DNA by Enterprise (E) : 12-$S_{(E)}$-Molecule (business centrifuge)

SHARE-ABILITY:
participation, performance productivity, profits, refurbishing, evaluable usage, scales

split or shrink the **SUPPLY CHAINS** has cause and impact on **STRATEGY**

STORAGE OF ENERGY:
assortments in stock, capital surplus, cash flow, savings, unused reserves, renewable resources

analyzing ORGANIZATIONAL **SEGMENTATION** of business units and assets before CHANGING the **STRUCTURES**

SLACKS:
project management besides current procedures and planning on time

OWN **SKILLS AND** CREATIVE **STAFF**:
talent stack, human capital, S.W.A.T. (skills, willingness to change sth., action to be taken, team or techniques), experiences, patents

… IS
SUPERSET/
SUBSET OF … OR EQUAL
TO SUPERORDINATE GOALS:
profiteering, social engineering, utility maximization, lobbyism, market leadership, branding, cultural of concealment

questioning and fact-checking the **SYNERGIES**:
Make or buy?
Do we really need to opt-in?
Can we opt-out when we fail?
Where is the USP?
Should we really monetize workflow even more?

STAKEHOLDERS:
public interests, lobbyism and policies, sponsors

SOCIAL BENEFITS:
image, integrity, absolute economics, exploration, innovation

Rate the **STYLE AND STACK OF** foreign **EXPERTISE AND** given **EXPERIENCES**

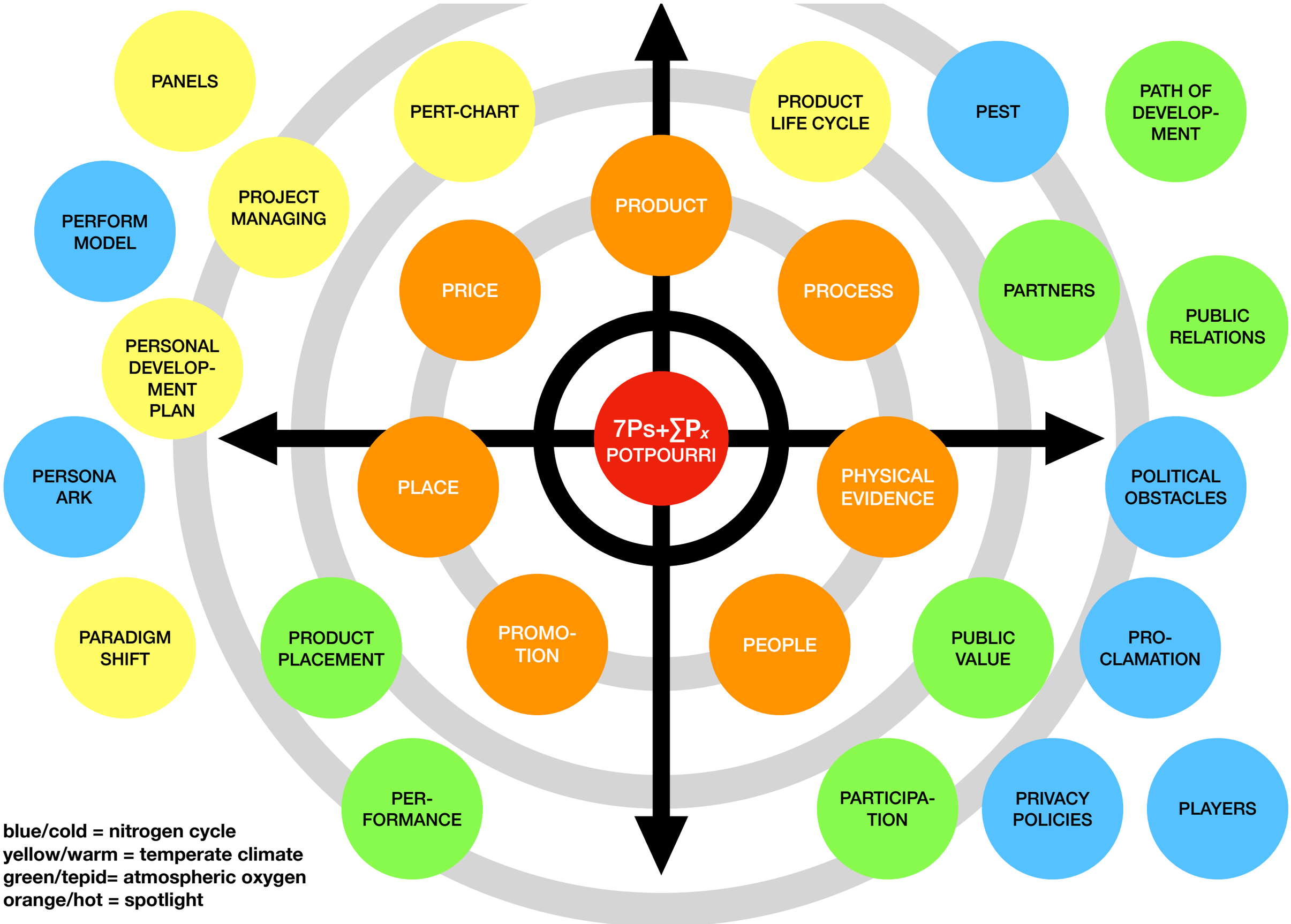
INTERCULTURAL **SYSTEMS**:
obstacles, stereotypes, environment, behavior, markets and fiscal ecosystem

SHAREHOLDERS:
investors, interest rates, suffrages, voting rights

blue/cold = nitrogen cycle **yellow/warm = temperate climate** **green/tepid= atmospheric oxygen** **orange/hot = spotlight**

© 2019-10-20 by Jens T. Hinrichs/MathDIY – GitHub.com/scifiltr

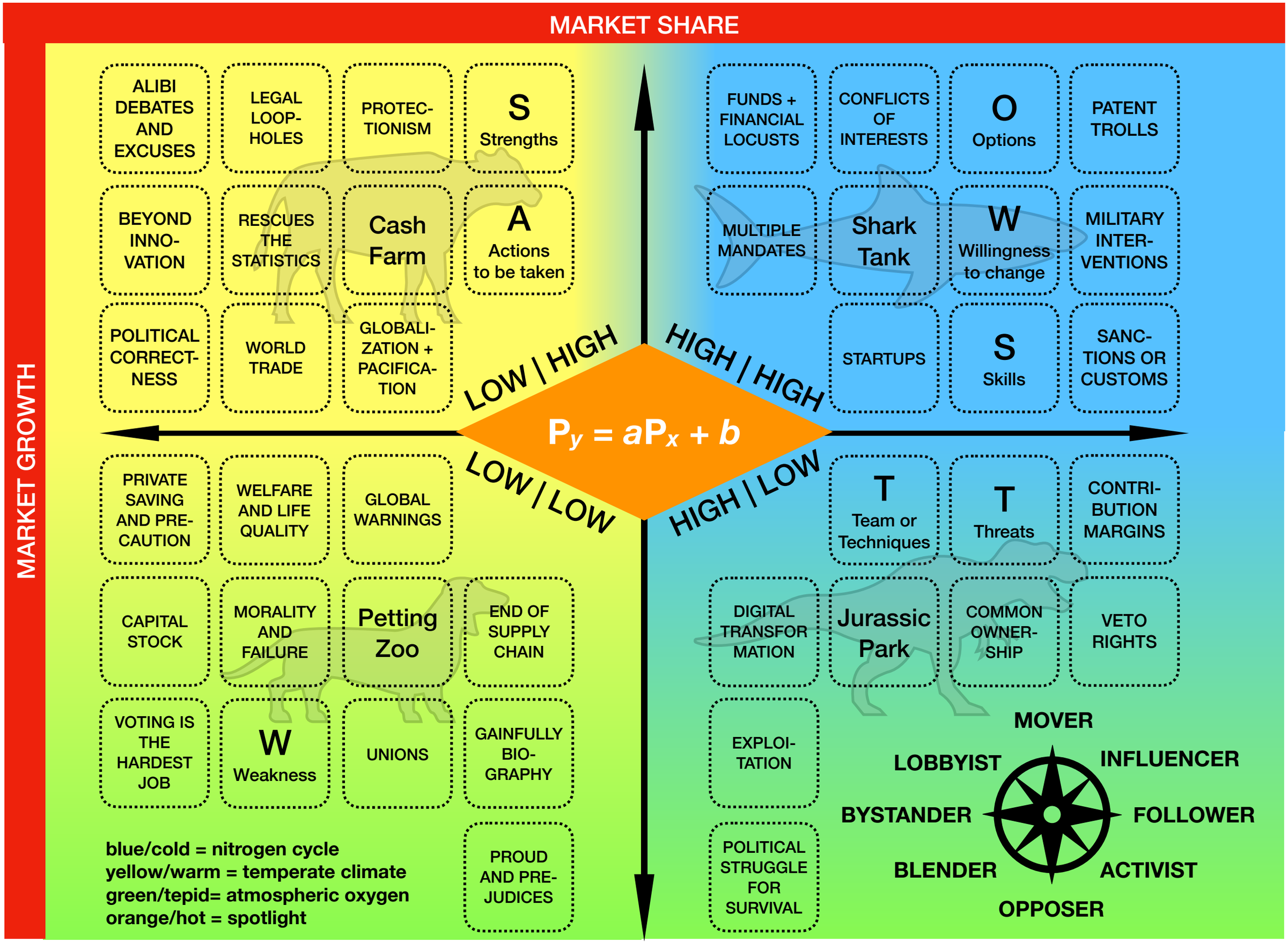
Marketing Potpourri: From the marketing mix (4Ps) to the policy mix (7Ps + ∑Px)



blue/cold = nitrogen cycle
yellow/warm = temperate climate
green/tepid= atmospheric oxygen
orange/hot = spotlight

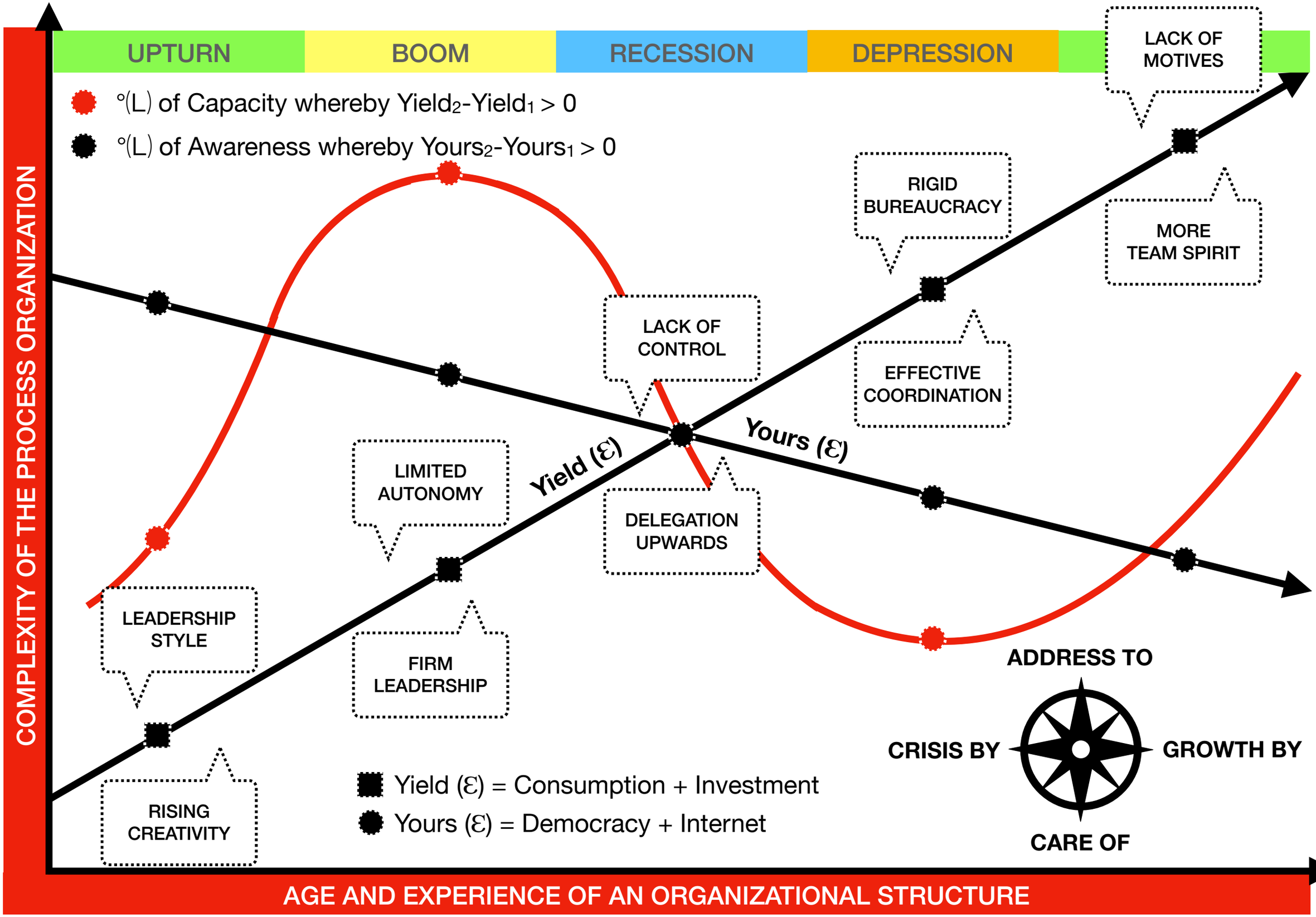
© 2019-10-20 by Jens T. Hinrichs/MathDIY – GitHub.com/scifiltr

Two Faces Paradoxon: People of Interests vs. Points of Intersection – a Battle of the Players



© 2019-10-20 by Jens T. Hinrichs/MathDIY – GitHub.com/scifiltr

Phases of the Economic Life Cycle: Growth model according to Identity Crisis from failed networking

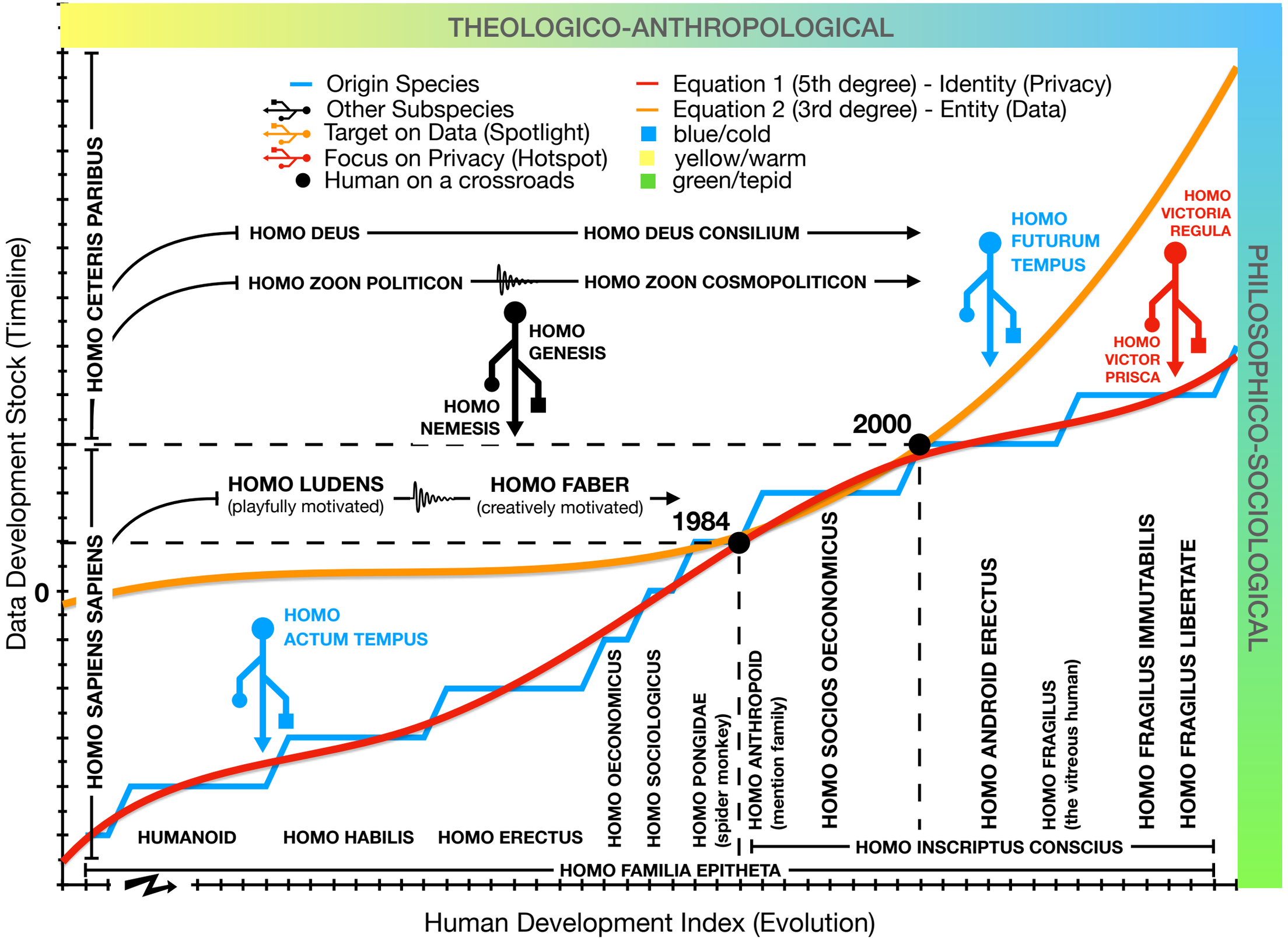


blue/cold = beginning disillusion/many paths of decision
yellow/warm = bullish mood/high loyalty

green/tepid = growing enthusiasm/few paths of decision
orange/hot = bearish mood/less loyalty

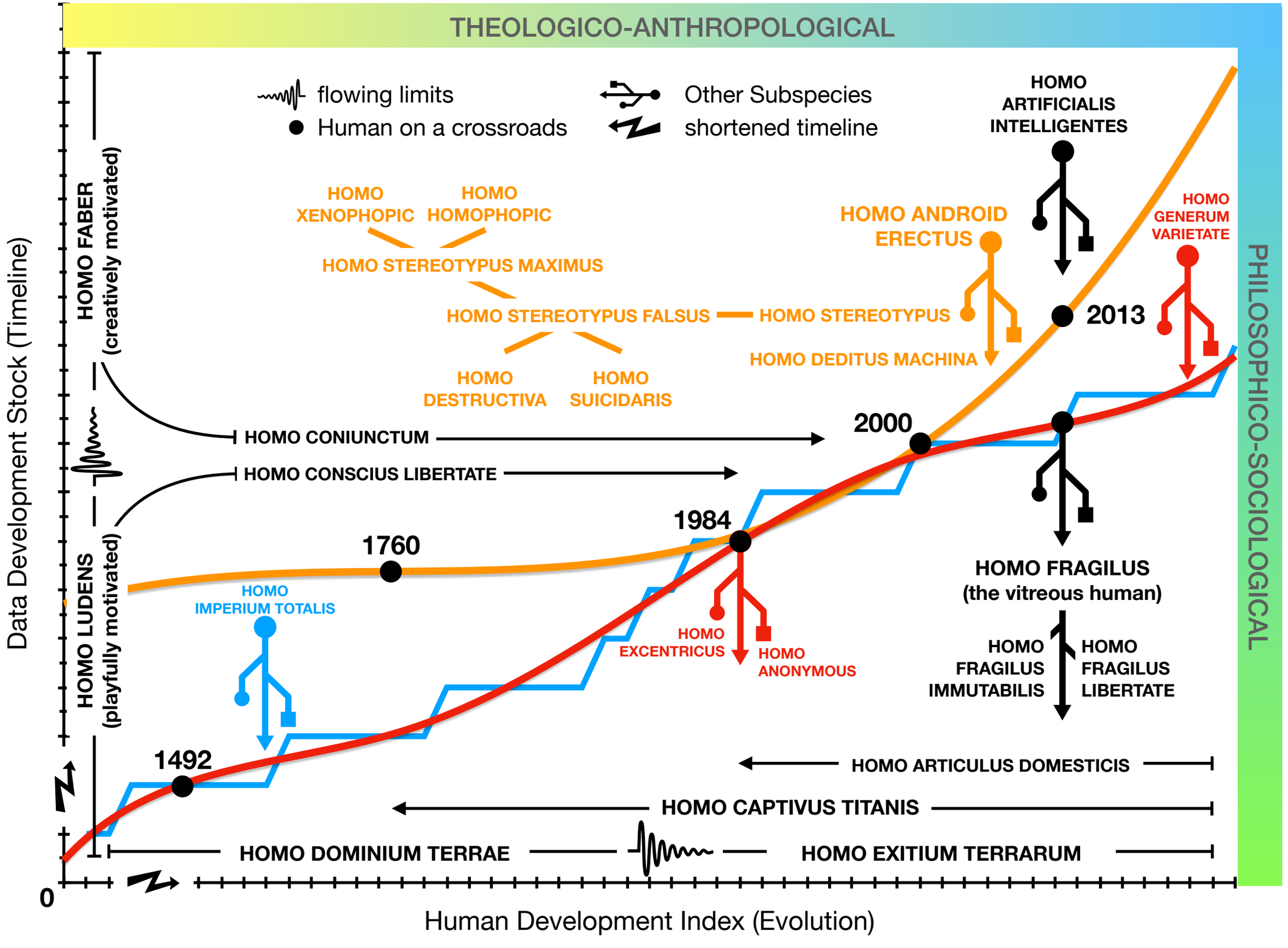
© 2019-10-27 by Jens T. Hinrichs/MathDIY – GitHub.com/scifiltr

Interaction Theory briefly mentioned: The Origin of Species in the Internet Age and beyond (1/2)



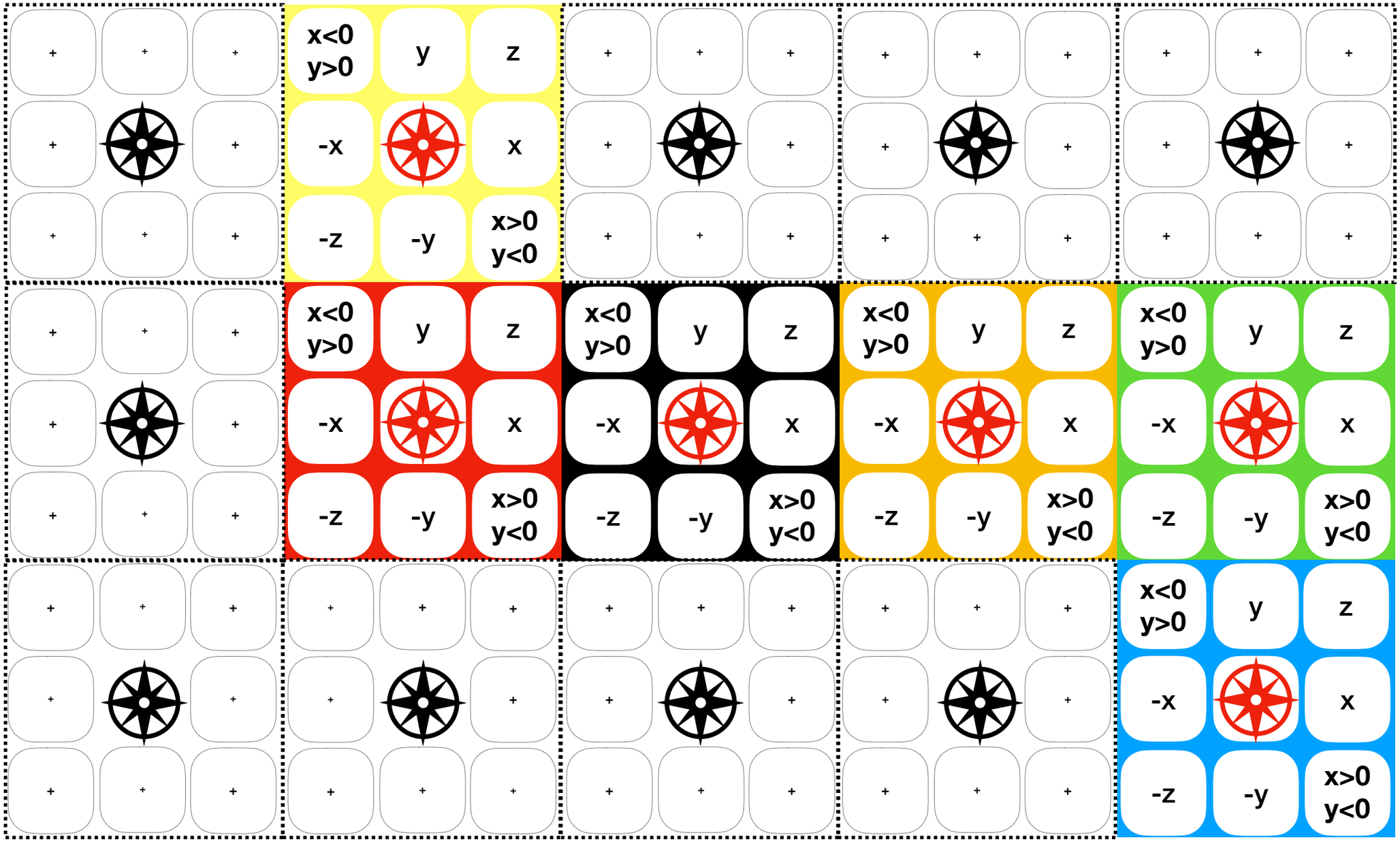
© 2019-11-22 by Jens T. Hinrichs/MathDIY – GitHub.com/scifiltr

Interaction Theory briefly mentioned: The Origin of Species in the Internet Age and beyond (2/2)



© 2019-11-22 by Jens T. Hinrichs/MathDIY – GitHub.com/scifiltr

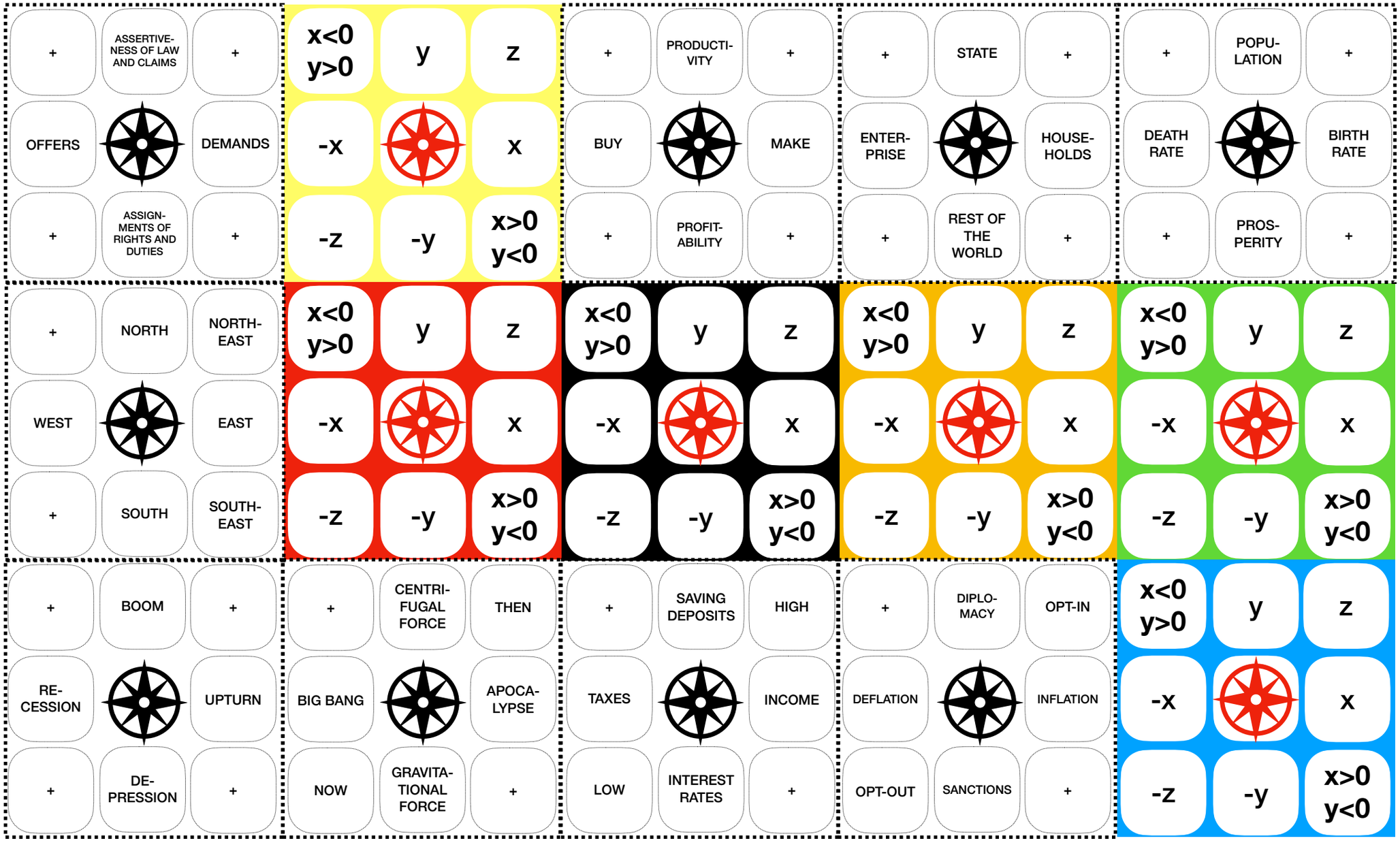
MathDIY presents: The Interaction Law in competing ecosystems using a Balanced Score Cube (1/7)



blue/cold
yellow/warm
red/hotspot
orange/spotlight
balanced score compass
balanced score criteria
green/tepid whereby x,y,z ≥ 0
+ unknown sidekick (placeholder)

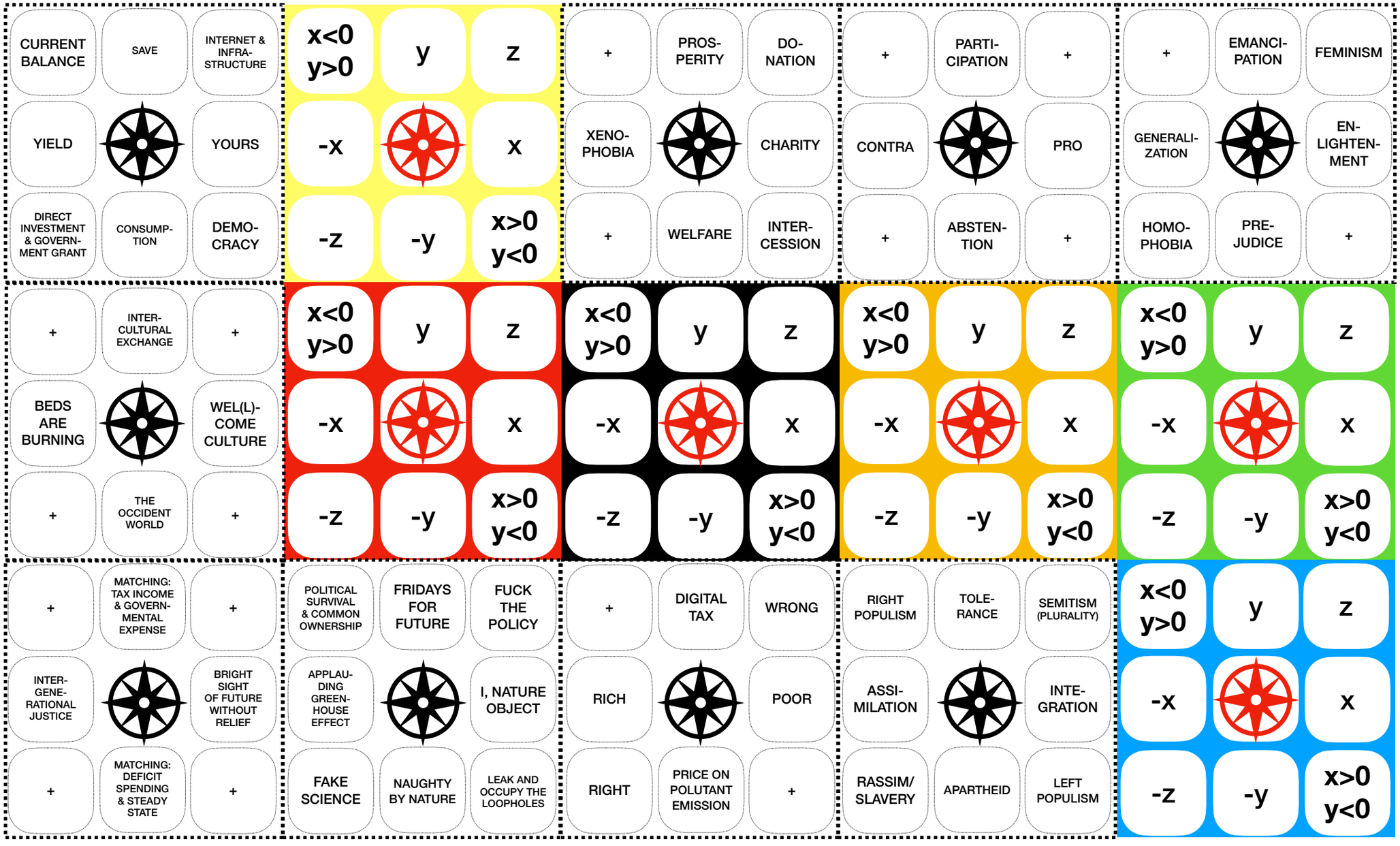
© 2019-12-02 by Jens T. Hinrichs/MathDIY – GitHub.com/scifiltr

MathDIY presents: The Interaction Law in competing ecosystems using a Balanced Score Cube (2/7)



© 2019-12-02 by Jens T. Hinrichs/MathDIY – GitHub.com/scifiltr

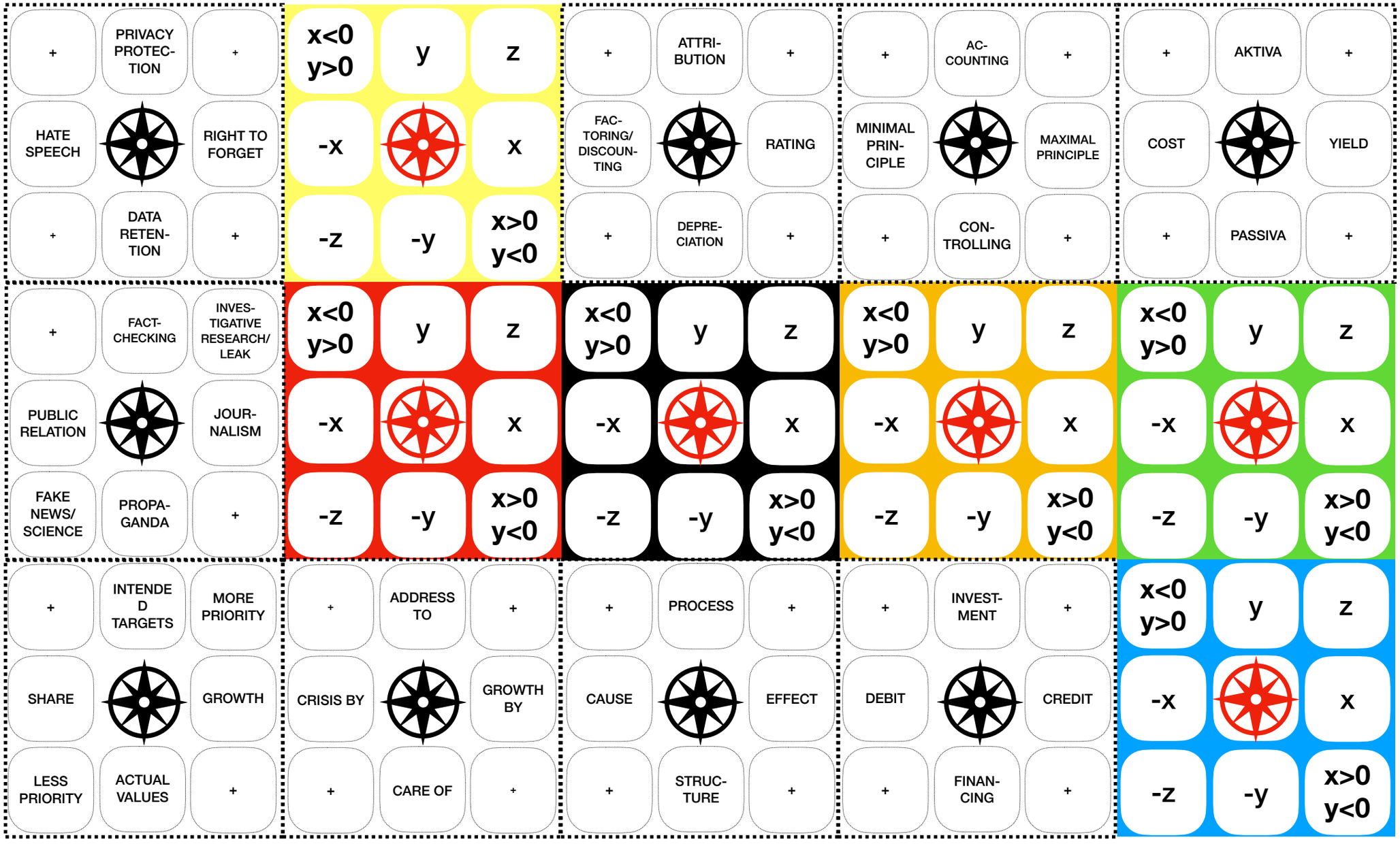
MathDIY presents: The Interaction Law in competing ecosystems using a Balanced Score Cube (3/7)



blue/cold
yellow/warm
red/hotspot
orange/spotlight
balanced score compass
balanced score criteria
green/tepid whereby x,y,z ≥ 0
+ unknown sidekick (placeholder)

© 2019-12-02 by Jens T. Hinrichs/MathDIY – GitHub.com/scifiltr

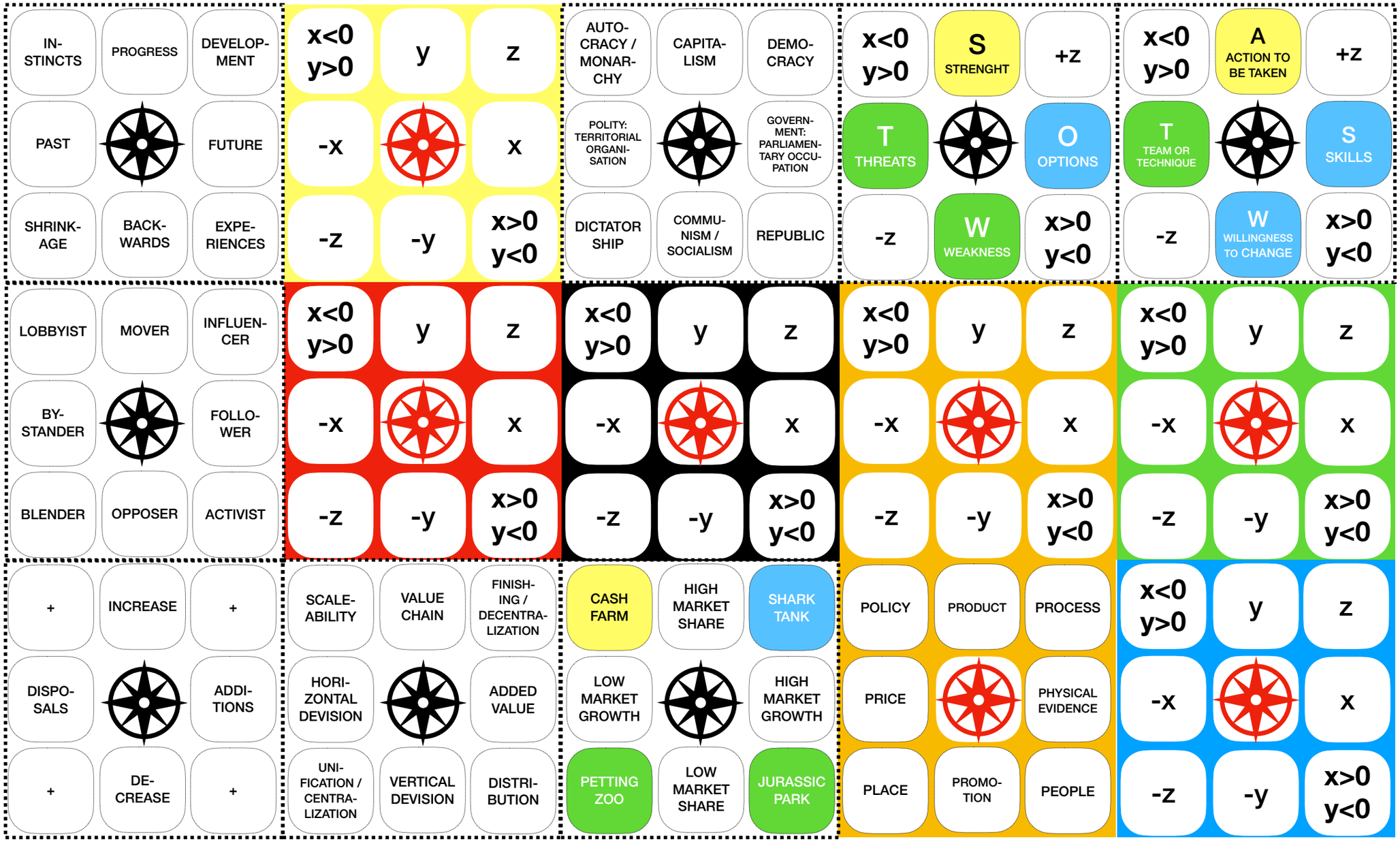
MathDIY presents: The Interaction Law in competing ecosystems using a Balanced Score Cube (4/7)



blue/cold
yellow/warm
red/hotspot
orange/spotlight
balanced score compass
balanced score criteria
green/tepid whereby x,y,z ≥ 0
+ unknown sidekick (placeholder)

© 2019-12-02 by Jens T. Hinrichs/MathDIY – GitHub.com/scifiltr

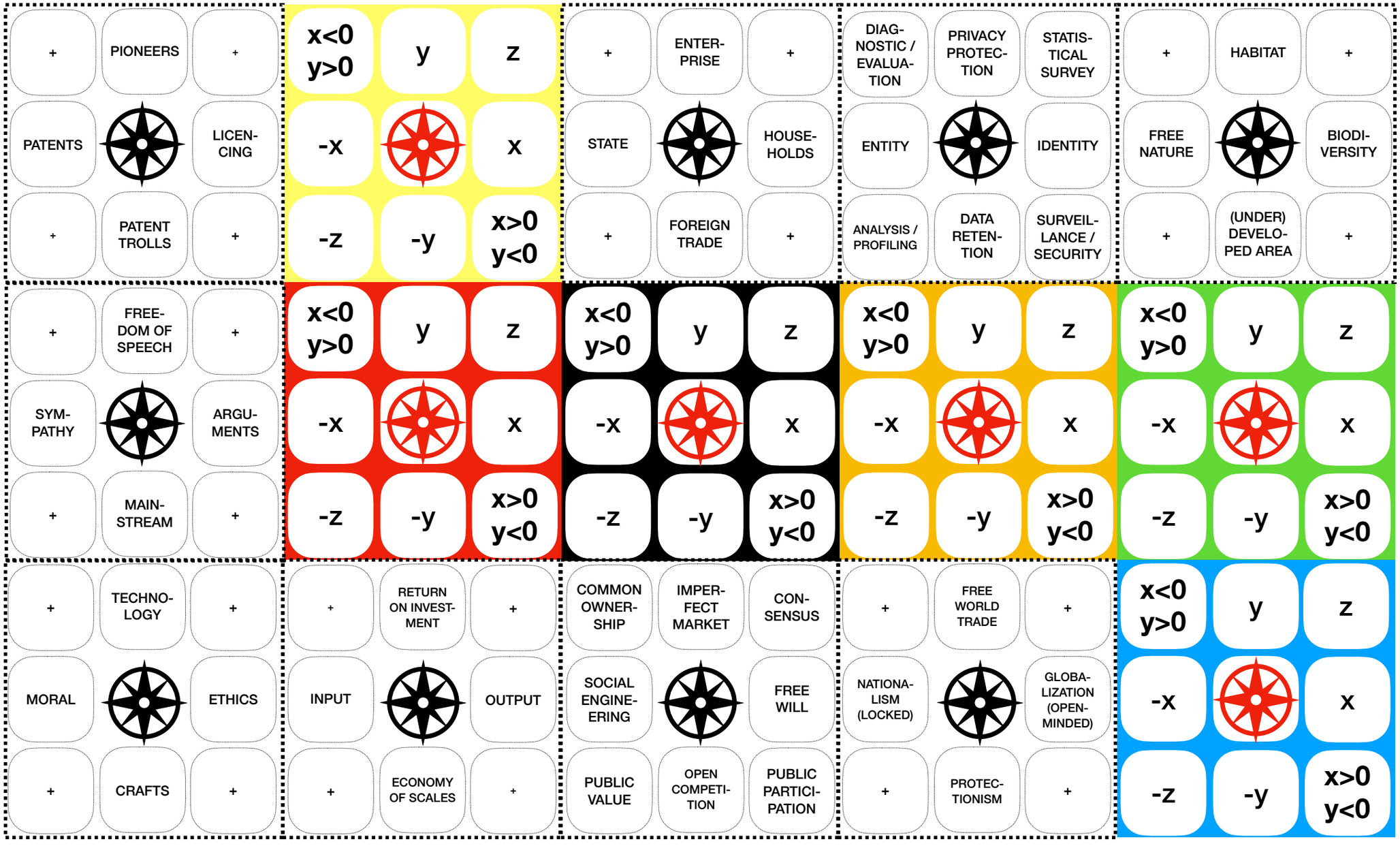
MathDIY presents: The Interaction Law in competing ecosystems using a Balanced Score Cube (5/7)



blue/cold
yellow/warm
red/hotspot
orange/spotlight
balanced score compass
balanced score criteria
green/tepid whereby x,y,z ≥ 0
+ unknown sidekick (placeholder)

© 2019-12-02 by Jens T. Hinrichs/MathDIY – GitHub.com/scifiltr

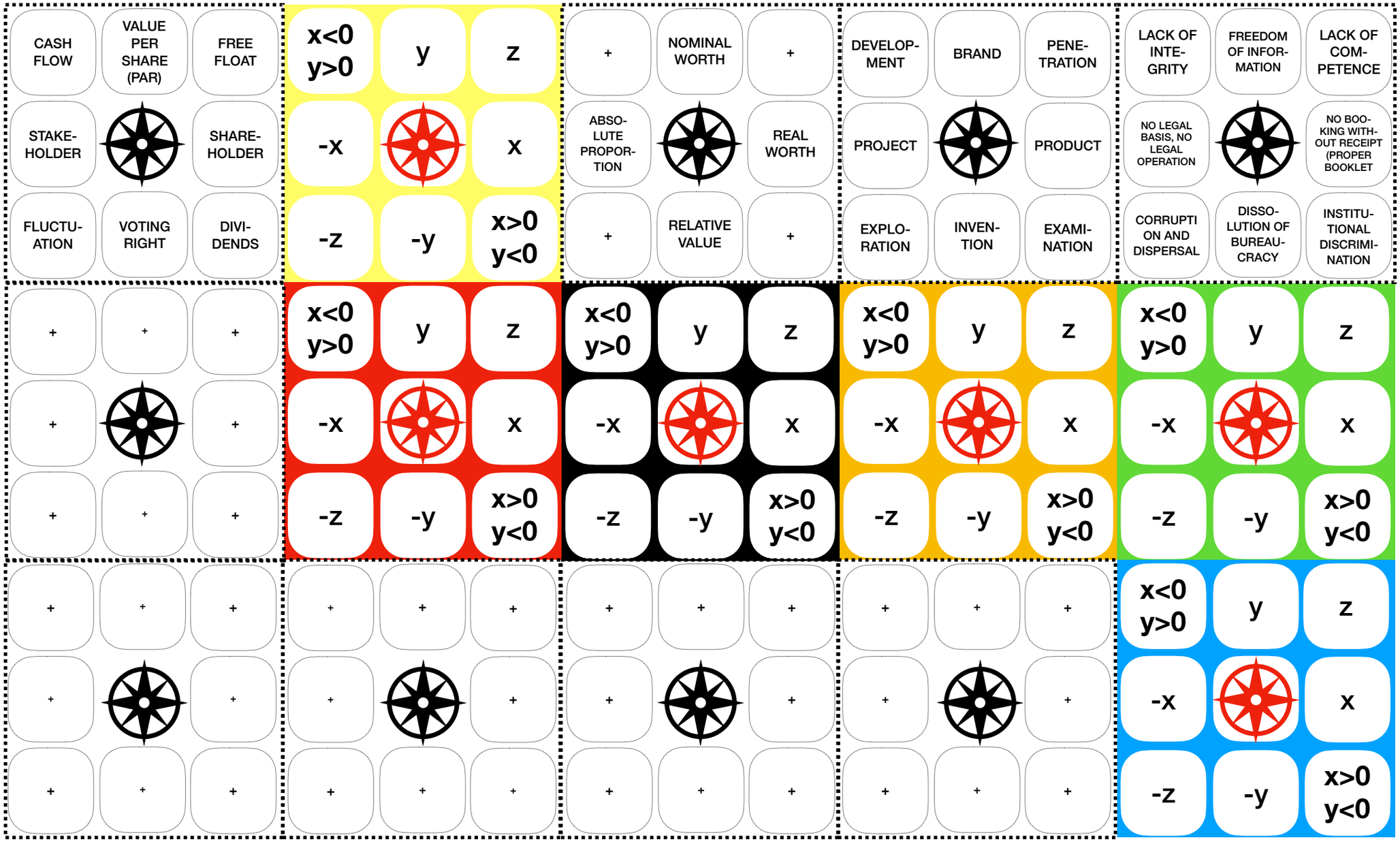
MathDIY presents: The Interaction Law in competing ecosystems using a Balanced Score Cube (6/7)



blue/cold
yellow/warm
red/hotspot
orange/spotlight
balanced score compass
balanced score criteria
green/tepid whereby x,y,z ≥ 0
+ unknown sidekick (placeholder)

© 2019-12-02 by Jens T. Hinrichs/MathDIY – GitHub.com/scifiltr

MathDIY presents: The Interaction Law in competing ecosystems using a Balanced Score Cube (7/7)

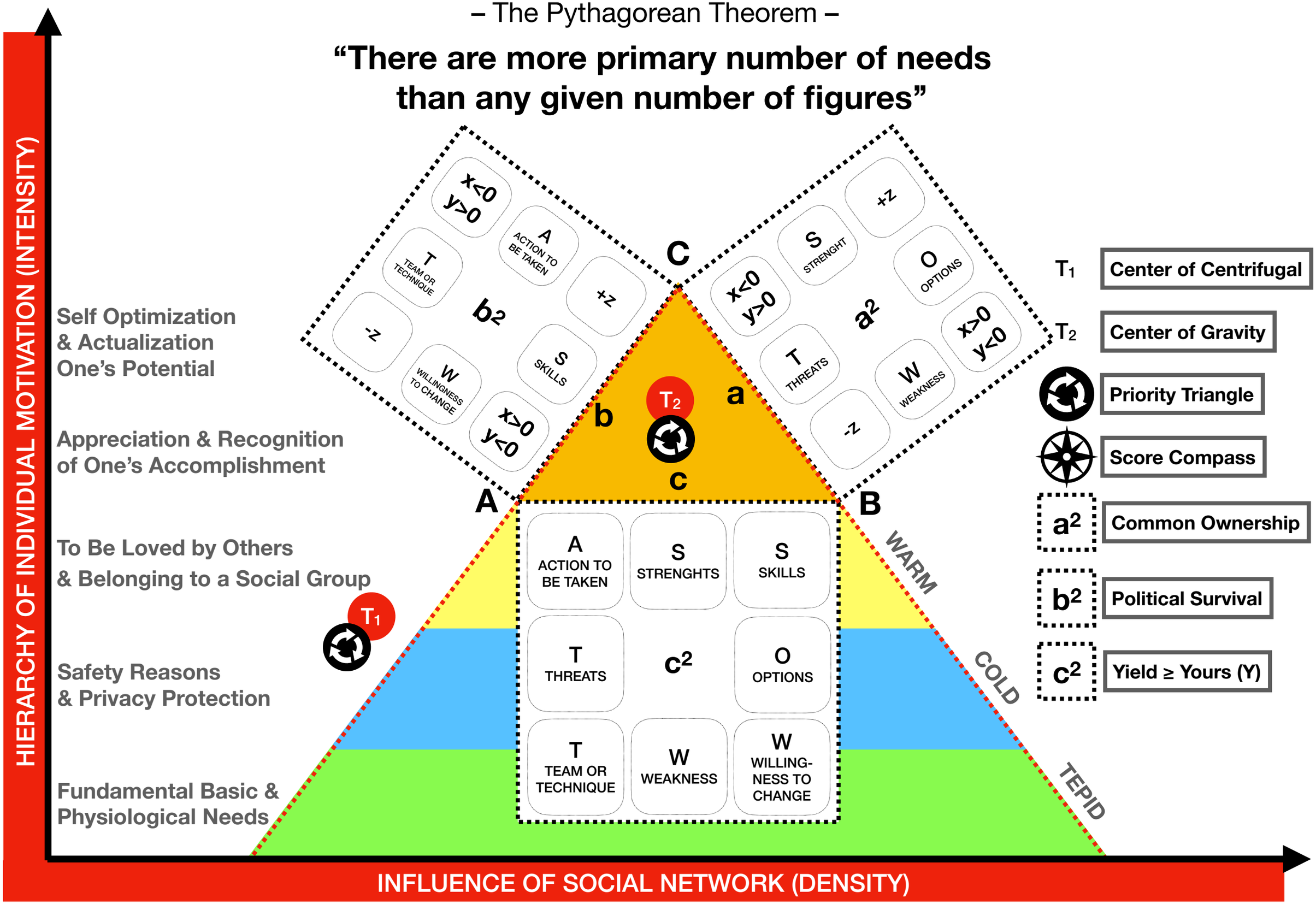


blue/cold
yellow/warm
red/hotspot
orange/spotlight
balanced score compass
balanced score criteria
green/tepid whereby x,y,z ≥ 0
+ unknown sidekick (placeholder)

© 2019-12-02 by Jens T. Hinrichs/MathDIY – GitHub.com/scifiltr

Simple Psychology in MathDIY: Hierarchy of needs and its downsides using geometry (1/4)
– The Pythagorean Theorem –

“There are more primary number of needs than any given number of figures”

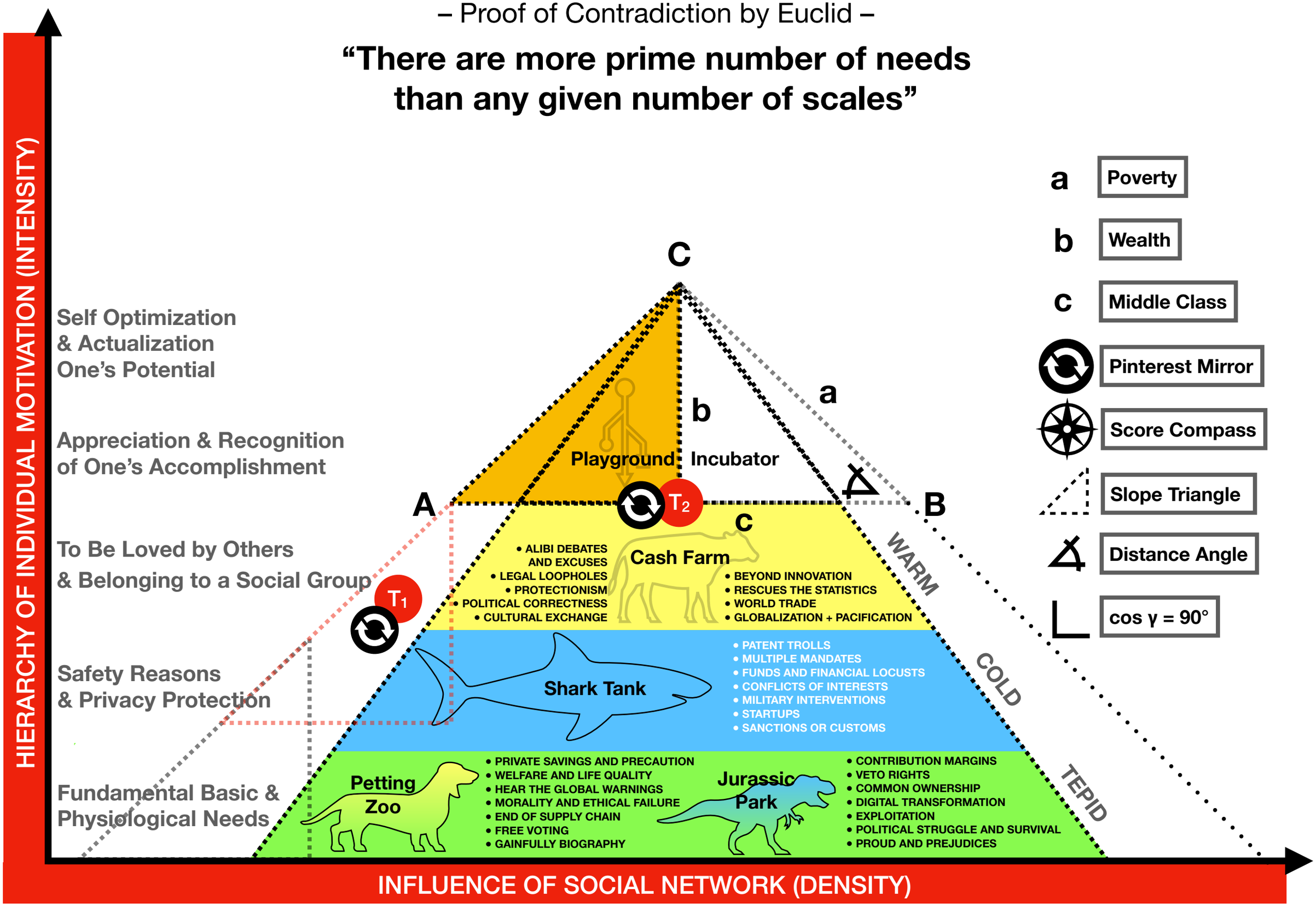


$c^2 = a^2 + b^2 - 2ab\,x\,\cos\gamma$ $\quad c^2 > a^2 + b^2$ $\quad c^2 < a^2 + b^2$

© 2019-12-17 by Jens T. Hinrichs/MathDIY – GitHub.com/scifiltr

Simple Psychology in MathDIY: Hierarchy of needs and its downsides using geometry (2/4)
– Proof of Contradiction by Euclid –

“There are more prime number of needs than any given number of scales”



© 2019-12-17 by Jens T. Hinrichs/MathDIY – GitHub.com/scifiltr

$$c^2 = (x_1 - x_0)^2 + (y_1 - y_0)^2 + (z_1 - z_0)^2$$

$$q > m \times (m + 1)$$

$$n := p_1 \times p_2 \ldots p_r + 1$$

Simple Psychology in MathDIY: Hierarchy of needs and its downsides using geometry (3/4)
– The Squaring of the Circles 1–

“There are more fair number of needs than any limited number of targets”

HIERARCHY OF INDIVIDUAL MOTIVATION (INTENSITY)

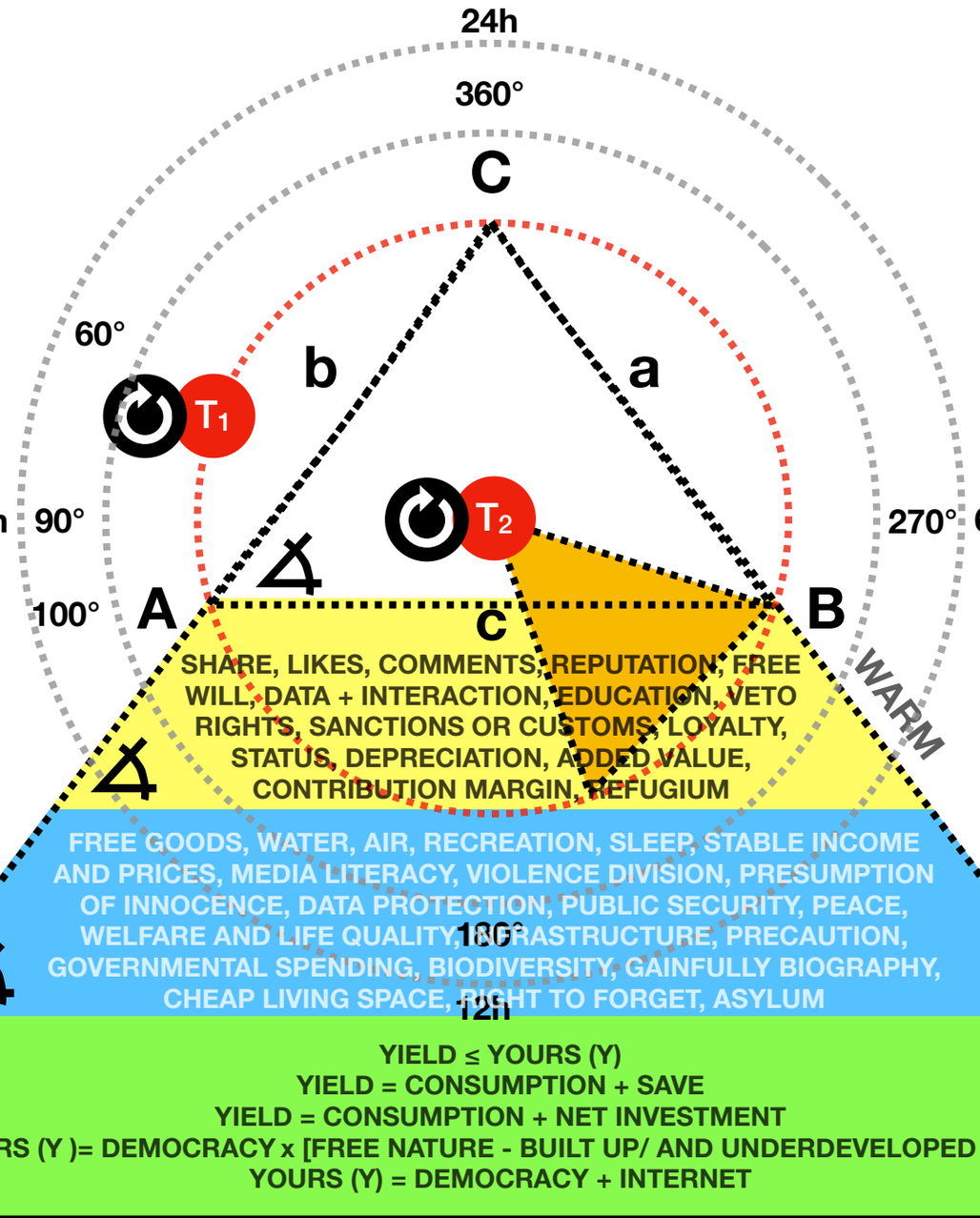
Self Optimization & Actualization One’s Potential

Appreciation & Recognition of One’s Accomplishment

To Be Loved by Others & Belonging to a Social Group

Safety Reasons & Privacy Protection

Fundamental Basic & Physiological Needs



≤ 360 ° Room Layer

≤ 24 h Time Layer

Distance Angle

Portfolio Bubble

Score Compass

Atomic Layers

Stability Triangle

Blind Spot

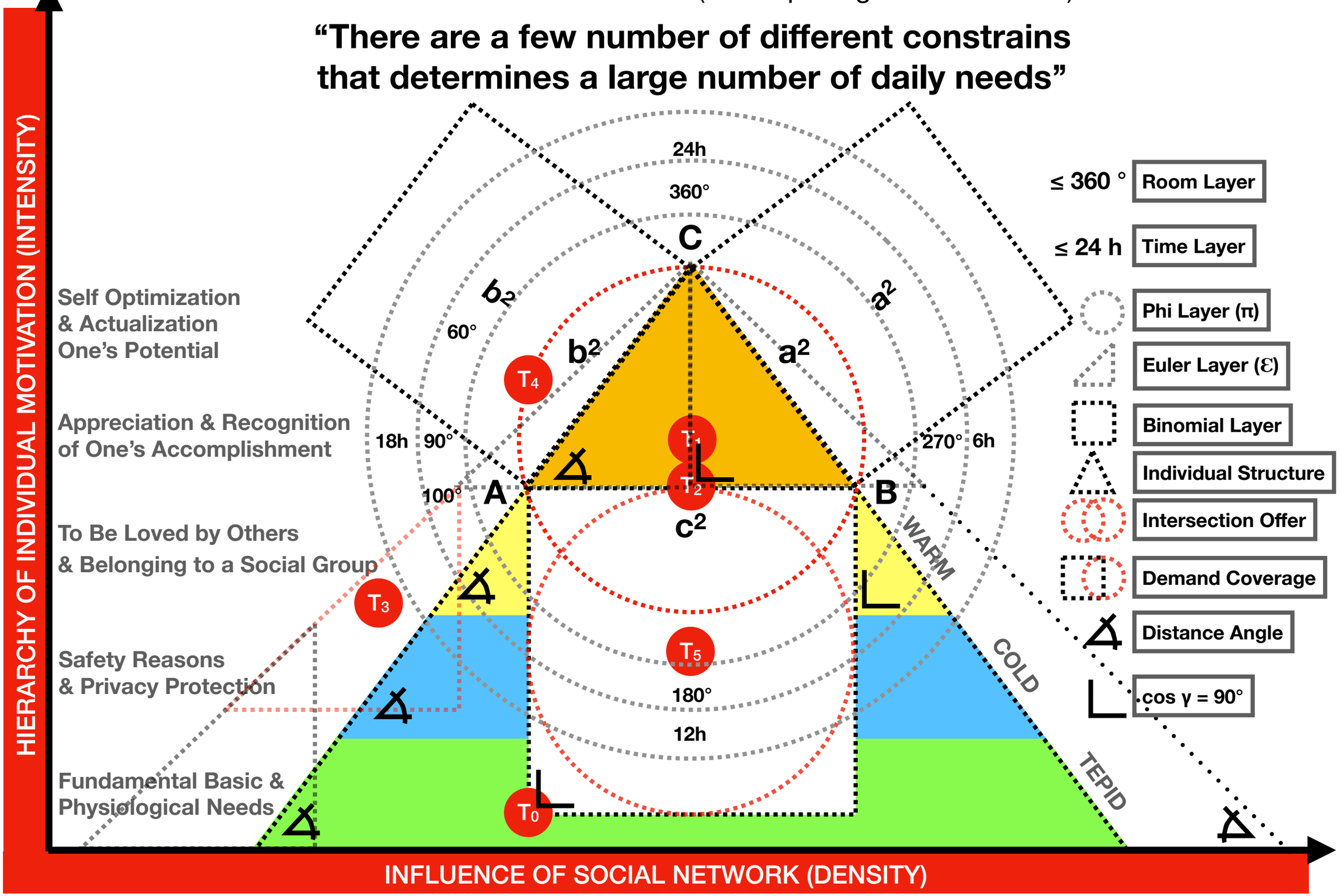
INFLUENCE OF SOCIAL NETWORK (DENSITY)

Tier (T_1) = $2r \times \pi$ d > 1 Target (T_2) = Focus (F_1), Forces (F_2) $B = \{ p_1 x p_2 \in T_1 \mid \overline{p_1 x p_2 T_2} \leq r \}$

© 2019-12-17 by Jens T. Hinrichs/MathDIY – GitHub.com/scifiltr

Simple Psychology in MathDIY: Hierarchy of needs and its downsides using geometry (4/4)
– The Law of Constant Intersections (The Squaring of the Circles 2) –

“There are a few number of different constrains that determines a large number of daily needs”



$c^2 = a^2 + b^2 - 2ab \times \cos \gamma$ $\quad (a+b)^2 = a^2 + 2ab + b^2$ $\quad (a-b)^2 = a^2 - 2ab + b^2$ $\quad (a + b) \times (a - b) = a^2 - b^2$

$(x + y)^n := n! : k! \times (n-k)!$ $\quad \pi := a : b = (a + b) : a$ $\quad \varepsilon := 1 + 1/1 + 1/(1 \times 2) + 1/(1 \times 2 \times 3) + \ldots$

© 2020-01-03 by Jens T. Hinrichs/MathDIY – GitHub.com/scifiltr