The Professor Gold Heist Reconstruction (5x09)

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This doc will explain The Professor (Sergio Marquina)'s FSIQ feat in Money Heist.

****SPOILERS FOR MONEY HEIST****

After the massive gold heist at the Bank of Spain, Rafael and Tatiana stole the gold from Sergio by pretending to be a group of police officers. Sergio and his team tracked them to a shack in the middle of a quarry, where he noticed several different sets of tire tracks: some wide and deep, likely from dump trucks, and others thinner, possibly from bulldozers or support vehicles. From these scattered marks, he began to mentally reconstruct the entire operation in precise detail. He deduced how many trucks must have been used and what types they were, accounting for the exact moment the gold was transferred from the original vehicle and hidden beneath a massive load of dirt. He also visualized a bulldozer slowly crossing the site while scooping and dumping earth to conceal it. Even (very possibly) without knowing the full makeup of any of Tatiana's crew, he accounted each of them, where they stood and how they worked while the operation was underway, ended by the support vehicles pulling away, the main trucks exiting the quarry one by one, and the full flow of movement across the site.

Feat Analysis:

1. As far as complexity and scale were concerned, Sergio envisioned a grand-scale operation involving the transportation, concealment, cover, and evacuation of more than one vehicle.
2. Using the physical evidence left at the scene, he deduced the likely positions, roles, and actions of the personnel involved.
3. With only the available geographical features, tire tracks, and prints left behind by the vehicles, he successfully managed to visualize the whole scene.
4. Moreover, he performed an on-the-spot demonstration, keeping track of everything in motion and its timing.

Visual Spatial Index (VSI) Aspect

This feat is textbook VSI, as he's constructing a complete 3D mental image of the crime scene using indirect physical evidence such as tire tracks, terrain disruption and vehicle prints. From this evidence, he creates a mental image of the quarry, the types and numbers of vehicles involved and how they interacted with each other in the space. Rather than simply making inferences from this visual-spatial data, he constructs a complete mental image of the scene, including the entry point of the trucks, the location of the transfer, the movement of the bulldozer to conceal the gold and the exit route of the vehicles. Also, he includes unknown crew members in his mental image, assigning them specific roles within the space. This suggests that he is working with a complete mental image of the 3D space. The complexity of this mental image, which includes multiple vehicles, people and phases of the operation, demonstrates a high level of spatial modeling ability.

Working Memory Index (WMI) Aspect

This demonstrates the Professor's WMI, as he has to have a lot of information in his mind at once and mentally simulate the scene. There are numerous vehicles, the sequence in which they moved, the routes they took, the timing of the exchange of the gold, the steps of the concealment of the gold and the exit arrangements. Working memory is the mental process that allows people to temporarily hold information in their minds and manipulate that information. Sergio is doing this as he mentally simulates a step-by-step simulation

of how the scene happened. He continually updates this simulation as each event logically follows the next. Also, the fact that Sergio can state where everything moved, how they moved and when they moved shows that he utilized his working memory without the aid of tools. So, working memory essentially processes several pieces of information over a period of time, which is what the working memory index measures.

Processing Speed Index (PSI) Aspect

The feat demonstrates PSI with the initial intake and processing of visual information when he first sees the trails. Upon scanning the trails, Sergio is able to differentiate between the visual inputs that he receives from seeing the different sizes, depths and patterns of the trails and can process that information into forming meaningful visual information from those inputs within seconds. Therefore, the important PSI component of this feat is the speed at which Sergio was able to at first process and organize that visual information. Him being able to process that information almost instantly shows a high level of processing speed.

Reasoning Aspect

Abductive: This is an example of abductive reasoning because Sergio is making conclusions on what could be the most plausible explanation of the incomplete and indirect information that he observes. He does not witness the crime, but he only observes tire tracks, terrain disturbances, and vehicle prints, and from these, he makes conclusions on what could be the most likely scenario that could explain and account for all of these observations. For example, he makes conclusions on the number of trucks, their functions, time of transfer, and use of a bulldozer as the most plausible explanation that could account for and explain all of these tire tracks. He even makes conclusions on the existence and positions of people he has never seen, as these could be the most plausible way of explaining how such an operation could be carried out. This is abduction, which is reasoning from effects to the most likely cause or scenario that could produce these effects.

Inductive: He is also using inductive reasoning because he makes generalizations based on the patterns of the evidence (e.g., different sizes and depths of the tracks) to arrive at broader conclusions (e.g., the number of vehicles used and the types of those vehicles).

While these conclusions are likely rather than certain, this too is a feature of inductive reasoning.

Feat Source - GIF - Imgur