



## 2020 / aCommerce LAB

**Autonomous, intelligent agents and driverless delivery will reshape homes, work, and mobility.**

### ANALYSIS

In-depth examinations and reports of the topic of interest.

### ARTIFACTS

Design objects based on the interactions, inquiries, and provocations from our analysis.

### ACTIONS (\* could change due to covid)

Primary research and findings that feed back into our analysis.

#### 01. The Age of Autonomous Commerce

Societal, industrial, and economic impact as autonomous machines and intelligent agents enter the market

#### 01. Frictionless Kitchen

Future food delivery, storage, and waste management appliances and packaging system

#### 01. Bananaworld

A software library for digital simulations and modeling of a simple autonomous economic system

#### 02. The Economy under aCommerce

Microeconomic factors like transaction cost and non-financial currencies, as well as employment, supply chains, and business models

#### 02. Transaction Membrane

Combining mobile robots and autonomous architecture for frictionless passage in and out of a home, store, or business

#### 02. Autonomous Arcade

Five interactive games that explain aCommerce economics, and test the agents' UI prototype

#### 03. aCommerce - Technical Architecture

Autonomy, mesh networks, machine vision, and other technologies combine to form a post-smartphone platform

#### 03. Neda's Hoodie & Bag

A seemingly simple black hoodie and bag form a personal transaction and information membrane, protecting against physical, cyber, and post-covid biological threats

#### 03. COVID-19 Accelerating Autonomous Economy

Survey of how covid is accelerating adoption of delivery services, online interactions, and other aspects of aCommerce

#### 04. aCommerce and Mobility

Optimized traffic, autonomous transport, and micro-mobility replace cars, public transit, and other inflexible transit

#### 04. Algorithmic Personhood

An autonomous agent - a software-based bot with legal rights, liabilities, and money - based on corporate personhood

#### 04. aCommerce and Mobility

Survey of thought leaders among automakers, self-driving car startups, and delivery services

#### 05. aCommerce and Food

Swarm intelligence, personal agents and new home appliances eliminate wasted food, time, and money

#### 05. BotBot

A bot that uses apps, websites, and digital assistants like a human does - saving users time, money, and privacy

#### 05. aCommerce and Food

Survey of thought leaders among food manufacturers and retailers, restaurateurs, and delivery services

#### 06. aCommerce and Apparel and Retail

Apparel delivery and subscriptions end fast fashion, aiding the environment but decimating the retail industry

#### 06. Post-work Workplace

Rooms and renderings of offices, stores, etc after autonomous commerce makes many human jobs and physical workspaces obsolete

#### 06. aCommerce and Apparel and Retail

Survey of thought leaders among apparel manufacturers and brands, retailers, and subscription/DTC startups