

MathDIY

Abstract

MathDIY is a simple mathematical notation for describing business and political decision making, capturing its motivation, tensions, processes and context. It can also be a value-based Management Information System (MIS). MathDIY makes recommendations and suggestions for how determinants of the Interaction Theory by Jens T. Hinrichs and its philosophical subdisciplines (Catechism of the Internet, Origin of Species on the Internet) can be incorporated into an International Account System (IAS).

The scope extends inevitably to people, nature, democracy and the Internet without Frontiers (IwF), which are to be embedded as variables next to other units in a National Account System (NAS).

The initial equation is $D + I = Y$ (Democracy and Internet are Yours). Yield is thus influenced by these two forces.

These new determinants must be reconciled with the equation $Y = C + I$ (known as Yield = Consumption + Investment) including comparable constraints ($Y = C + S$ whereby $S = \text{Save}$).

Well-formed syntax allows us to choose addition, subtraction, or insertion method in addition to the equations procedure. All determinants can be converted into a Balanced Scorecard (BSC).

MathDIY finalizes and reflects the balance of Fair External Trade Agreement (FETA) and fundamentally changes the requirements for Diplomatic International Relations (DIR).

On MathDIY, an ecological and social accounting (social balance sheets, Human Development Index, chart of accounts, valuation ratios) based on international added value and value chains should be created. This would make foreign trade and diplomatic relations more comparable and less characterized by scalable economic interests, but based solely on measurable and sustainable facts and valuation standards.

In fact, MathDIY considers a healthy DNA: $Y = (D) \times [(N) - (A)]$ known as Democracy (D) multiplied with entire Nature (N) minus built up and undeveloped Area (A).

But MathDIY is not Do-It-Yourself and so it does not yet provide a binding notation nor an application in SVG text or in MathML. At first, the individual explanations should be understood as a constructive contribution to Democracy and the Internet, while getting to know local causes and global effects of wealth creation (Yield = Consumption + Save) and asset utilization (Yield = Consumption + Investment).

Shortened recapitulation of conventional equations

Approach to formation of Yield	Approach to use of Yield
$Y = C + S$	$Y = C + I_n$
Yield = Consumption (Expenditures) + Save whereby C known as Consumption expenditures	Yield = Consumption + Net Investment whereby C known as Consumption expenditures
Identity Equation in a closed economy (without foreign trade)	Balanced Budget in a closed economy (without foreign trade)
$S = I_n$	$I(i) = S(Y)$
Save = Net Investment	Investment = Save whereby (i) = interest and (Y) = Yield
Economic Savings	Government Spending/Purchases
$S = Y - C - G$	G
Yield . Consumption . Government Spending = Save	Expenditures by all levels in the public sector are education, healthcare, social protection, direct investments in provision of housing and traffic infrastructure, acquisition of military goods, property management and research spending, pay and stipends for governing authorities
Net Export (stock size)	Identity Equation in an open economy with foreign trade
$N_x = Ex - Im$	$S = I + N_x$
Net Export = Export - Import	Save = Investments + Net Export
OC - Outside Contribution	CB - Current balance (momentum size)
$Y = C + I + N_x$	$Y_1 + Im_1 = C_2 + I_2 + Ex_2$
whereby $N_x = Ex - Im$	whereby $CB \neq N_x$

Depreciation	Gross Investment
D	I_g
known as Capital Consumption	The purchase of Capital goods: tool, machines, instruments, facilities, other and own constructions (in-kind benefit by own production), additional inventories (input for production factors or stock of inventory) including purchase of financial assets (stocks and bonds).
Gross Domestic Product (GDP) – Market Value by amount that CONSUMERS pay for FINAL goods and services (not as components)	Net Domestic Product (NDP) at factor costs Market Value by amount it costs PRODUCERS to make (form) used and consumer goods (commodities, durables) and services by using INTERMEDIATE goods (including components) and by combining factors of production: Work (W), Nature (N) or (G) Ground, Capital (C)
$AE = C + I + G + NX$	$Y = H_{(p)} + i_{(C)} + r_{(C)} \pm PL_{(E)}$
Consumption + Investment ≠ I_g (including stocks and bonds) + Government Spending + Net Export ($Ex - Im$) = Yield by Aggregate Expenditures (AE)	Human payroll expenses (Compensation of employees, Salaries, Wages) ----- + Interest Amount indexed with Capital (C) + rent indexed with Capital (C) + Profit & Loss (accumulated Deficit) indexed with Enterprise/Entrepreneur (E) ----- = NDP (Net Domestic Product at factor cost) + indirect taxes on sales + subsidies by government to Enterprise (E) + Depreciation (known as Capital Consumption) ----- = Yield by Aggregated or Earned Income

Net Tranfer (NT) excluding of social security contribution and social security charges (e.g. governmental fees, custom dues, development assistance, benefit to non- government institutions, education, academic research)	Gross Domestic Product (GDP) – Market Value by amount that CONSUMERS render (use) for final goods and services (not as components)
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$NT_{(S)} =$	$Y = C + S + NT_{(S)}$
$t_{(S)} [(H)+(E)] - b_{(S)} [(H)+(E)]$	Consumption + Savings (excluding interest) + Net Transfer according to State (S) = Yield by Aggregate Usage
Net operation surplus earned by (N), (C), (E)	adjusted Gross Domestic Product (GDP)
$i_{(C)} + r_{(C)} \pm PL_{(E)}$	Yield (Income Approach) ./. statistical discrepancies = GPD (Expenditure Approach)
+ Interest Amount indexed with Capital (C) + rent indexed with Capital (C) + Profit & Loss (accumulated Deficit) indexed with Enterprise/Entrepreneur (E)	whereby GDP by Aggregated Expenditures (AE) unequal to Aggregated or Earned Income (Y)
Gross National Product (GNP)	Net National Product (NNP)
GDP (Gross Domestic Product) + net factor income from abroad = GNP (Gross National Product)	GNP (Gross National product) - Depreciation = NNP (Net National Product)
National Income (NI)	Personal Income (PI)
NNP (Net National Product) ./. statistical discrepancies = NI (National Income)	NI (National Income) - retained profits + transfer payments = PI (Personal Income)
Disposable Personal Income (DPI)	
PI (Personal Income) by Households (H) ./. Personal Income Tax = DPI (Disposable Personal Income)	

Level of the Price	Inflation
$^{\circ}P$	$^{\circ}P_2 - ^{\circ}P_1 > 0$
prefixed \circ degree sign followed by upper case P	
Money supply	Money creation
(M)	$(M)_2 - (M)_1 > 0$
determinant Money with parenthesis	
Circulation of Speed for Money	Equation of the price level
$CS_{(M)}$	$^{\circ}P = [(M) \times CS_{(M)}] \div Y$
Circulation of Speed (Cs) indexed with Money supply (M)	Level of the price = Money supply multiplied with Circulation of Speed (Cs) divided by Yield
Circulation of Speed for Money increases or remain constant	Inflation Equation showing the change rates of the reporting periods
$CS_{2(M)} - CS_{1(M)} > 0$	$(M)_2 - (M)_1 >$ $[Y_2 - Y_1] - [CS_{2(M)} - CS_{1(M)}]$
Circulation of Speed (Cs) indexed with Money supply (M)	Money creation greater than difference of Yield creation and Circulation of Speed $CS_{(M)}$
Identity Equation approach to quantity of Yield	Nominal Yield creation
$Y \times ^{\circ}P = (M) \times CS_{(M)}$	$Y_2 - Y_1 > 0$
Yield multiplied with Level of the Price is equal to Money supply (M) multiplied with Circulation of Speed $CS_{(M)}$	

Real Yield creation (real GDP divided by person) $Y_2 \div H_{rp} - Y_1 \div H_{rp} > 0$	Consumer Price Index (CPI) underlying consumer basket (standard cost of living)
whereby H (Humanity) indexed with residential population	based up to 200 categories on a percentage basis quantify the performance of purchasing power comparing to ${}^o(P)$ Level of the Price that qualify the performance of money (M)
Nominal Gross Domestic Product (NGDP) actual-actual comparision between reported periods	Real Gross Domestic Product (RGDP) nominal-actual comparision between a fixed year (base period = 100 %)
$NGDP = p_1 X_1$	GDP deflator $\Rightarrow (NGDP \div RGDP) \times 100\%$ $\Rightarrow (p_1 X_1 \div p_n X_1) \times 100\%$
whereby Y = NGDP, p = price, x = amount; value of the FINAL goods and services produced in a given year (reported period) expressed in terms by the prices of the SAME year (same period)	whereby Y = NGDP, x = amount, GDP deflator is average of current prices, p indexed with n = price in base year; Value of the FINAL goods and services produced in a given year (reported period) expressed in terms by the prices of the BASE year (base period)
Potential Gross Domestic Product Y_p all factors of production known as Work (W), Capital (C), Nature (N) and Enterprise/Entrepreneur (E) are fully employed	Other determinants
$Y < Y_p$ labor and other factors of production are unemployed	TX – Terra X (worldwide, one planet) SX – Space X (extraterrestrial, one galaxy) WB – World Balance (the fourth sector) CB – Current Balance OC – Outside Contribution
$Y = Y_p$ labor and other factors are fully used	$M_{(P)}$ – Goods Market indexed with Product (P)
$Y > Y_p$ labor and other factors are over-employed	$M_{(R)}$ – Resource Market indexed with Resource (R)
	$M_{(M)}$ – Financial Market indexed with Money (M)
	UR – Unemployment Rate $BC_{(E)}$ – Blank Cheque by Enterprise (E)

The national account system with DNA

Approach to formation of Yours	Approach to use of Yours
$(D) + I_{(Y)} = (Y)$	$(Y) = (D) \times [(N) - (A)]$
Democracy (D) and Internet are Yours (Y) whereby $I_{(Y)} \neq$ Investment	<p>Yours is equal to Democracy (D) plus Nature (N) minus Area: – whereby (A) = built up and undeveloped Area – Total (N) in cubic meters (cbm) from 20,000 Miles below to 20.000 Miles above the mean sea level (MSL) – (A) including built-up area in height (skyscrapers, bridges, agriculture, factories, aviation) and developed area in the deep (fracking, mining, exploration, fishing, seaports)</p>
Area factor of ecosystem	Yield = Yours (Y) factors of ecosystem
$(A) = (A)_b + (A)_u$	$Y = (D) \times [(N) - (A)]$
Area = built up plus undeveloped Area	<p>Yours is equal to Democracy (D) plus Nature (N) minus Area whereby (A) = built up and undeveloped Area</p>
Ground factor of production; whereby $(G) \leq (A) < (N)$	Work factor of production
(G)	(W)
Capital factor of production	Human Capital
(C)	$H_{(C)}$
$(C) \neq$ Consumption	Human indexed with Capital
Product factor of production	Human Resources
(P)	$H_{(R)}$
$(P) \neq {}^{\circ}P$ - Level of the Price	Human indexed with Resource

Compensation in the labour market

Unexploited Human Development

$$H_{(o)} = H_{(d)}$$

**Human indexed with offers (o)
equal to Human indexed with demands (d)**

$$H_{(C)} > H_{(R)}$$

**Full employment
whereby $H_{(i)} \leq 2$**

Human Capital greater than Human Resources

$$H_{(o)} \div H_{(d)} \leq H_{(i)}$$

$$H_{(o)} \div H_{(d)} \leq 2$$

**Quotient of Human offer (o) and demands (d)
less than or equal to Human indexed with
interest rate (i) known as underemployment rate
whereby $H_{(i)} \neq$ Unemployment Rate (UR)**

**Household
Part of the economic cycle system**

$$(H)$$

$$1(H) \leq 9H \leq 360qm$$

**Upper case H in parenthesis
whereby one unit (H) smaller than or equal to
9 Humans per home address (Family OR unit
according to community of need)
but at least 40 squaremeters (sqm) each person**

**State
Part of the economic cycle system**

**Entrepreneur/Enterprise
Part of the economic cycle system**

$$(S)$$

$$(E) > (E)_s + (E)_m + (E)_l$$

**Upper case S in parenthesis
 $(S) \neq$ Save**

**five-level classification of size by
employees, revenues (quantitative) of enterprise
or entrepreneur which have tariff regulation (e.g.
statutory minimum wage) or not organized by
an union whereby unit (E) less than three
branches per location (qualitative);
(E) indexed with
xs = smallest entrepreneur: ≤ 9 and ≤ 2 Million
s = small-size: ≤ 20 to ≤ 49 and ≤ 10 Million
m = medium-size: 50 to ≤ 499 and ≤ 10 Million
l = large: ≥ 500 and ≤ 50 Million
xl = extra-large: ≥ 1000 and ≥ 50 Million**

**Value for Citizen
Value Creation for Citizen**

**Value for State
Value Creation for State**

$$(Y) \geq Y$$

$$Y \geq (Y)$$

$$[(Y)_2 - (Y)_1] \div [Y_2 - Y_1] > 0$$

$$[Y_2 - Y_1] \div [(Y)_2 - (Y)_1] > 0$$

**Determinant for Quality
whereby difference quotient greater 0**

**Determinant for Quantity
whereby difference quotient greater 0**

Level of media literacy (satisfaction)	Level of liquidity for crypto currency (stability)
${}^{\circ}(L) \equiv$	${}^{\circ}(L) \approx$
Upper case L in parenthesis with preceded degree followed by Burger (Citizen) Sign whereby ${}^{\circ}(L)$ not Libra nor Leverage Effect/Ratio	Upper case L in parenthesis with preceded degree followed by Triple Tilde whereby ${}^{\circ}(L)$ not Libra nor Leverage Effect/Ratio
Level of Freedom during the free world trade	Level of Constitution in a domestic economy
${}^{\circ}(F) \leq 360^{\circ}$	${}^{\circ}(C) \leq 100^{\circ}$
Upper case F in parenthesis with preceded degree smaller than or equal to 360 (optimum)	Upper case C in parenthesis with preceded degree smaller than or equal to 100 (optimum)
Democracy Deficit	Democracy Benefit
$(D)_x = A_{Ex} - H_{Im}$	$(D)_2 - (D)_1 > 0$
Export of Armaments minus Import of Humanity whereby A_{Ex} subset of Export (including mandate and military spending) whereby H_{Im} subset of Import (including asylum application and acquisition of staff from abroad)	
Democracy Deficit	Human Development Index in a reporting period
$(D)_2 - (D)_1 < 0$	$H_x = (W)_{Ex} + [H_{(o)} - H_{(d)}] - H_{Im} + \sum H_{(H)}$ whereby Work (W) subset of Export (brain drain, movement of labour) plus balance of Human offers and Human demands minus Humanity Import plus balance $H_{(H)}$ for consideration of absolute births and death in Households (H)

How MathDIY help disrupting and understanding social engineering influencing organizational change and dynamic

**Strategic Approach
by Enterprise/Entrepreneur (E)**

$$E[S_{(E)}] = \sum_{i=1}^k x_i p_i = x_1 p_1 + \dots + x_k p_k$$

whereby
E[S_(E)] = Expectation of Value
i = n-times
x = finite number of finite outcomes
p = equiprobable (weighting)

**Estimated Resource Planning (ERP)
by Enterprise/Entrepreneur (E)**

$$v(a)[E] = \sum_{r=1}^m w_r v_r(a_r) = w_1 v_1(a_1) + \dots$$

$$v(a)[^o i] \Rightarrow w_p(w_r) = r_p \div \sum_{p=1}^n r_p$$

whereby
v(a) [E] = Estimation of Value
^oi = Level of Importance (Interest) within a scale
w_r = weighting of attribut a_r always > 0
v_r = value of attribut (a_r)
r = resource (n-times)
m = measured method
p = property criterion

7-S(E)-Modell by McKinsey

**STRATEGY, ORGANIZATIONAL STRUCTURE,
SYSTEMS AND ITS PROCESSES, CULTURAL
STYLE, STAFF, SKILLS, SUPERORDINATE
GOALS WHEREBY S = STRATEGY**

12-S_(E)-Molecule by Jens T. Hinrichs

SUPPLY CHAINS (has effects on STRATEGY),
STORAGE OF ENERGY (reserves, savings, surplus, renewables), **ORGANIZATIONAL SEGMENTATION AND CHANGE** (business units and assets, SWOT), **SLACKS** (Project management and planning), **SYNERGIES** (opt-in/opt-out; Make or buy, USP, workflow), **SHAREHOLDERS** (also investors, suffrages), **INTERCULTURAL SYSTEMS** (obstacles, environment, markets, fiscal), **STYLE AND STACK** (foreign expertise vs given experiences), **SOCIAL BENEFITS** (Image, integrity, absolute economics, exploration), **STAKEHOLDERS** (also public interests, Lobbyism and policies), **OWN SKILLS AND CREATIVE STAFF** (talent stack, human capital, S.W.A.T., experiences, patents), **SHARE-ABILITY** (evaluable usage, participation, performance, scales), **SUPERSET/SUBSET OF ... OR EQUAL TO** SUPERORDINATE GOALS (profiteering, social engineering, utility maximization, lobbyism, market leadership, branding, cultural of concealment) WHEREBY (E) = ENTERPRISE

POLITICS-Mix by Jens T. Hinrichs

$$7Ps + \sum P_x$$

PRODUCTION, PRICING, PROMOTION,
PLACEMENT, PHYSICAL EVIDENCE, PEOPLE,
PROCESS (**MARKETING-MIX BY JOBBER**)
+ PARTNERS, POLITICAL OBSTACLES, PLC,
PROJECTION, PLANNING, PLAYER AND
PARADIGM SHIFT, PARTICIPATION,
PERFORMANCE ETC.

PLAYER-Model by Jens T. Hinrichs

$$4Pm + \sum P_y$$

MOVER, BYSTANDER, OPPOSER, FOLLOWER
(4-PLAYER-MODEL BY KANTOR) + PROCLAIMER,
OBSERVER, SPECTATOR, GAWPER,
INFLUENCER, PARTNERS, STEREOTYPES,
STAKEHOLDERS (ALSO CONTRIBUTERS,
COUNTERFEITS) ETC.

STRATEGY-Model by Jens T. Hinrichs

$$4S \in 7Ps + \sum P_{x,y}$$

STRENGTH, WEAKNESS, OPPORTUNITIES,
THREATS (**S.W.O.T.-ANALYSIS**)
ARE ELEMENTS OF POLITICS-MIX

FORCES-Model by Jens T. Hinrichs

$$4Pm + \sum P_{x,y} \in 4F \times 3F \times 2F$$

PLAYER-MODEL IS ELEMENT OF (OR DRIVEN BY)
S.W.A.T.-ANALYSIS: SKILLS, WILLINGNESS TO
CHANGE SOMETHING, ACTION TO BE TAKEN,
TEAM OR TECHNIQUE (**4F**) PAIRED WITH FAITH
OR FAIRNESS, FAMILY AND FREEDOM (**3F**)
OR DRIVEN BY FRIDAYS FOR FUTURE (**F4F**) OR
SOMETIMES MULTIPLIED WITH FINANCIAL RISK
AND CROWD FUNDING (**2F**)

**iPotency
for a human being**

$$v(a)[^{\circ}i] = | iP^2(Y) |$$

VALUE FOR UNIT OF A USER IN A DATING
PORTAL (OR MEMBER IN A TEAM) OR MATCHING
PROCESS WHEREBY
(Y) = YOURS, ${}^{\circ}i$ = LEVEL OF IMPORTANCE
(INTEREST) WITHIN A SCALE

**Analysis for
target audience or potential customer**

$$|PERSONAS ARK| \in 7Ps + \sum P_x$$

CUSTOMER PROTOTYPING, PREFERENCES,
RESEARCH, BUYING BEHAVIOR, PRICE
SENSITIVITY ETC.
ARE ELEMENTS OF POLITICS-MIX

**Analysis
for PERFORM-Factors**

$$|PERFORM| \in 7Ps + \sum P_{x,y}$$

PURPOSE AND VALUES, EMPOWERMENT,
RELATIONSHIP AND COMMUNICATION,
FLEXIBILITY, OPTIMIZATIONS OF PRODUCTIVITY,
RECOGNITION AND APPRECIATION, MORAL AND
MOTIVATION
(P.E.R.F.O.R.M.-ANALYSIS)
ARE ELEMENTS OF POLITICS-MIX

**Analysis
for PESTLE-Factors**

$$|PEST| + |LE| \in 7Ps + \sum P_{x,y}$$

POLITICAL DECISION-MAKING, ECONOMIC
ECOSYSTEM, SOCIOCULTURAL VALUES,
TECHNICITY + LEGAL OR LATENT LOOPHOLES,
ENVIRONMENTAL CONSCIOUSNESS
(P.E.S.T.L.E.-ANALYSIS)
ARE ELEMENTS OF POLITICS-MIX

Enterprise (E) by 5 Forces by Porter

State (S) by 5 Forces by Jens T. Hinrichs

5F_(E)

BARGAINING POWER OF THE SUPPLIERS
(low presence of substitutes, high participation in the value chain, low risk of backward integration),
 BARGAINING POWER OF CUSTOMERS
(institutional customer concentration, bulk goods/orders at low prices, high presence of substitutes, high risk of backward integration),
 THREAT OF NEW COMPETITORS AND STARTUPS
(market entry/market exit barriers, Economies of scales, high gross yields are associated with high debts),
 THREAT OF SUBSTITUTES OR PATENT TROLLS
(physical and immaterial competitors),
 COMPETITIVE INTENSITY OF THE INDUSTRY OR BRANCH
(driven by product innovation or fundamental changes of customer buying behavior, protectionism of key industries by nationalization of companies, common ownership, social engineering)

5F_(S)

FORTUNE MEANS YIELD GROWTH
(that keep sustainability and sovereignty in mind).
 POLITICIANS DRIVEN BY FORTUNE
(make decisions that guarantee them political survival)
 FAME GROWS OUT PRESTIGE
 THAT CAN BE SEEN
(driven by knowledge and lobbyism that are hidden under the surface).
 PEOPLES DRIVEN BY FAMOUS WORDS
(make choices that are approved to give politicians more audience, not to gain own attention for themselves).
 FREEDOM MEANS THAT YIELD GROWTH
 WEIGHS MORE THAN INDIVIDUAL FAILURE
(driven by less responsibility of the decision makers, but always depends on the misconduct of others or was dependent on other circumstances, e.g. Terrorism, Global Climate, Financial Crisis)

Household (H) by 5 Forces by Jens T. Hinrichs)

DNA-Features-Analysis (x,y) of Forces

5F_(H)

FORTUNE MEANS INVESTMENT IN PEOPLES AND THEIR FAMILIES AND FRATERNITY
(that helps to keep self-determination and self-realization to achieve a stable income).
 PEOPLES DRIVEN BY FORTUNE WRESTED FROM A SUSTAINABLE ENVIRONMENT
(make decisions that guarantee them recognition and confirmation and a big standard of living)
 FAME MEANS PARTICIPATION FROM FELLOWSHIP AND IDENTIFYING WITH FAME MONSTERS AND OTHER INFLUENCERS
(driven by status symbols, individual taste and fragile principles and rights). PEOPLES INFLUENCED BY ALGORITHMS FROM A COLLECTIVE THAT REPLACES INDIVIDUAL NEEDS
(make decisions that are designed to generate more personal data and business traffic for the benefit of others). FREEDOM NEEDS A HIGH DEGREE OF DEMOCRACY AND AN INTERNET WITHOUT FRONTIERS (shaken by a single person or a single event to touch many hearts or to set a whole crowd in motion, e.g. Edward Snowden, Cum-Ex-Files, Fridays for Future)

$\sum F \leq (D) \times [(N) - (A)]$

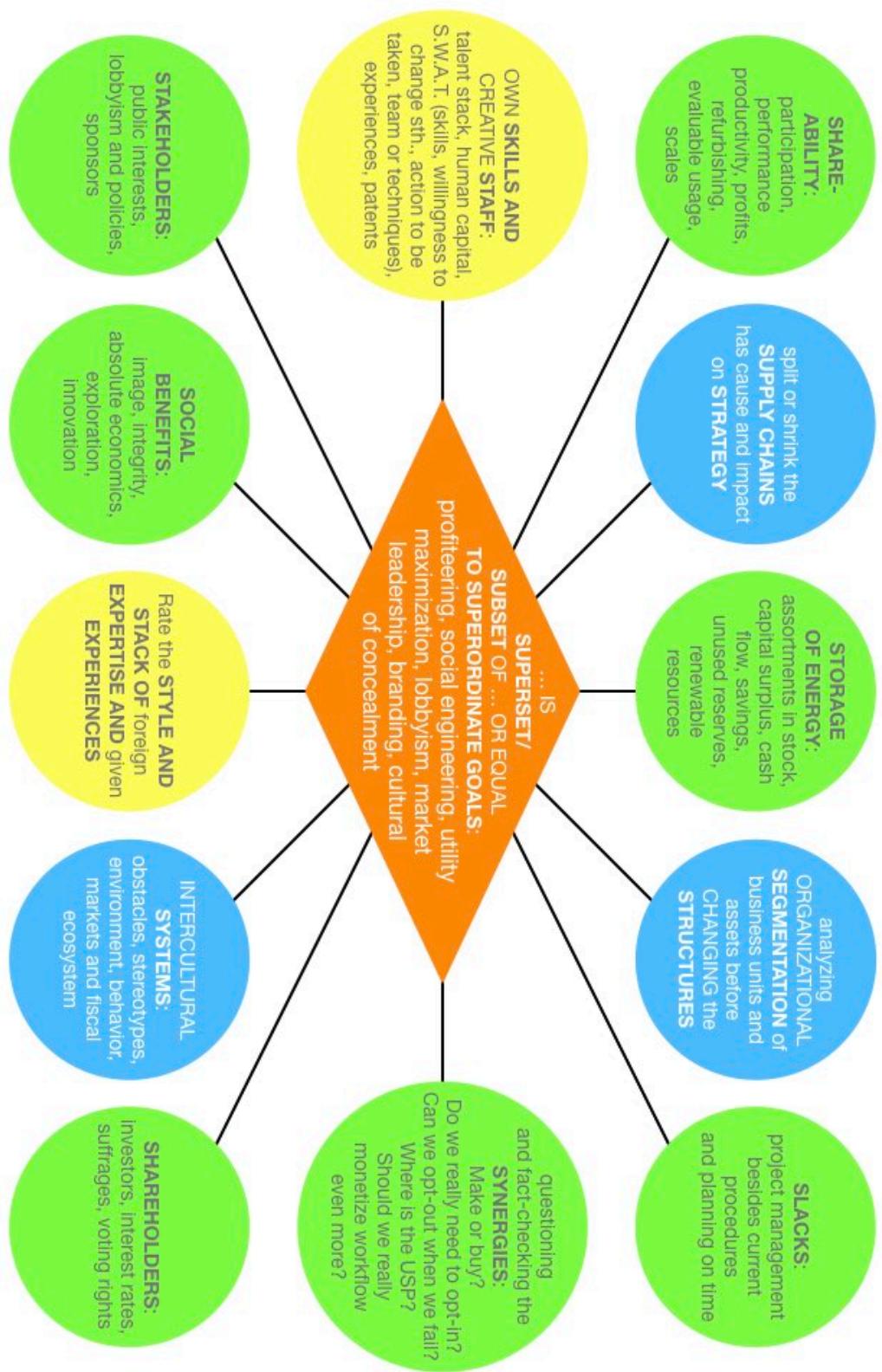
WHEREBY
 $(Y) = YOURS \Rightarrow (D) \times [(N) - (A)]$
 $\sum F = \sum 5F + (4Pm + \sum P_{x,y})$

WHEREBY
 $4Pm + \sum P_{x,y} \in 4F \times 3Fx2F$

AND
 $WB = 4F \times 3Fx2F$
World Balance (the fourth sector)

AND
 $(Y)_x < (Y)_y$
 $(D) + I(Y) < (D) \times [(N) - (A)]$
Approach to formation < Approach to use

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



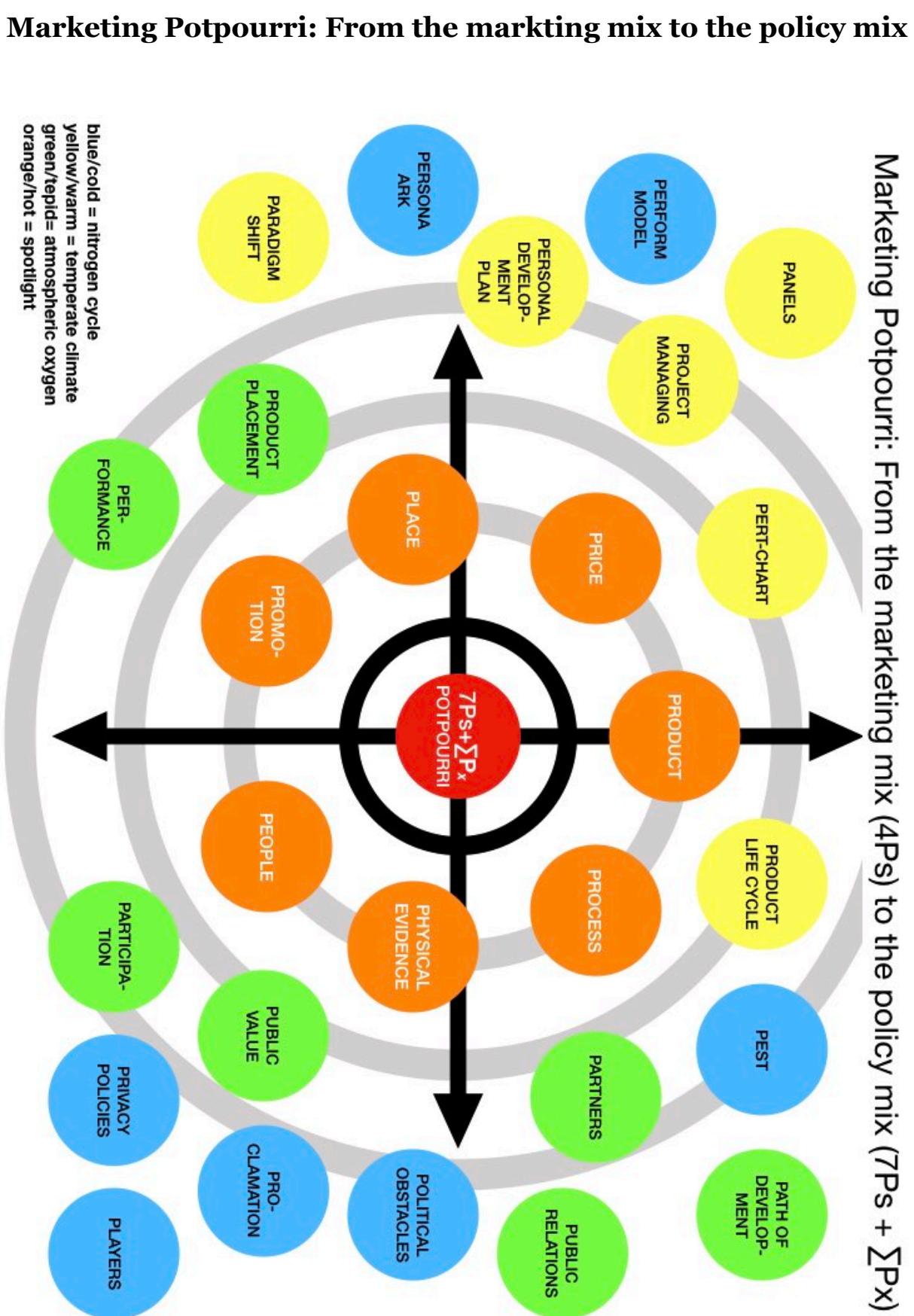
blue/cold = nitrogen cycle

yellow/warm = temperate climate

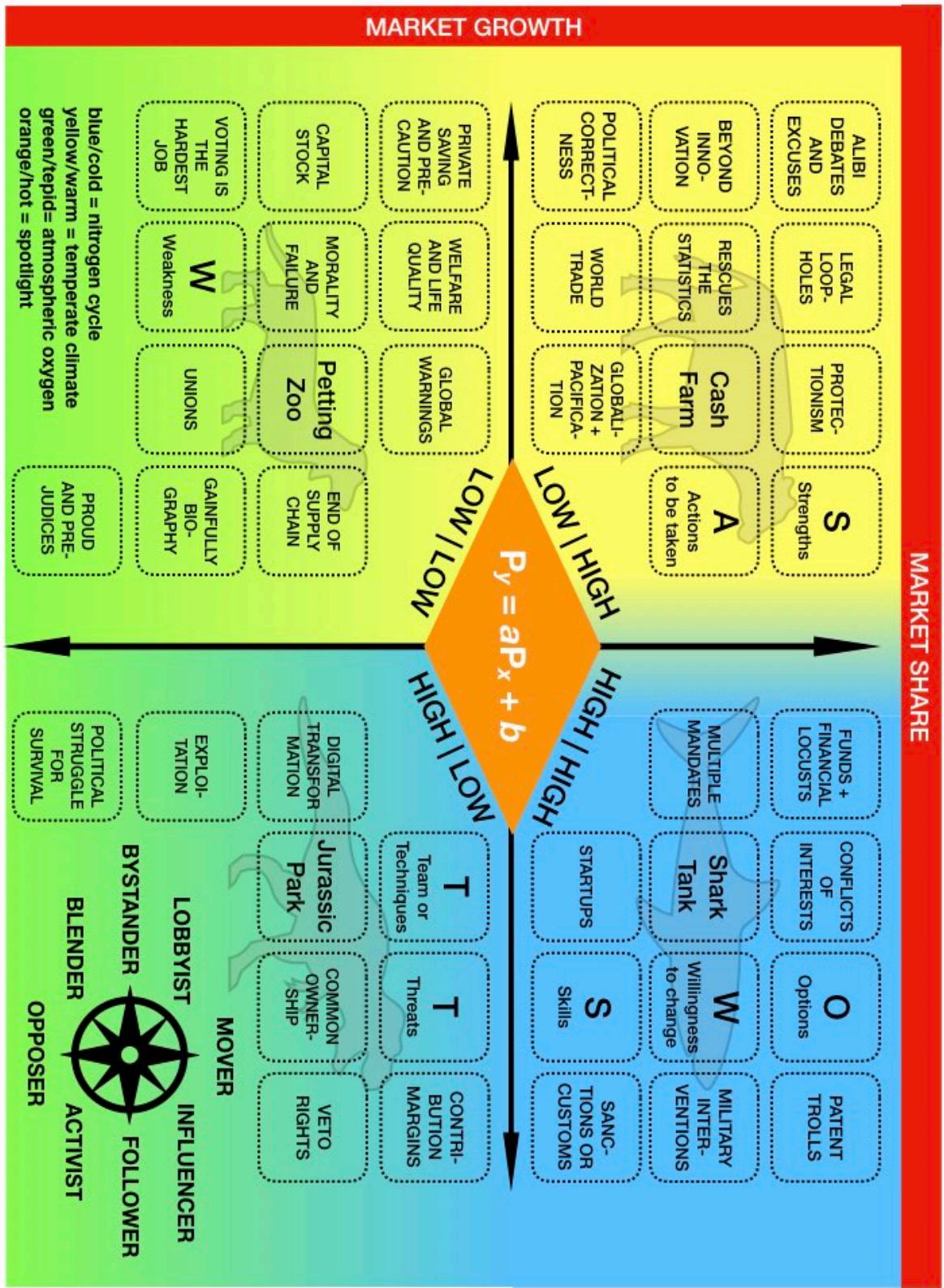
green/rapid= atmospheric oxygen

orange/hot = spotlight

Marketing Potpourri: From the marketing mix (4Ps) to the policy mix ($7Ps + \sum P_x$)

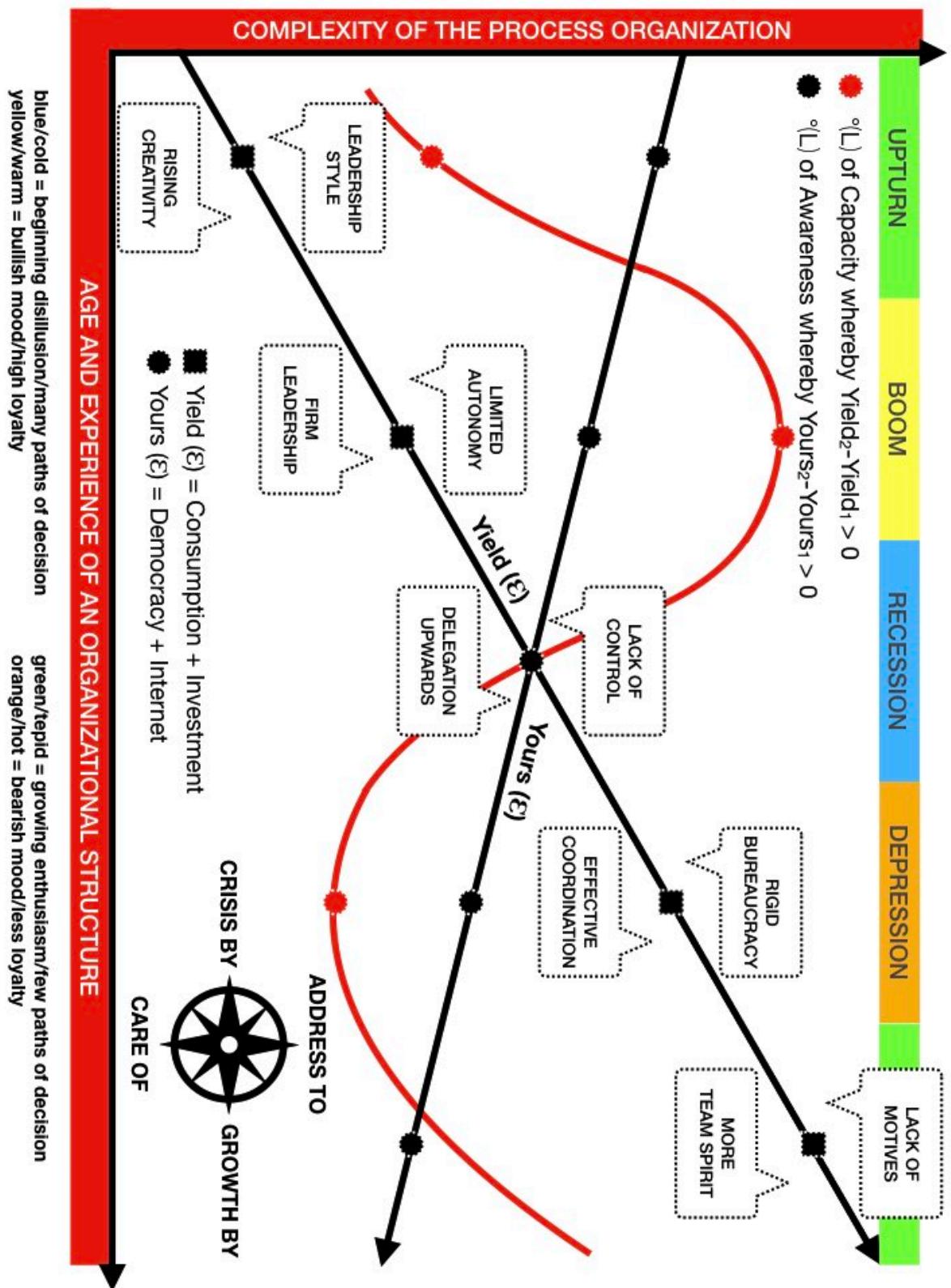


Two Faces Paradoxon: People of Interests vs. Points of Intersection – a Battle of the Players



Growth model according to Identity Crisis from failed networking

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



Introduction in the Interaction Theory and its application to the Internet

**Expansion of the Internet
DERIVED MEASURE OF EVOLUTION**

$$E[I(Y)] = mc^n$$

INTERACTION THEORY OF RELATIVITY
BY JENS T. HINRICH

m = MASS OF EXPRESSION MULTIPLIED BY
c = CONTENT EXPONENTIATED WITH
n = UNKNOWNS WHEREBY
 $E[I(Y)]$ = EXPANSION OF INTERNET

**Resistance of the Internet
DERIVED MEASURE OF ACCEPTANCE**

$$R[I(Y)] = \Omega$$

INTERACTION THEORY OF COUNTERACTION
BY JENS T. HINRICH

$R[I(Y)]$ = RESISTANCE OF INTERNET,
 Ω = USER-GENERATED-CONTENT (UGC) AND
OTHER EXTERNAL MEDIA (OEM)
DIVIDED WITH
VALUE FOR UNIT OF INTERACTION
(SHARE, LIKES, COMMENTS, FOLLOWERS, COST-PER-
CLICKS, IMPRESSIONS ETC.) WHEREBY
 $(R_2 - R_1) > R_1$ (ACCEPTANCE),
 $(R_2 - R_1) < R_1$ (RESISTANCE)

**Cooperation in the Internet value chain
THE RECIPROCITY OF INCENTIVES**

$$\vec{F}_{A \rightarrow B} = -\vec{F}_{B \rightarrow A}$$

$$E[I(Y)] = v + (v_t)^2 \times \frac{1}{2}m$$

NEWTON'S LAW OF
GRAVITY AND CENTRIFUGAL

TWO OPPOSING FORCES, FOR EXAMPLE REAL
CENTRIFUGAL FORCE (FRUSTRATION) AND
ATTRACTION (INCENTIVE SYSTEMS, DEGREE OF
NECESSITY, UNFULFILLED SATISFACTION) OR
DEPENDENCE (LEVEL OF ADDICTION, MEDIA
LITERACY, PRODUCT LOYALTY) ON THE SOCIAL
INTERNET OCCUPY THE SAME PLACE IN
CYBERSPACE. THE FORMULA SUGGESTS THE
INTERDISCIPLINARY PROXIMITY AND
RELATIONSHIP TO THE LAW OF INTERACTION
OF SIR ISAAC NEWTON, ACCORDING TO WHICH
THE GRAVITATION OF TWO MASSES (THE
MUTUAL ATTRACTION OF MASSES) ARE IN THE
SAME PROPORTION.

F = FORCES
m = MASS
t = time

v = amount of vector

WHEREBY ACTION EQUAL TO REACTION

**Participation in the Internet supply chain
THE RATE OF SUBSTITUTION**

$$s_n[S(H)] = \sum_{i=0}^{\infty} a_i = \sum_{i=0}^n a_0 + \dots + \sum_{i=0}^n a_n$$

THE ORIGIN OF SPECIES CLASSIFIED
BY JENS T. HINRICH

$$f(n) = a_i c^{n-88}$$

$$a_n = q^n = (\frac{1}{2})^n$$

∞

$$c(\text{content}) = \sum_{n=0}^{\infty} 1 \div q^n = 1 + \frac{1}{2} + \frac{1}{4} + \dots$$

$a_0 = 1$ Human (Human, real-time world)
 $a_1 = 10/9 a_0$ (a. Mention, multi-tasking world)
 $a_2 = 9/8 a_1$ (b. Homo Oeconomicus)
 $a_3 = 16/14 a_2$ (c. Homo Socios Oeconomicus)
 $a_4 = 9/8 a_3$ (d. Homo Android Erectus)
 $a_5 = 10/9 a_4$ (e. Homo Fragilis Immutabilis)
 $a_6 = 25/24 a_5$ (f. Homo Stereotypus)
 $a_7 = 9/8 a_6$ (g. Spider Monkey Human)
 $a_8 = 2a_1$ (h. Human Development Stage, next-level)

The Origin of Species - the human as an economic (f)actor

Homo Dominium Terrae	Homo Deus
Theological terminus for growing and multiplying mankind on earth.	Literal work 'Homo Deus: A brief History of Tomorrow' of Yuval Noah Harari, Professor of History at the Hebrew University of Jerusalem released 2016. See also German National Library: http://d-nb.info/1156736714
CITATION TO COPY AND SHARE:	CITATION TO COPY AND SHARE:
Heading „Dominium terrae“. Language: German. Source: Wikipedia, the free encyclopedia. Processing status: 09-21-2019, 1:42 pm UTC. URL: https://de.wikipedia.org/w/index.php?title=Dominium_terrae&oldid=192457955 (accessed: 11-25-2019, 3:07 pm UTC)	Heading „Homo Deus – Eine Geschichte von Morgen“. Language: German. Source: Wikipedia, the free encyclopedia. Processing status: 11-8-2019, 7:26 pm UTC. URL: https://de.wikipedia.org/w/index.php?title=Homo_Deus_%E2%80%93_Eine_Geschichte_von_Morgen&oldid=193877967 (accessed: 11/25/2019, 3:31 pm UTC)
OR	Tim Adams: Homo Deus: A Brief History of Tomorrow by Yuval Noah Harari review – chilling (https://www.theguardian.com/books/2016/sep/11/homo-deus-brief-history-tomorrow-yuval-noah-harari-review) (EN). In: The Guardian, 9-11-2016. Accessed: 11-25-2019, 4:49 pm UTC.
Homo (Familia) Epitheta	(Homo) Zoon Politicon
The list of homo-epithets includes all expressions composed of the Latin noun homo ("human") and a specifying adjective or noun. These include the names of the species of the genus Homo, which goes back to the taxonomic designation by Carl Linné in 1758. Since then it subsequently formed compositions that indicate anthropological characteristics of human or represent only keywords of various human species that are scientifically accepted or unaccepted.	The human as a social, political being. Zoon politikon is a philosophical term. It's about an essence of human, as the ancient Greek philosopher Aristotle has presented in his politics.

Homo (Familia) Epitheta	(Homo) Zoon Politicon
CITATION TO COPY AND SHARE:	CITATION TO COPY AND SHARE:
<p>Heading „Liste der Homo-Epitheta“. Language: German. Source: Wikipedia, the free encyclopedia. Processing status: 9-7-2019, 11:03 pm UTC.</p> <p>URL: https://de.wikipedia.org/w/index.php?title=Liste_der_Homo-Epitheta&oldid=192067777</p> <p>(Accessed: 11-25-2019, 4:28 pm UTC)</p>	<p>Heading „Zoon politikon“. Language: German. Source: Wikipedia, the free encyclopedia. Processing status: 9-3-2019, 6:50 pm UTC.</p> <p>URL: https://de.wikipedia.org/w/index.php?title=Zoon_politikon&oldid=191948202</p> <p>(Accessed: 11-25-2019, 4:50 pm UTC)</p>
Homo Deus Consilium	(Homo) Zoon Cosmopoliticon
<p>The social essence of an interactive homo deus with concrete agenda or a homo deus in both worlds - present and surreal - following a strategy. Consilium is the Latin noun for policy.</p> <p>Homo Deus is a taxonomic designation by Yuval Noah Harari, Professor of History at the Hebrew University of Jerusalem in 2016. Homo Deus Consilium is Jens T. Hinrichs homage to him and his Homo Deus.</p>	<p>The social essence of human that is political-motivated and open-minded to the world. This ‘subspecies’ represents an intercultural human beeing in a global society.</p> <p>Homo Zoon Cosmopoliticon is a philosophical term and contemporary approach to the reality and a homage to Aristoteles his ‚Zoon Politikon‘. It’s about a contribution to the abstract ‘Interaction Theory briefly mentioned: The Origin of Species in the Internet Age and beyond’ that Jens T. Hinrichs have presented in his work MathDIY visualized in pictures since 2019. - github.com/scifiltr/MathDIY or ello.co/scifiltr and twitter.com/scifiltr.</p>
WORK TO FOLLOW AND SHARE:	WORK TO FOLLOW AND SHARE:
<p>Repository „MathDIY“. Language: EN. Format: PDF.</p> <p>Source: MathDIY, Democracy and Internet are Yours. URL: https://github.com/scifiltr/MathDIY</p> <p>(latest update: 11-25-2019, 6:59 pm UTC)</p> <p>OR</p> <p>Repository „MathDIY“. Language: EN. Format: JPG.</p> <p>Source: MathDIY/attachments, Interaction Theory briefly mentioned: The Origin of Species in the Internet Age and beyond (1/2, 2/2).</p> <p>URL: https://github.com/scifiltr/MathDIY/tree/master/attachments</p> <p>(latest update: 11-25-2019, 6:59 pm UTC)</p>	<p>Repository „MathDIY“. Language: EN. Format: PDF.</p> <p>Source: MathDIY, Democracy and Internet are Yours. URL: https://github.com/scifiltr/MathDIY</p> <p>(latest update: 11-25-2019, 6:59 pm UTC)</p> <p>OR</p> <p>Repository „MathDIY“. Language: EN. Format: JPG.</p> <p>Source: MathDIY/attachments, Interaction Theory briefly mentioned: The Origin of Species in the Internet Age and beyond (1/2, 2/2).</p> <p>URL: https://github.com/scifiltr/MathDIY/tree/master/attachments</p> <p>(latest update: 11-25-2019, 6:59 pm UTC)</p>

Homo Ludens

The Homo ludens (lat., EN: the gambling human) is an explanatory model, according to which the human develops his cultural abilities primarily through play. In some cases human discover an own individual role behavior or characteristic in the game.

It's about the experience made in the process to understand the personality created in him. The game makes it possible. From the cradle to the grave the human experiencing and simultaneously surmounting the constraints of the outer world whilst imaginative playing and visualizing the inner experiences. Even fairy tales are a form of mental game. The narrative "game" completes his pragmatic experience to the social character.

In this respect Homo Ludens is an anthropological counterpart to Homo Faber.

Jens T. Hinrichs says, if Homo Ludens chooses a different game, it will also bring new experience. Maybe Homo Ludens switches the game, because the Homo Ludens is influenced by a new motivation. From the moment own he uses his given experiences he must be creative and become a Homo Faber.

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Heading „Homo ludens“. Source: Wikipedia, the free encyclopedia. Language: German. Processing status: 11-19-2019, 11:25 am UTC. URL: https://de.wikipedia.org/w/index.php?title=Homo_ludens&oldid=194185891
(Accessed: 11-25-2019, 10:31 pm UTC)

Homo Faber

The term Homo faber (lat., EN: 'the creative human' or 'human as a craftsman') is used in philosophical anthropology to distinguish modern humans from older human epochs by his capacity as an active changer of his environment.

The novel Homo Faber by May Frisch (ISBN: 978-3-518-01087-7) has been translated many times and is often treated in literary studies and in school lessons. His main character is related to the anthropological concept of homo faber, the creative man. The novel is about an engineer with a strictly rational, technically-oriented world view during coincidence and the repressed past break in whose orderly life.

Jens T. Hinrichs uses Homo Faber as a more creatively-motivated human being and Homo Ludens as a more playfully-motivated human being. Indeed, he does not see a strict separation, because a human has different kind of motivation and social characters that depends on the living situation, own level of awareness and decision competences and his role behavior in it. Although he always decides rationally and not on a whim. If Homo Faber acting driven by a whim he falls back into the role of Homo Ludens.

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Heading „Homo faber (Anthropologie)“. Source: Wikipedia, the free encyclopedia. Language: German. Processing status: 11-19-17, 2:53 pm UTC. URL: [https://de.wikipedia.org/w/index.php?title=Homo_faber_\(Anthropologie\)&oldid=171165211](https://de.wikipedia.org/w/index.php?title=Homo_faber_(Anthropologie)&oldid=171165211)
(Accessed: 11-25-2019, 10:59 pm UTC)

OR

Heading „Homo faber (Roman)“. Source: Wikipedia, the free encyclopedia. Language: German. Processing status: 11-15-2019, 7:14 am UTC. URL: [https://de.wikipedia.org/w/index.php?title=Homo_faber_\(Roman\)&oldid=194061210](https://de.wikipedia.org/w/index.php?title=Homo_faber_(Roman)&oldid=194061210)
(Access: 11-25-2019, 11:07 pm UTC)

Homo Sociologicus

Homo sociologicus (lat., EN: sociological man) is an actor model of sociology conceived by Ralf Dahrendorf in 1958, in which man is seen as a being conditioned by society, which has to submit to norms, values and expectations.

Dahrendorf postulated that an individuum has various social roles in his whole life, which are linked to different norms, values and thus social expectations to which he must submit. These role behavior can trigger inter- or intra-role conflicts. A homo sociologicus always accepting the role which promises him the most benefits and improvements. A distinction is made between mandatory, target and optional expectations. Whilst the expectations given from the society, the individual has no influence on them, he can not escape them. As a result, people tend to adopt negative norms without questioning them, thereby sanctioning themselves accordingly, sometimes negatively in the event of non-compliance.

Although every human being is subject to an individual mixture of norms and expectations that determine his actions. If we follow this assumption strictly, an individuum would not be capable of free will. At least, the theory of homo sociologicus has therefore often had to accept critics.

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Heading „Homo sociologicus“. Source: Wikipedia, the free encyclopedia. Language: German.
Processing status: 11-20-2019, 9:38 am UTC.
URL: https://de.wikipedia.org/w/index.php?title=Homo_sociologicus&oldid=194211691
(Accessed: 11-26-2019, 3:45 pm UTC)

Homo Oecomomicus

The homo oeconomicus (lat., EN: the economic man), also called rational agent, is in economic science and game theory an utility maximizer. In macroeconomics, this theory is also often used as a so-called representative agent to analyze economic processes. A frequently used special case of Homo oeconomicus is the time-consistent expectancy utility maximizer, with which the behavioral economics in particular deals.

The terms "rational agent" or "utility maximizer" are used more often in economic literature, while the term "homo oeconomicus" is an allusion to Homo sapiens within the taxonomy of Homo-Epitheta, is used more inside of anthropology.

The model is used to explain elementary economic relationships. It has been controversial discussed whether a purely egotistical order of preference should be a defining his characteristic. In the meantime, it has become widely accepted that the homo-oeconomic model is better understood as a active role model that fulfills rationality assumptions whereby the actor make a preference order out of any preference relation.

The decision of a homo oeconomicus can be described as maximizing a utility function. The theory of utility theory is of fundamental importance for both microeconomics and macroeconomics.

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Heading „Homo oeconomicus“. Source: Wikipedia, the free encyclopedia. Language: German.
Processing status: 8-4-2019, 3:04 pm UTC.
URL: https://de.wikipedia.org/w/index.php?title=Homo_oeconomicus&oldid=191034639
(Accessed: 11-26-2019, 5:04 pm UTC)

Homo Socio Oeconomicus (lat., socio = sociology)

The predecessor of the RREEMM (resourceful, restricted, expecting, evaluating, maximizing) model is the REMM (resourceful, evaluating, maximizing man) model developed by William H. Meckling. With REMM, Meckling has already developed an actor model that has both homo oeconomicus and homo sociologicus properties. Lindenberg has added two more characteristics to this model: restrictions (material and social limitations) and expectations.

The socio-scientific action model of homo socio oeconomicus unites the essential characteristics of homo oeconomicus and homo sociologicus. In contrast to homo sociologicus and homo oeconomicus, is an open model that can be applied to both economic and sociological questions. The homo socio-oeconomicus makes its decisions based on rational benefit considerations or the actor takes into account that the choice of action can also be influenced by social determinants such as social role, social status, reference groups, consumer preferences.

The Homo Socio Economique is equipped with features that enable him to survive among competitors, regardless of market failure, while a certain degree of competence and rationality is assumed.

The homo socio oeconomicus is not overwhelmed. In fact, he would have to make agreements or conclude contracts with other actos. Also, the homo socio oeconomicus is able to tune his behavior to his social environment and contact.

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Homo Socios Oecomomicus (lat., socios = partner)

The socio-scientific action model of homo socios oeconomicus by Jens T. Hinrichs brings the essential characteristics of homo oeconomicus and homo sociologicus into harmony with its environment. His extended model is about the maximizing man (M) in the social media economy (M) or homo socio-oeconomicus that set forth his life in the Internet (second life) or everlast in a stand-by modus (M) known as parallel RREEMM-sleep (resourceful, restricted, expecting, evaluating, maximizing man, media literacy, stand-by modus, latent mechanism and motivation behind; vgl. Meckling, Lindenberg).

In addition, his dissatisfaction with the socio-economic actor model and the data traffic of the commercial Internet has led him to develop an interactive action model that seeks to combine the merits of previous doctrines taking into account a certain degree of awareness (online status) and social media literacy or equal social and technical competences.

Indeed, his interactive action model postulated that although the decisions of many people are appreciated, evaluated and recommended, but single persons and just a few actors are overwhelmed with decisions even though they all have market intelligence and decision-making tools, but based on that they make no rational selection always or often, because homo socios oeconomicus don't understand the mechanism (M) and motivation (M) behind algorithm, social engineers, social software even he his organized.

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Homo Socio Oeconomicus
(lat., socio = sociology)

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Heading „Homo socio-oeconomicus“. Language: German. Source: Wikipedia, the free encyclopedia. Processing status: 4-5-2018, 8:15 pm UTC. URL: https://de.wikipedia.org/w/index.php?title=Homo_socio-oeconomicus&oldid=175818486 (Accessed: 11-27-2019, 7:48 pm UTC)

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OR

Repository „MathDIY“. Language: EN. Format: JPG. Source: MathDIY/attachments, Interaction Theory briefly mentioned: The Origin of Species in the Internet Age and beyond (1/2, 2/2). URL: <https://github.com/scifiltr/MathDIY/tree/master/attachments> (latest update: 11-25-2019, 6:59 pm UTC)

Homo Socios Oecomomicus
(lat., socios = partner)

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Since December of 2017 the Homo Socios Oecomomicus is also a definition for humans acting out of a specific motivation (mover, bystander, opposer, follower, influencer, activist etc.) embedded in the Information society and the Digital economy or in an Internet without Frontiers (IwF), the globalization per se - based on the local user particles together with adhering particles. Jens T. Hinrichs formulate and order the Homo Socios Oecomomicus as an intrinsic factor embedded in a social group, fabric or system (social network, platform, health system, degree of individual satisfaction, social media literacy, creed of digital ethics, iPotency).

Otherwise, the Interaction Theory of Jens T. Hinrichs essentially deals with him as a user particle. The Homo Socios Oecomomicus is the reflection of Homo Sociologicus (human being in society) by [Ralph Dahrendorf \[Paperback, Publisher: UTB / West German; Edition: 13. \(1974\), ASIN: 3531112139\]](#) applied on contemporary phenomena (right-wing populism, pathological Internet addiction) - with regard to his psychology and sociology - and applied to the revolutionary character of [Erich Fromm \[eBook, publisher: Open Publishing Rights GmbH, Munich, ISBN: 978-3-95912-060-9\]](#). Jens T. Hinrichs also take into account the preference and reward system of Homo sapiens applied on the Internet (spider monkey, mention) and other Origin of Species by Charles Darwin (theory of evolution) according to main issues (interaction and data).

Homo Android Erectus

A philosophical and sociological terminus of the upright human being in the Internet Age by Jens T. Hinrichs since December 2017.

The Homo Android Erectus is open-minded to all innovations, in particular artificial intelligence and assistance systems and autonomic procedures. Through the use of social software and algorithms, Homo Android Erectus is becoming increasingly conditionable and programmable, both in his consumer behavior and in the perception of social media that can be spread virally by social bots. In pre-diagnostics, Homo Android Erectus is the future consumer in the Petri dish and with incubators conditioned or trained to the loyal economic factor "prosument" for the purpose of cultivation. His open-minded social behavior and continuous Internet consumption make him vulnerable to subsequent manipulation. The fact is, an Homo Android Erectus is not fully aware of, that the use of artificial intelligence pulls away his cognitive skills and instincts, because his human reward system will be tricked out by constant satisfaction and incentive systems. Regrettably, he internalizes the Algoritmen without questioning his actions and interaction.

Homo Fragilus (Immutabilis | Libertate)

A philosophical and sociological terminus of the transparent and detected human being with his fragile privacy and physical constitution or mental confession and other main issues (data and interaction). It's about the manifestation of a regression in Internet Darwinism as a result of Internet civilization.

A **Homo Fragilus Immutabilis** is willing to talk extensively about private life on the Internet, but is skeptical of completing forms. The **Homo Fragilus Immutabilis** is a confident, captured social character who likes to give deeper insights about personal data and intimacy to social network but deny access to encryption or cryptography. Denied data retention, but allows data to be relegated to social networks.

Since January 2016, the Interaction Theory of Jens T. Hinrichs postulates, among other things, that the real life on the Internet will be continued only in an individual-transformed state of aggregation. The human being continuing life and completing content – free of charges and elsewhere on Cyberspace – if the human is willingly and permanently substituted his real life. The Homo Fragilus Immutabilis conditioned and trivialized entertainment phenomena and takes dwellings and surreality more important than the 'real' real-time). Such interaction processes Jens T. Hinrichs refers to as data bloodletting.

The total opposite of the Homo Fragilus Immutabilis is the **Homo Fragilus Libertate**, which can escape these constraints and take necessary precautions or take countermeasures. Sometimes the species of Homo Fragilus needs a little time to learn from mistakes, and then to be able to consistently apply his playful experiences, where these species first has to slip into the role of **Homo Ludens** or that of **Homo Faber**. However, In that interaction of cause and effect the human make a step back in time in the evolution process and loses his progress so far, hopefully temporarily.

Homo Android Erectus

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AND

Repository „MathDIY“. Language: EN. Format: JPG. Source: MathDIY/attachments, Interaction Theory briefly mentioned: The Origin of Species in the Internet Age and beyond (1/2, 2/2).
URL: <https://github.com/scifiltr/MathDIY/tree/master/attachments>
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Homo Fragilus (Immutabilis | Libertate)

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Homo Stereotypus (Falsus | Maximus)

Since January 2016, an automatic and autonomous stereotype and social character that manifest themselves through the influence of social entertainment phenomena (sexting, cat bearding, cybermobbing, selfies, etc.) or even more through social networks (Peeples, Tinder etc.) and Social Bots. Example given:

- a) Silver Surfer: Seniors discovering the Internet who sometimes require the care of the target group "under 13 years", which hereby clarifies the susceptibility of two inexperienced user groups for conditioning and wrong social media literacy.
- b) Bad Mention: Good people, who have only sympathies left for arguments, but then follow the bad mainstream (Fake News, Hate Speech) and are unfortunately sacrifices of the same.
- c) Ruminant Robotics with periodical Internet publications (vlogger, influencer) who consumes and produce content themselves („Prosument“) but they are sensitive to the loss of likes or online reputation. In fact, their success is due to the naive masses who have to feed them in order to obtain affirmation of their own participation.

An **Homo Stereotypus Falsus** has good intensions at the very beginning, but is conditioned or programmed or transformed into a social character that is even more destructive. In contrast, a **Homo Stereotypus Maximus** has a wrong motivation and bad character at the very beginning and constantly forces tensions without being willing to change something or anyone positively. For these reasons, both are susceptible to conserved views and misguided fellow culture.

Homo Suicidaris

Since April 2016, for Jens T. Hinrichs it's a terminus for a human with a wrong motivation and destructive character. A human being which commits suicide on the Internet and in the course of his helplessness manipulated by other people for a chosen suicide. But without a targeted manipulation a human being never would have committed suicide or have celebrated destructive behavior. In doing so, a living person will become a perfect victim through his "wanted" helplessness. A Homo Suicidaris can also instrumentalize and monetize as a martyr. The Homo Suicidaris is a further differentiation of the **Homo Stereotypus Falsus**.

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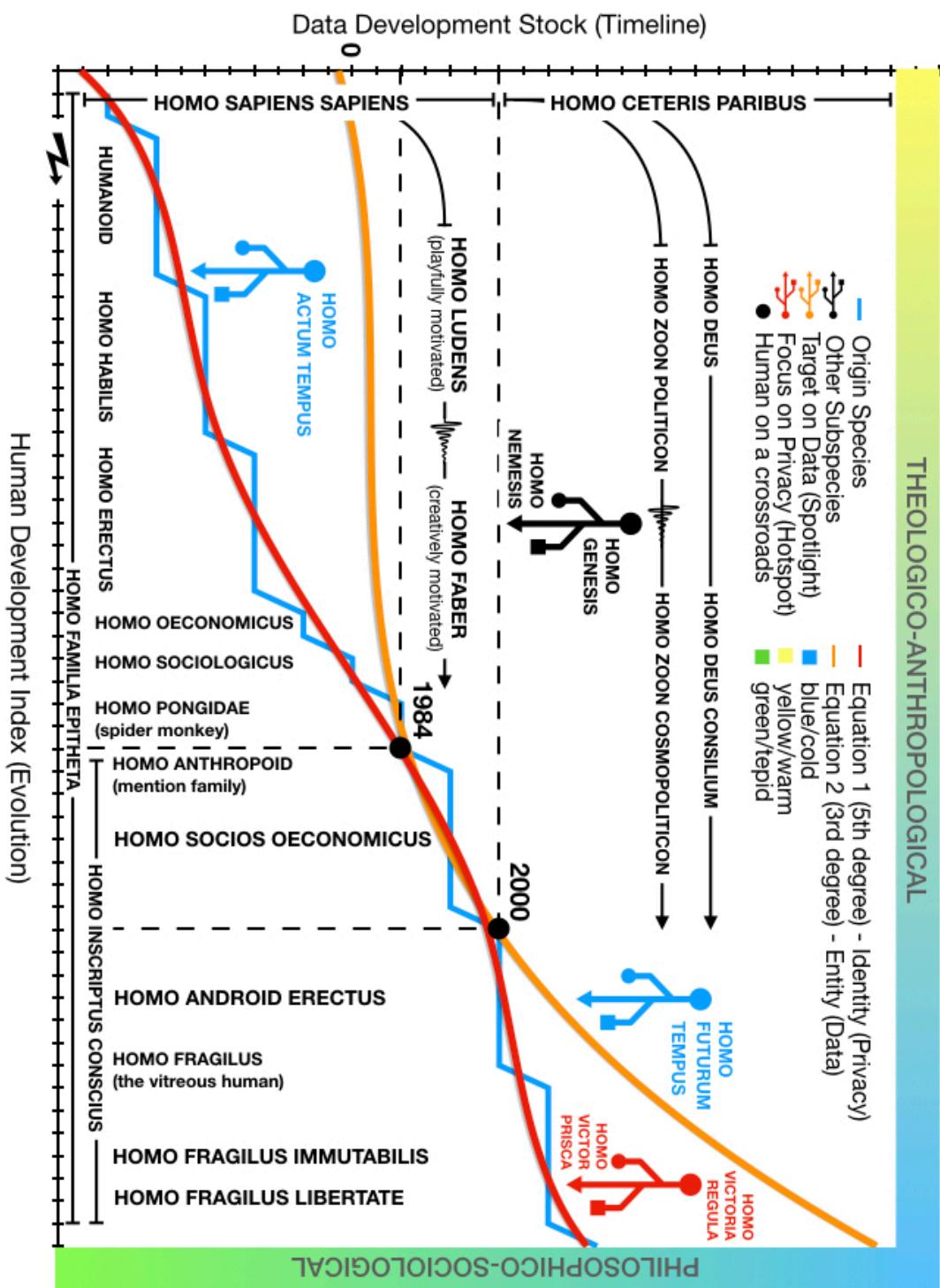
Subheading: The Origin of Species - the human as an economic (f)actor. Keyword: Homo Suicidaris in repository „MathDIY“. Language: EN. Format: PDF. Source: MathDIY, Democracy and Internet are Yours. URL: <https://github.com/scifiltr/MathDIY> (latest update: 11-28-2019, 6:12 pm UTC)

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

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



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

