="checkbox"/> Minutes <input type="checkbox"/> Hours <input type="checkbox"/> Unknown
Total Observation Duration	_____

### Section G — Visual Outcome (Descriptive, Not Evaluative)

Color Description (words, not codes):

#### Pattern / Behavior Observed:

- Bloom
- Migration
- Edge Darkening
- Collapse
- Uniform
- Other: \_\_\_\_\_

Uniformity:

- Even  Uneven  Localized

### Section H — Unexpected or Partial Outcomes

No

Yes → Describe:

<p><i>Unexpected results are valid data.</i></p>
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**Section I — Images (Uploaded Separately)**

Field	Entry
Image Type	<input type="checkbox"/> Still <input type="checkbox"/> Time Series
Image Timing	<input type="checkbox"/> Immediate <input type="checkbox"/> Delayed <input type="checkbox"/> Multiple
Notes on Images	_____

**Section J — Confidence & Uncertainty**

Field	Entry
Confidence in Recorded Data	<input type="checkbox"/> High <input type="checkbox"/> Moderate <input type="checkbox"/> Low
Known Unknowns / Estimates	_____

**Section K — Open Notes & Questions**