

Thought Digitization

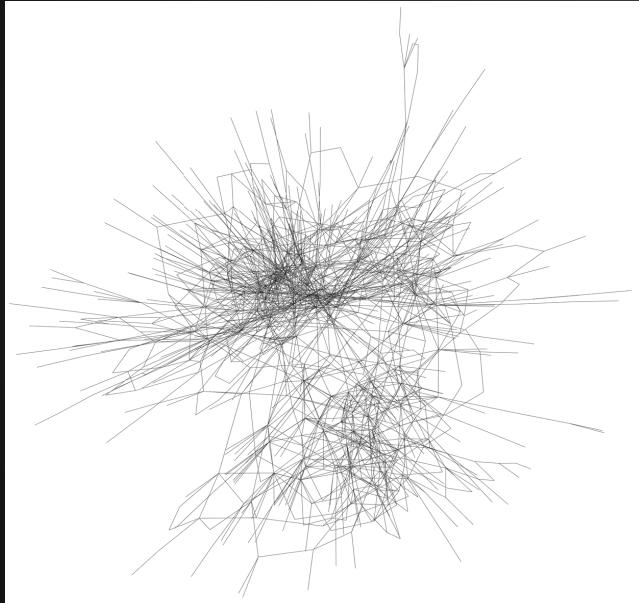
Intuitive software interface supports describing objects and assign purposes to them, assemble them, map, move and track them in space and time to fulfill specific tasks and goals

Understanding and Planning Reality

System for interactively describing a community's present situation & potential future situations.

The difference between present and desired future conditions produces possible plans for transitioning from **now** to an **optimal future state**, in coordination with other participants.

Thought Networking



Combine a community of peoples' stories (sets of *n* objects) into a shared memory and planning space.

Collectively understand and filter the pertinent and urgent aspects of reality so we can improve things step-by-step.

Networked Stories

interlinks them, automatically discovering opportunities that are mutually inter-satisfying



Space-time Tag Planning

netention.org

Abstract

A system for suggesting when and where individuals may be involved in similar activities that they have specified that they would like to do.

1. Introduction

Calendar and scheduling software applications are commonly used to plan individual and group activities. This system allows arbitrary tags to be associated with time and space locations to coordinate activity in an arbitrary large population, representing intention vectors. Such tags are generally selected from Wikipedia, serving as a foundation ontology, and can encompass any subject whether it is an activity, physical object, or abstract object.

Populating the vector space with novel opportunities for its participants requires more than one individual user.

2. Collecting Intentions and Displaying Opportunities

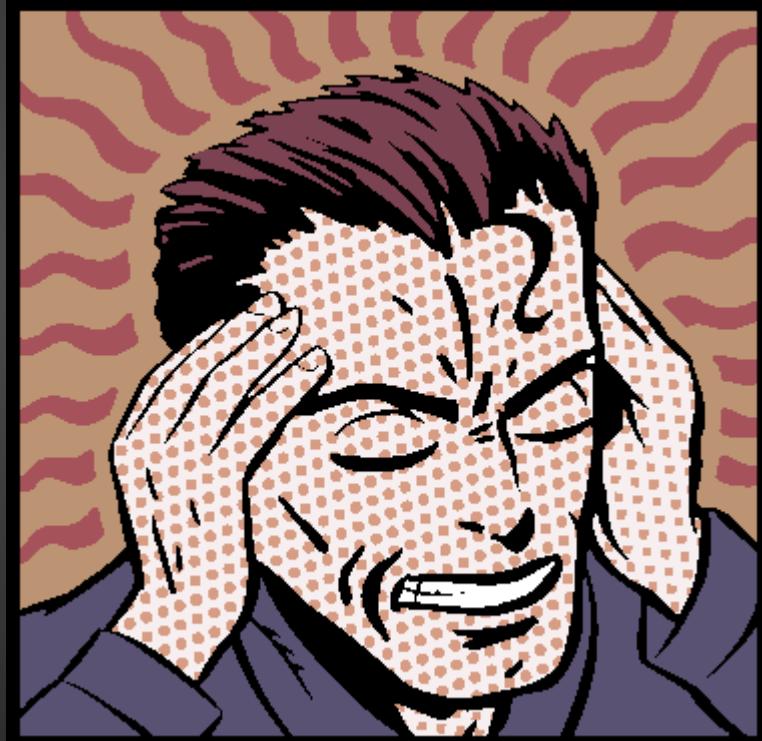
Many possible graphical-user-interfaces can be designed to elicit “intention vectors” from a user. The simplest resemble an hour-based calendar starting from the present moment and extending an arbitrary amount of time into the future. The calendar can be arbitrarily subdivided into smaller time-units – the hour is an arbitrary amount of time that seems, to the author, reasonable for allocating intentions.

Each moment can be described in certain aspects:

- **Want To:** what one intends to do or would like to happen, specified as a list of tags
- **Could Do:** recommendations for possible activities (opportunities), specified in terms of:
- where (latitude/longitude coordinates)
- when
- with whom may be involved
-

A “Thought Digitizer” for Telling Semantic Stories

A “semantic story” of an individual consists of descriptions that specify one’s concerns and interests - as they change, get reinforced, or forgotten spontaneously.



Enhance your memory powers!



essentially suggesting to its participants how they could realize the desired futures they have described

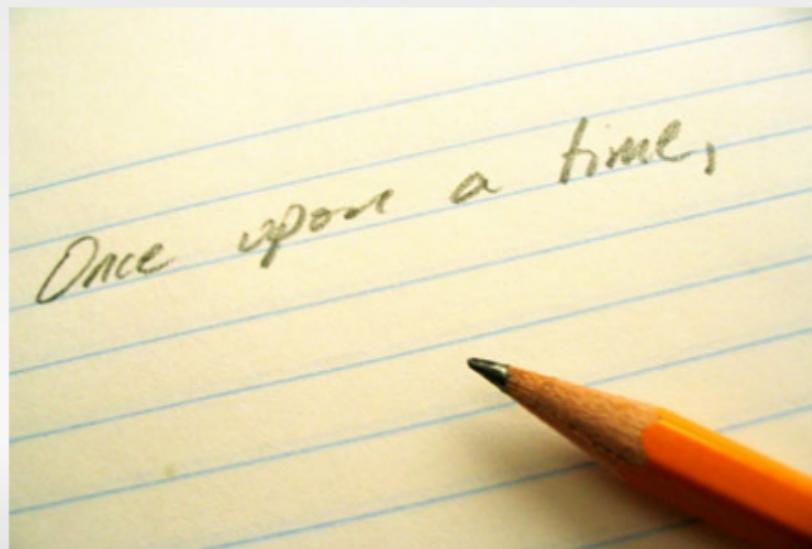
Network Intention

- The term Netention is a portmanteau of the words **Network**, and **Attention** or **Intention**.
- It refers to a community's collective abilities.



Describe What You Want

- **Don't "search".**
- Instead, **describe what you want.**
- Edit it at any time to adjust or improve the description.



Actual and Virtual

Actual	Virtual
How things are, seem to be, or are measured to be	How one believes things "should" be
Definite Values	Indefinite (Acceptable) Ranges
Non-Fiction	Fiction
Present	Future

* O: **	
Layer 0	verbishness
process, bi-polarity	
U: primitive virtualize	A: primitive actualize
variable	operator
heaven	earth
yang	yin
emptiness	phenomena
intelligible	perceptible
transcendence	immanence
type	occurrence
minus	plus

Corresponds to IEML layer 0!
<http://www.ieml.org/>

continue at slide 10



Netention

Intention - Attention - Network

Transforming Intentions into Action

Introduction 2013

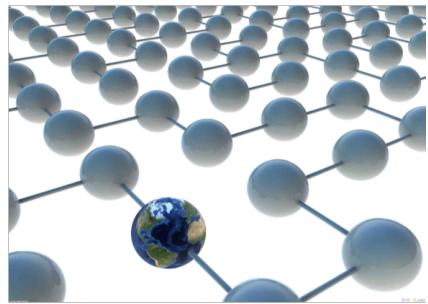
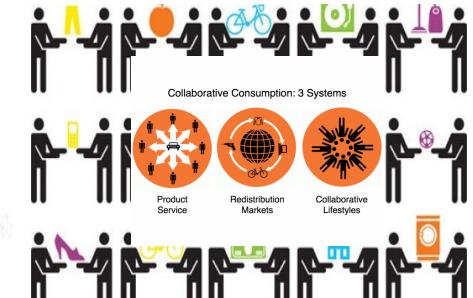
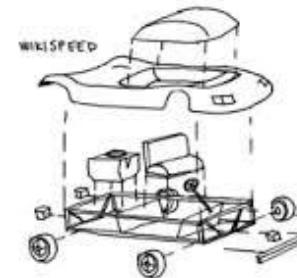
Domains of attention and application

Making

> peer production, sharing and collaborative economy

Focus on P2P exchanges and transactions, and sourcing, assembling and tracking.

Sensorica, the P2P foundation, Ouishare, the Commons Based Peer Production 'P2P Value Platform' EU Project



Monitoring

> Mapping & tracking risks - threats - abuses - responses - resources and abundance

Focus on survival, prevention, preparation/preparedness, sustainability, tracking and managing risks, externalities, abuses, toxicities, sousveillance, neighborhoods but also solutions, responses, good practices... A basis for activism.

Climate Viewer, Global Survival System, Sensorica (agro monitoring), Commons Abundance Network (CAN)

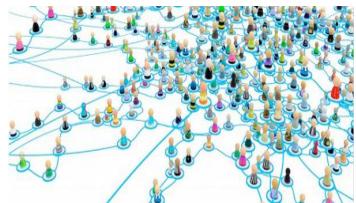
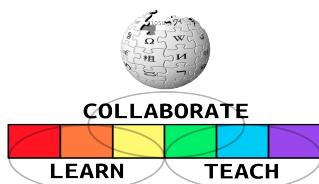
Caring

> Wellness & lifestyle

The Naked Mind, self-discovery, coaching, nomadism, traveling, nutrition

Focus on mind-body-soul, the self and the other, self and mutual discovery, caring for self and others, physically and emotionally.

Mass spectrum, Nutraction



Learning

> knowledge inventory, open learning, gaming, building capacity

Focus on building capacity and teams, potential and achievement

Curiosumé, peeragogy



Netention is a **distributed** planning,
exchange and tracking system.

It empowers communities to **interact**
around **shared objects of attention**,
creating **P2P value networks**.

The Internet of Objects

A Netention object [nobject]...



...is easily created, described and updated

[nobjects] represent physical, conceptual, and imaginary things

Manufacturables
Food
Relationships
Educations
Social Organizations
Services

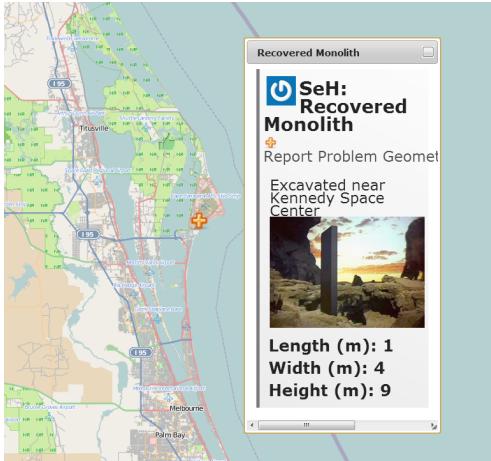
Jobs
Healthcare
Knowledge
Communication
Housing
Lifestyles

Scientific Experiments
Waste Removal & Recycling
Energy Generation
Art
Physical & mental States
Threats & responses

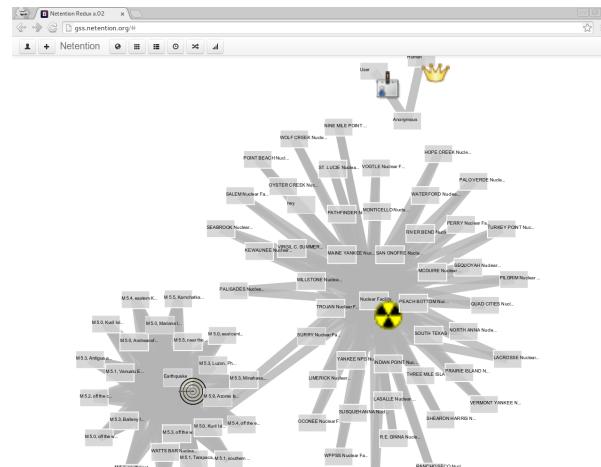
we build [nobjects] to live autonomously in the system

[n]objects are assembled and visualized in various views

Geolocation

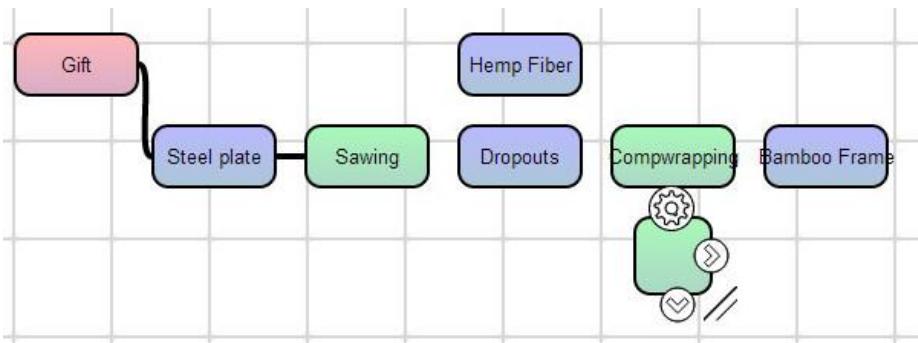


Graph



Time related planning and status change reporting to come

Planning System



Card - List - Slides

M 5.2, off the coast of Atacama, Chile Earthquake
Magnitude: [28.10,-72.34] about 6 days ago
May 03, 2013 00:18:18 GMT
Magnitude: 5.2
Depth (mi): 5900

M 5.5, Kamchatka Peninsula, Russia Earthquake
Magnitude: [13.88,151.17] about 20 hours ago
May 03, 2013 00:10:11 GMT
Magnitude: 5.5
Depth (mi): 152700

M 5.3, off the west coast of Sumatra, Indonesia Earthquake
Magnitude: [27.51,91.87] about 20 hours ago
May 03, 2013 10:40:52 GMT
Magnitude: 5.3
Depth (mi): 15000

M 5.4, off the east coast of Honshu, Japan Earthquake
Magnitude: [34.86,141.71] 1 day ago
May 01, 2013 23:10:05 GMT

M 5.1, southern Iran Earthquake
Magnitude: [30.29,51.75] 2 days ago
May 01, 2013 18:31:04 GMT
Magnitude: 5.1
Depth (mi): 10000

M 5.1, Vanuatu Earthquake
Magnitude: [13.41,167.76] 2 days ago
May 01, 2013 09:51:12 GMT
Magnitude: 5.1
Depth (mi): 6500

M 5.3, Balleny Islands region Earthquake
Magnitude: [14.4,123.2] 2 days ago
May 01, 2013 09:30:00 GMT
Magnitude: 5.3
Depth (mi): 8000

M 5.3, Minahasa, Sulawesi, Indonesia Earthquake
Magnitude: [13.4,123.2] 2 days ago
May 01, 2013 09:28:00 GMT
Magnitude: 5.3
Depth (mi): 10000

M 5.3, Antigua and Barbuda Earthquake
Magnitude: [17.5,61.5] 2 days ago
May 01, 2013 09:26:00 GMT
Magnitude: 5.3
Depth (mi): 10000

RT @strath_geeksoc: Hard at work #strath_geeksoc students and alumni #spaceapps #Glasgow http://t.co/3GjDM40zN

#spaceappsgpt: Hard at work #strath_geeksoc students and alumni #spaceapps #Glasgow http://t.co/3GjDM40zN

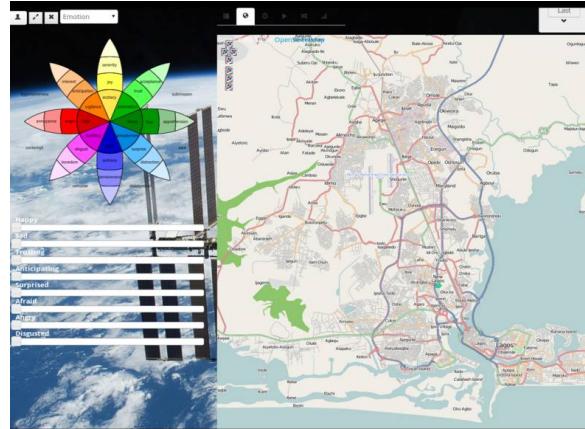
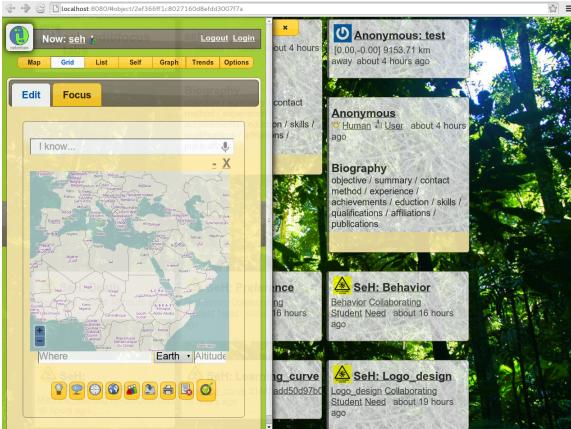
@UGallieo_edu: #spaceapps Obs http://t.co/f0KHMjMjJ

@spaceappsgpt: #spaceapps Observe...
@rev09: #SpaceApps #SpaceAppS
@g8rlabs: @NASA love to see s
@elminson: @samanthasabes i
@spaceappsgpt: RT @spaceapps:
@yakaho: Hard at work to 3 EGIS students who want to understand our challenge and the tools we use for this #spaceapps @spaceapps.

@ishevita: Hard at work #strath_geeksoc students and alumni #spaceapps #Glasgow http://t.co/3GjDM40zN

Content is added in various ways

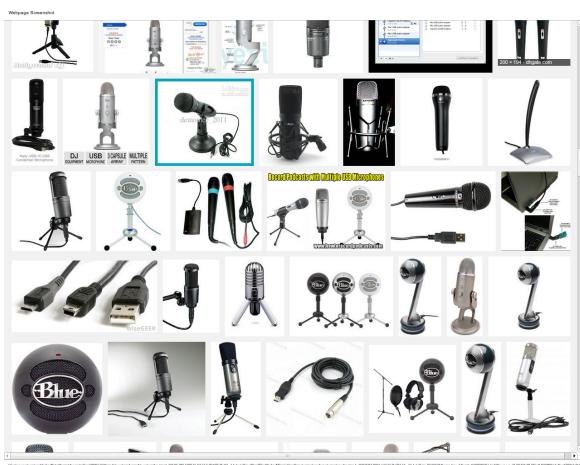
Published by participants



Sketchpad



Accumulated from sensor networks

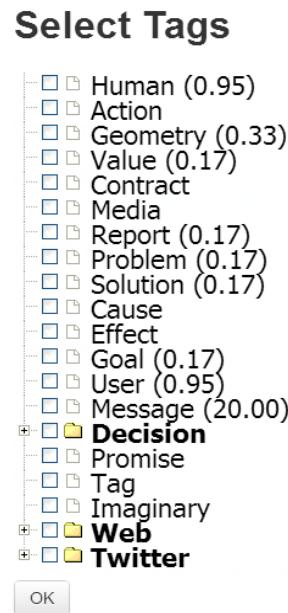


Specific actions can be invoked (cloning, assembling, moving, reporting etc) by remote procedures by the server via buttons that appear contextually.

[n]objects are described via Custom Tagging

A virtually unlimited number of attributes overlapped to define each detail of a tag and object allow to describe **highly complex** objects and processes, from sophisticated industrial machinery, to physical or mental states, to concepts, with their contexts and purposes.

When objects are tagged to wikipedia pages they can be associated to knowledge.



Examples of data types for Tags

boolean, text, textarea, integer, real, url, object, spacepoint, timepoint and timerange

The screenshot shows a 'Tag' configuration interface. It includes fields for 'Tag' (containing '+Value Type'), 'Value Type' (with a value 'I'), and 'Datatypes'. A detailed list of datatypes is provided:

- boolean**: a Boolean is a data type with only two possible values: true or false.
- text**: text to define or describe.
- textarea**: a multiline text area, for paragraphs
- integer**: a whole positive or negative number
- real**: a number with decimal points
- url**: link to a webpage or other web resource
- object**: links to another netention object
coming soon: can be restricted to objects containing a specific tag
- spacepoint**: geolocalisation

not fully implemented :

- timepoint**: defines a certain moment in time
- timerange**: defines a certain segment of time, with start / stop timepoints

Tags can describe both **state** and **actions**

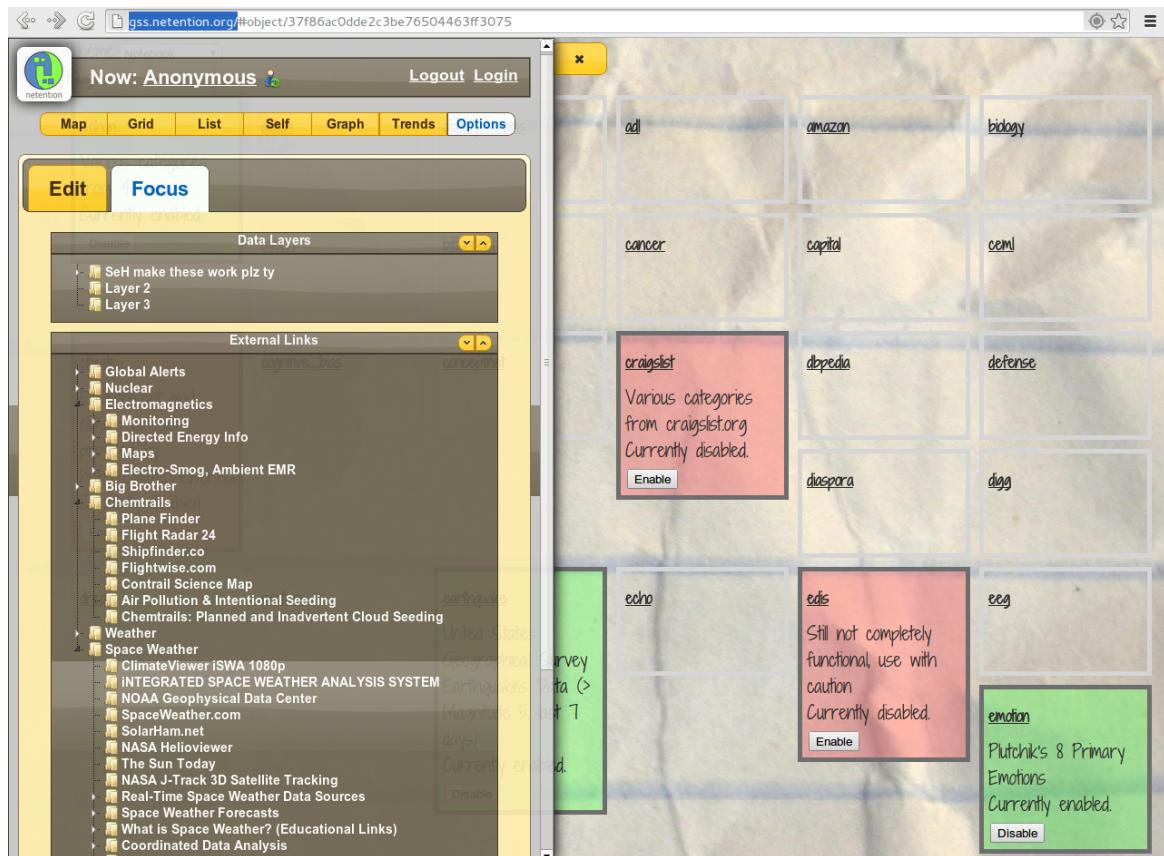
Purpose is inferred in an object's description. And contextual activities can be assigned depending on the object's attributes in terms of recognizable patterns tracked through time.

It provides **Seed ontologies** from which to built from from external libraries loaded as **plugins**.

Ontology and dataset plugins can be turned on and off to **customize** application to the various domains of attention and activity.

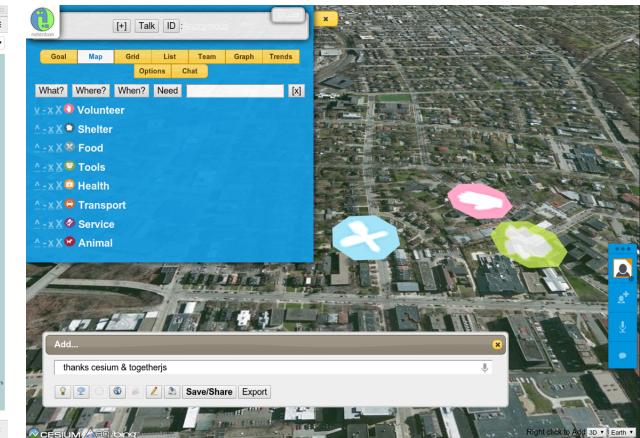
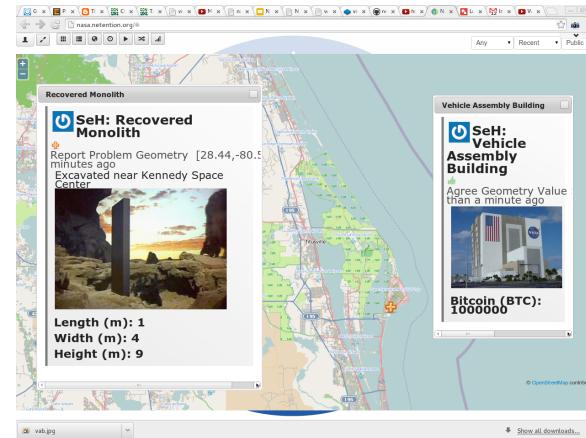
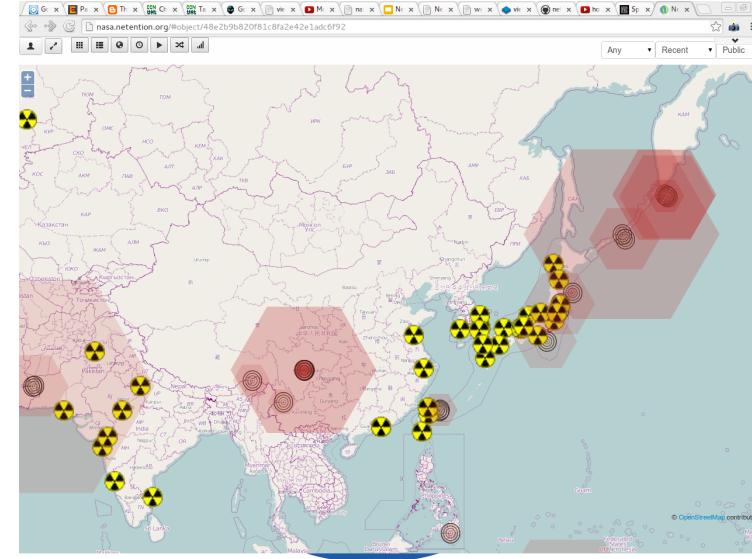
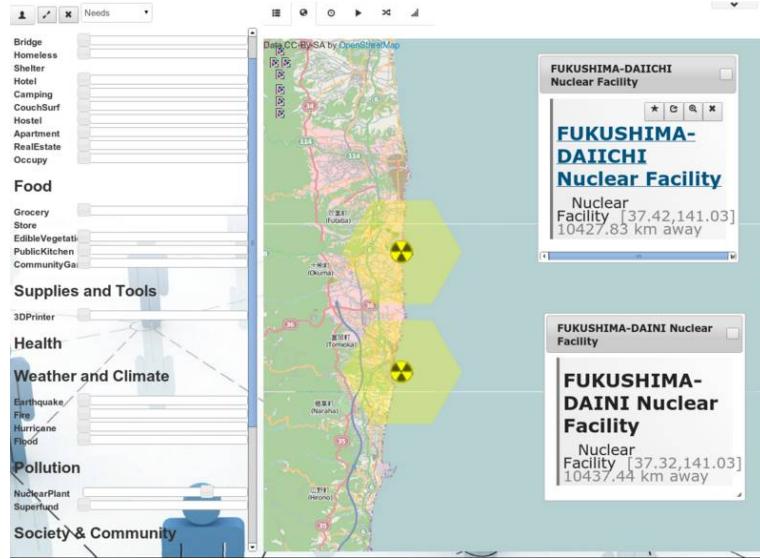
Data is organized in easy recognizable patterns. Applying patterns helps the system suggest more appropriate related information to add and contributes to generating ontology.

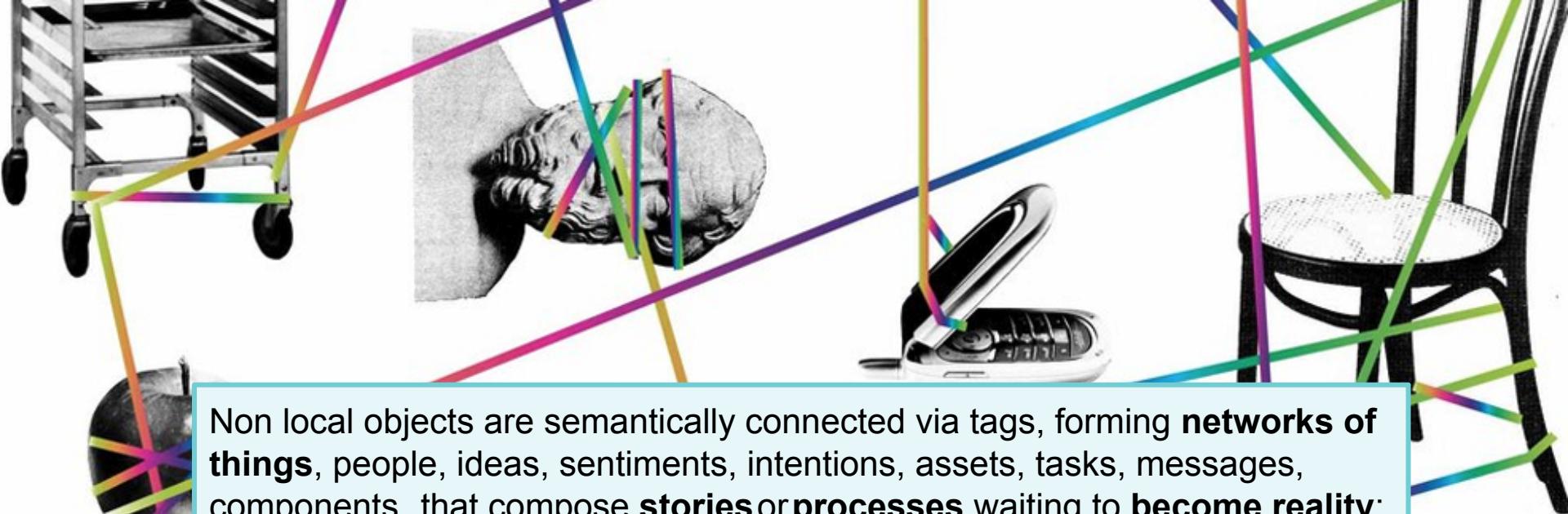
Soft, evolvable semantic ontology



New tags and **collaborative filtering** enable emerging and collectively edited ontology **without coding** -folksonomy and folksontology. >> working toward *interoperability*?

Objects are mapped geographically when they have a location





Non local objects are semantically connected via tags, forming **networks of things**, people, ideas, sentiments, intentions, assets, tasks, messages, components...that compose **stories or processes** waiting to **become reality**: a team, an assembled product, a symphony, a diagnose, a learning journey...



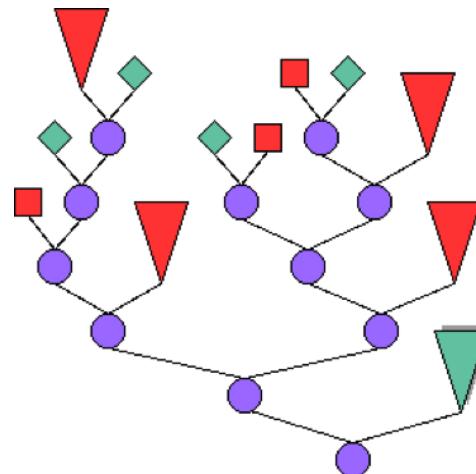
Activity as Semantic Narratives

Objects are mapped in terms of their **current** and **potential or desired** future state and place. From this derives semantic narrative and **movement**.

Do we have screenshots of various cases and stages of this? Or mockups of what it could be in the future? What would an inventory look like?

The semantic narrative is defined in terms of **agenda**, **potential**, and **inventory** forming the basis of an **asset management** and **value network**.

An evolving database of instructions, recipes, procedures, and plans explain how to reach certain goals by decomposing it into a series of necessary "ingredients" and actions



Activity as Semantic Narratives

- “ Everybody decides according to their own preferences, whether, where, and how they engage. These decisions are influenced by hints left by others, pointing **to unfinished or desired activities...** ”
- “ This decentralized task distribution mechanism is known as “**stigmergy**,” from the Greek word *stigma*, meaning “mark” or “hint.” Stigmergy also exists in the animal world. Ants and termites organize themselves in this way. But while insects act instinctively, the stigmergic self-organization of humanity is based on **millions of conscious decisions**. Everyone takes their own needs, wishes, and skills into account when deciding which hints to leave and which to follow. This causes a **distributed prioritization of open tasks**: things about that many people care a little, or some people a lot, are handled sooner than things that leave everybody cold. And because people choose for themselves where and how to engage, everybody is motivated and all the manifold talents and skills come to their full potential. ”

Christian Sifkes on Kitchen Fabrication, Garden Farms and Stigmergic Self-selection - Abstracts
Free Sources or Why Production No Longer Worries Us: <http://keimform.de/2013/free-sources-1/>

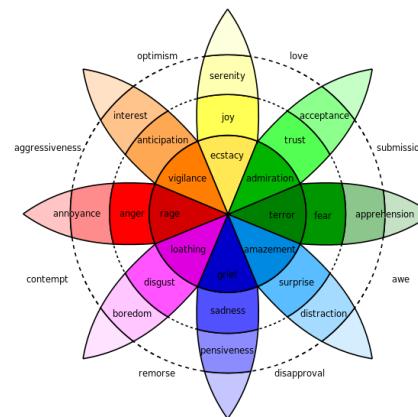
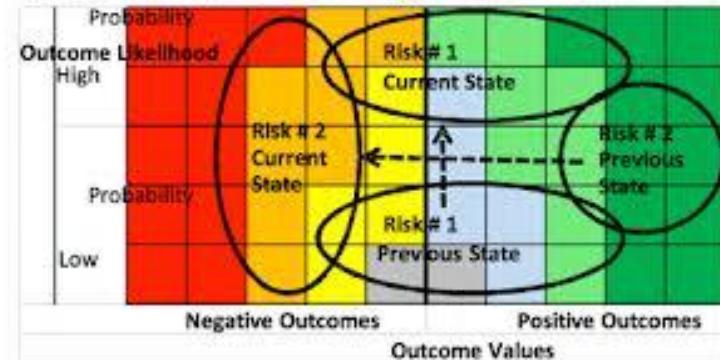
Tracking

Tracking and aggregating changes in state, place and time provides **insights** into **patterns** of what is currently emerging or being constructed and enables decision.

Semantics apply the same way, whether you are shipping an object to somebody or tracking a storm approaching, following your mood variations, or monitoring the quality of a soil via sensor.

Do we have screenshots of various cases and stages of this? Or mockups of what it could be in the future?

Value Map Showing Risk Evolution

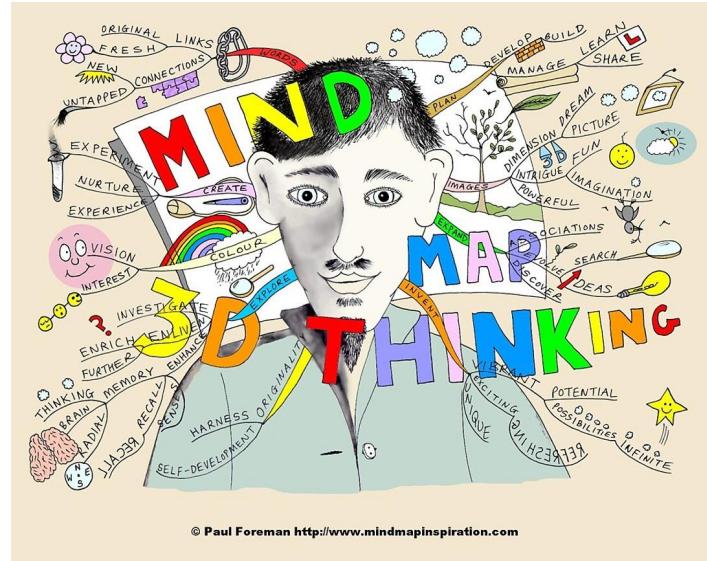


Mapping & matching

The system maps **assets and possibilities** with **goals and intentions** generating **opportunities** that help realize the agendas described.

In this sense netention is a possibility generator and a contextual matching engine that enable mutually satisfying relationships and transactions.

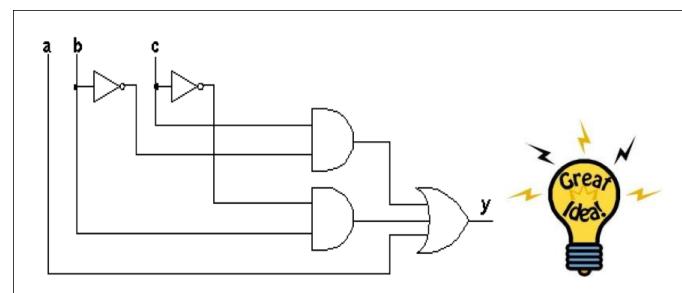
How does it do that? Algorithms? How does this ‘look’? Do we have screenshots?



Recap of what Netention can do 1/3

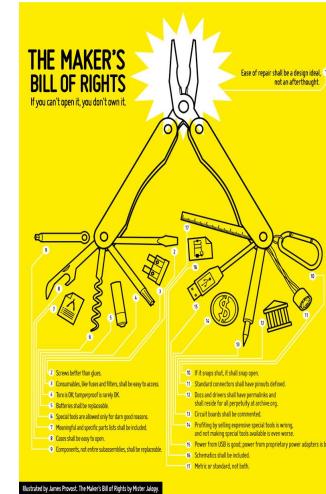
- Describing objects with all possible attributes including purpose and variation in time
- Expression of intentions and goals
- Expressions of potentials and capacity/capability
- Needs and asset mapping (material or not)
- Planning - scheduling
- Identifying gaps & opportunities
- Bringing things to attention in relation to context
- Suggesting possibilities, matchings and courses of action
- Suggesting what can be built with what is available
- Suggesting what is available in nearby locations
- Building community / finding each other/ finding collaborators

Seth, check what is already available, soon available, and to come further along the line?



Recap of what Netention can do 2/3

- Sourcing objects
- Combining objects/component to make new objects
- Co-creation of objects
- Decomposing and upcycling of objects
- P2P exchanges and transactions
- > *accounting for contribution, and exchange value?*
- Inventories, resource management
- Value network management



Seth, check what is already available, soon available, and to come further along the line?

Recap of what Netention can do 3/3

- Mental mapping / contextualizing
- Geolocating / mapping of status or states
- factual data collected from sensors and human input
- Tracking/monitoring of variation / progress of status/state of an object
- Diagnose setting and feedback
- Information sharing and coordination
- Learning and self-discovery
- Building experience, aggregating data about self, developing life trajectories
- Mutual support by following physical and emotional states of groups

Seth, check what is already available, and to come further along the line?

Can enable anything imagination can create!



How you can help

- Contact us for more information if anything is unclear.
- Share this presentation with others who have yet to see it
- Support the developers
 - Help develop and improve the software
 - Donate money, technology, housing, publicity, etc..

<http://www.netention.org/>

What it can enable

create a table, streamlining the items in this first column (finding relevant groupings and items)

with **Making, Monitoring, Caring, Learning** as row headings

and lists of specific possibilities/applications in cells (for example references to 'stories' that people describe of how the future will be -example: Christian Sifke's article, describing Kitchen Fabrication and garden farming, caring for the young and elderly etc...)

- Describing objects with all possible attributes including purpose and variation in time
- Needs and asset mapping (material or not)
- Planning - scheduling
- Expression of intentions and goals
- Expressions of potentials and capacity/capability
- Identifying gaps & opportunities
- Bringing things to attention in relation to context
- Suggesting products and courses of action > ads
- Building community / finding each other/ finding collaborators
- Finding the source / potential source of objects.
- Combining objects/component to make new objects > example of the orchestra
- Co-creation of objects
- Decomposing and upcycling of objects
- P2P exchanges and transactions
- > *accounting for contribution, and exchange value?*
- Inventories, resource management
- Value network management

Not sure how to layout this. It's a bit of a laundry list, but gives a good idea of what can be done....

- Mental mapping / contextualizing
- Geolocating / mapping of status or states
- factual data collected from sensors and human input
- Tracking/monitoring of variation / progress of status/state of an object
 - Diagnose setting and feedback
 - Information sharing and coordination
 - Learning and self-discovery
- Building experience, aggregating data about self, developing life trajectories
- Mutual support by following physical and emotional states of groups
- Can enable anything imagination can create

Economics Information System

Basically, an economy consists of **persons**, **teams** and **objects** (which can be physical or abstract concepts, like a process). Each one can be defined in terms of **agendas**, **potential**, and a **resource inventory**.

Person/Team

can be real or virtual (simulations)

Inventory

Skills, Assets, Experience, Social Network

Agenda

Goals, Actions, Achieveables, Reports

Potential

Interests, long-term projects, values, opportunities

Object

can be real or imaginary, physical or abstract (simulations, concepts...)

Inventory

Resources: parts, plans, supplies, food, shelter, equipment, technical documentation, etc...

Agenda

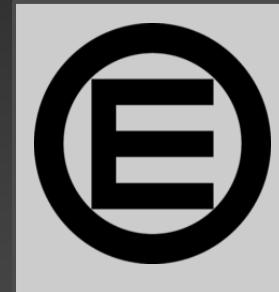
Adaptive planning of an object, a tool, a process through time.

Potential

Sharing conditions, end-of-life, recycling, modularity, unexpected uses...

Intelligent & Fair Electronic Marketing & Economy

Egalitarianism:



Meritocracy:



Legally removing the corrupted ones holding existing power (which really consists of mind control to keep the population enslaved to their disgusting, secret agenda).

We can think of this data flow as an **object data**

Circle of Life: data would synchronize with products own cycles of life. In a classic business process it would be something like this:

1 - the **production phase**: from the extraction of raw materials to its placement as a product in a shop.

2 - the **customer phase**: from the moment you look for the good to when you effectively acquire it

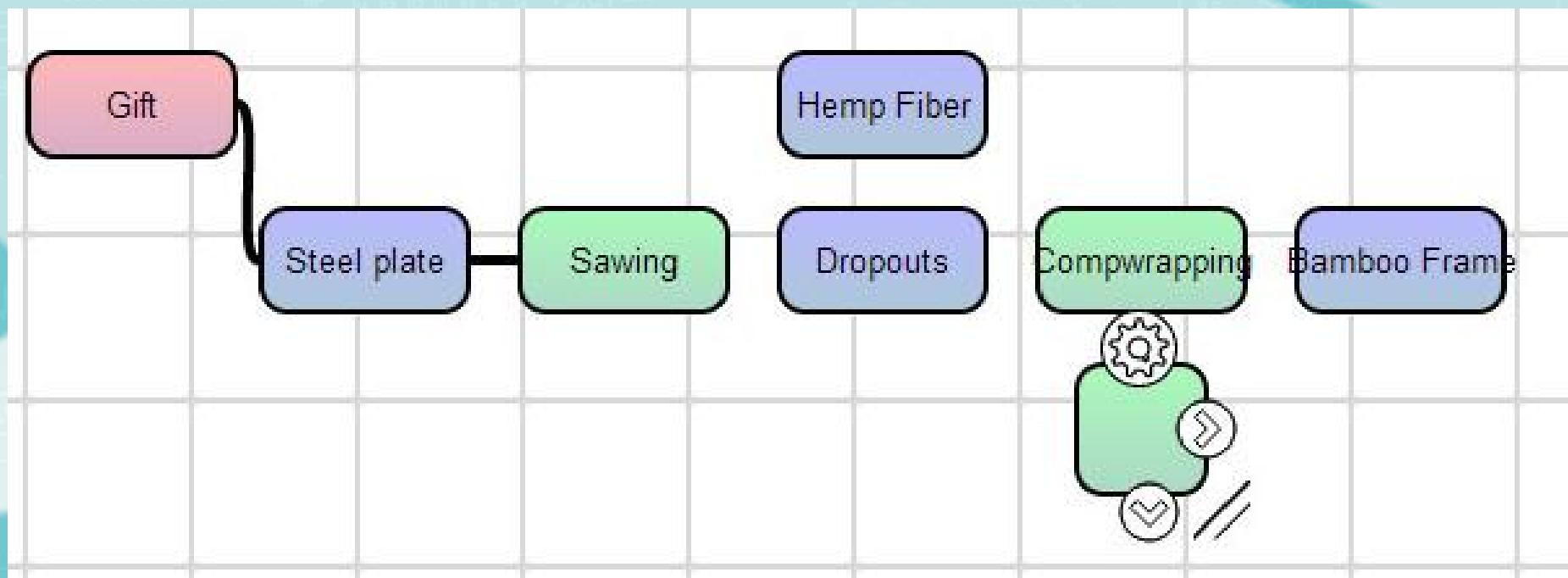
3 - the **product life optimization phase**: when you start to optimize the usage of it by using, hacking, sharing, giving, selling...

4 - the **product death optimization phase**: when you are looking for ways to optimize its death by repairing, reusing, recycling or rotting it.

Personal agenda + Potential + inventory
Team agenda + Potential + inventory
Object agenda + Potential + inventory

Social Resource Acquisition and Construction

Combining social object creation with physical object creation, basically a social supply chain / logistics system that backward chains from desired objects to the necessary ingredients and social activities necessary to acquire and assemble them.



Semantic Information System (aka advertisements)

Crisis/environmental suggestions/anticipations :
GSS/ClimateViewer

Responsible and respectful advertisements

Answer the needs, don't provoke or generate them.

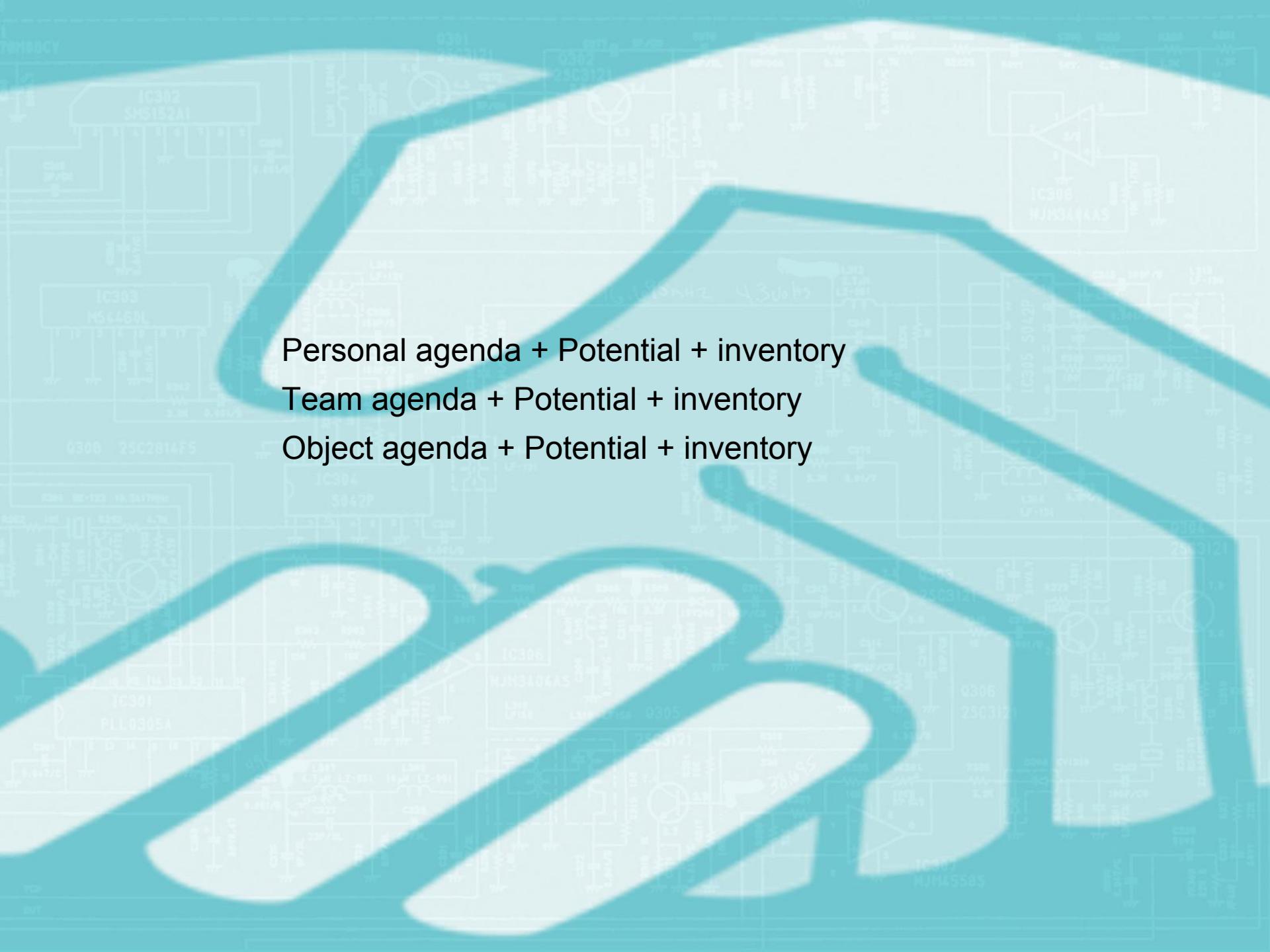
Collective communication

Any communication support created can be reused and adapted to any need. If someone likes your product, he may create your visual communication just to express you some gratitude !

Respect of Privacy and Relevance of Suggestions

Products and services suggested correspond to the exact needs and intentions expressed.

It is not an intrusive datamining of your mails and communications aiming at trying to understand your interests and link them to manipulative advertisements.



Personal agenda + Potential + inventory
Team agenda + Potential + inventory
Object agenda + Potential + inventory

Common components in most business model definitions

Core capabilities (assets, capabilities, processes)

Customer value propositions (products and services, offering, differentiation)
all value offered to all stakeholders

Target customer (segments, scope, needs)

Revenue model (pricing, ways of charging)

Distribution channel (delivery, channels, promotion)

Partnerships (suppliers, partners, value chain position)

Cost structure (fixed and variable costs)

Control mechanisms used to protect the created values and the profit streams
from being reduced by partners, competitors or strong customers

Objects for transactions to clarify what is being transacted between different
stakeholders, as it is no longer limited to products and services

A business model answers the questions:

How are values created, captured and by whom?

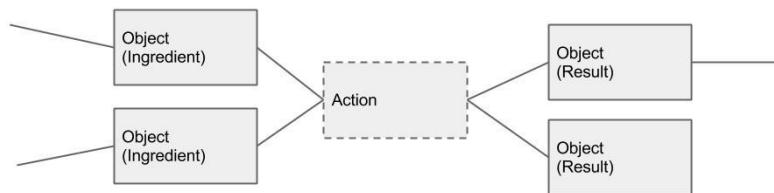
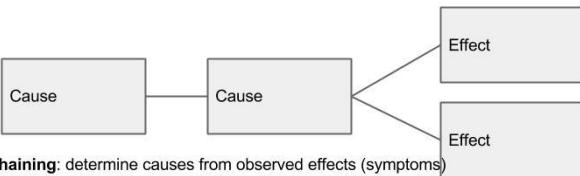
How are values extracted, controlled and by whom?

Resource Management

Netention aims to solve, in general, all resource management and planning issues that occur among communities of participants.

A complete system could conceivably eliminate the balkanization of various separate online services that presently serve relatively narrow subsets of the more general problem.

'Ingredient/Result graph' = 'Problem/Solution graph'



Material States ("Objects", "Materials")

- describe the qualities of matter



Actions ("Procedures", "Techniques")

- describe means for transforming materials into different states
 - required quantity of each ingredient
- may involve one or more Tools
- may include instructions to human readers. when unknown, provides space for completion at a later time

- Substitute alternate materials or tools based on local availability
- Modular graphs can be re-used for different results

Material Examples

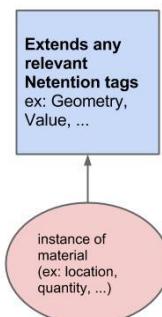
- Tree
- Log
- Board
- Stool
- Pant
- Planned Stool
- Steel Frame
- Brakes
- Handlebars
- Sail
- Painted Frame
- Chain Drive
- Wheels
- Bike
- Steel Plate
- Steel Tube
- Brazing Rod
- Dropouts
- Steel Lugs
- Painted Tubes
- Bamboo
- Bamboo Tubes
- Wood Cores
- Dropouts
- Hemp Fiber
- Epoxy
- ...

Action Examples

- Assembly
- Painting
- Water-jetting
- Cutting
- Sawing
- Comprapping
- Brazing
- ...

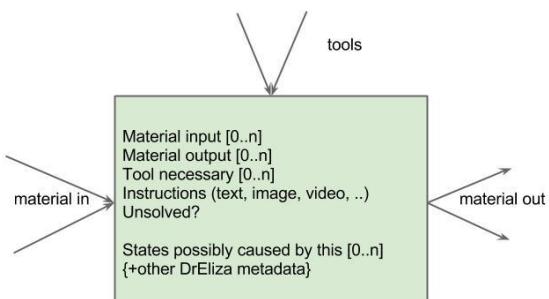
State ("Objects", "Material State", ...)

- describe the qualities of matter, energy, information, mind, society, etc...



Action ("Procedures", "Techniques")

- describe means for transforming materials into different states
 - required quantity of each ingredient
- may involve one or more Tools
- may include instructions to human readers. when unknown, provides space for completion at a later time



Possible to create objects that involve both State and Action tags

Create...

Manufacturables

- Food
- Relationships
- Education
- Social Organizations
- Jobs
- Healthcare
- Education
- Communication
- Housing Situations
- Scientific Experiments
- Waste Removal and Recycling
- Energy Generation
- Art (Fine Art, Music, and Performances)
- Mental States
- ...

Mapping

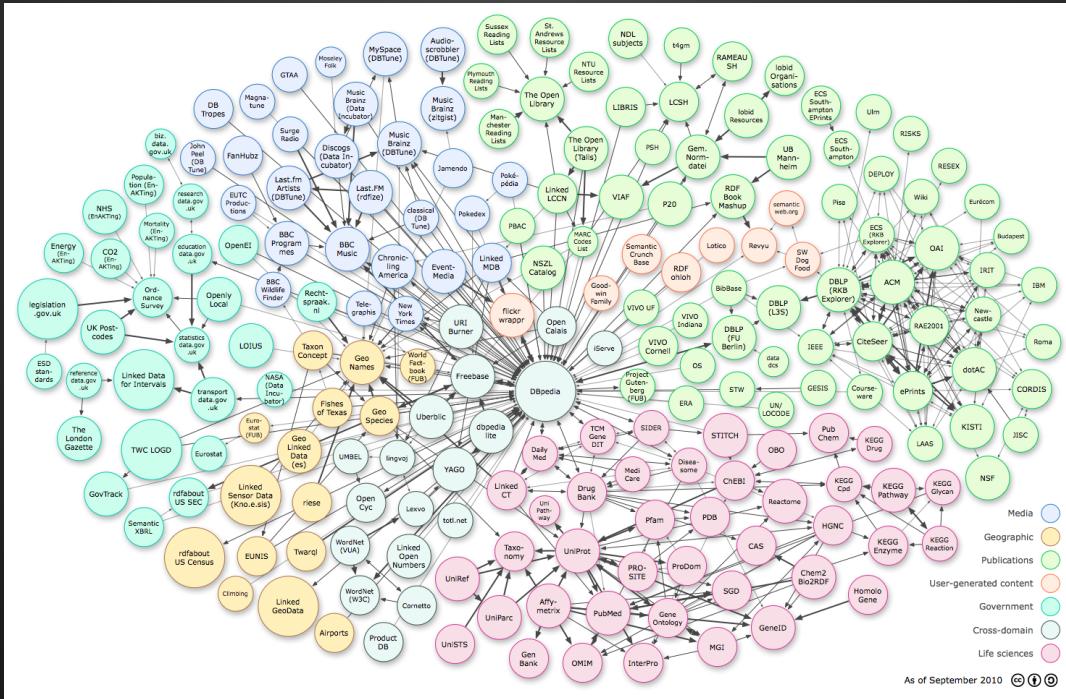
Objects are mapped geographically when they have a location.

Non local objects can be mapped as well. Emotions/sentiments, ideas, messages, product nomenclatures/components etc (>> add more examples) are mapped implicitly through tags creating linked data graphs. This creates new objects: a story, a symphony orchestra, a blog, and inventory, a community, a team, a product, a diagnose, a process... >> mention protocol and how descriptions can become interoperable here

Objects are mapped geographically when they have a location.

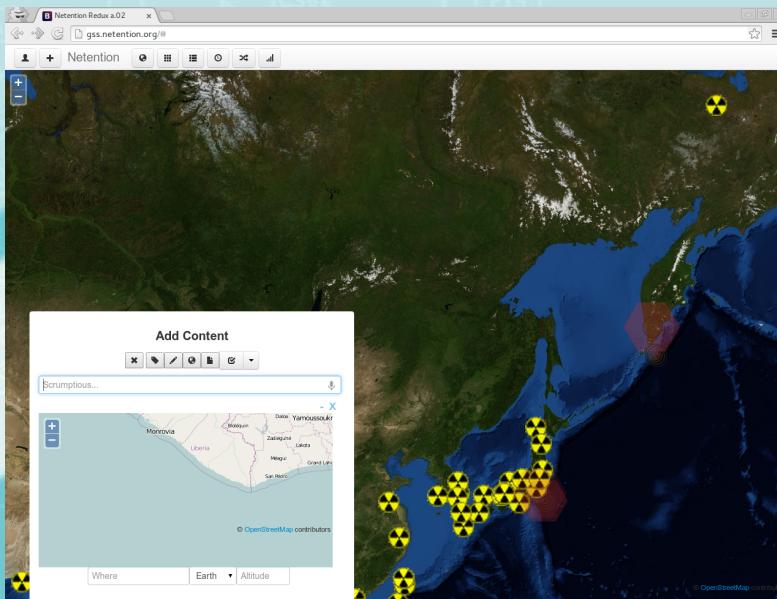


Linked Data graphs



Mapping and Overlapping of collaborative economy initiatives

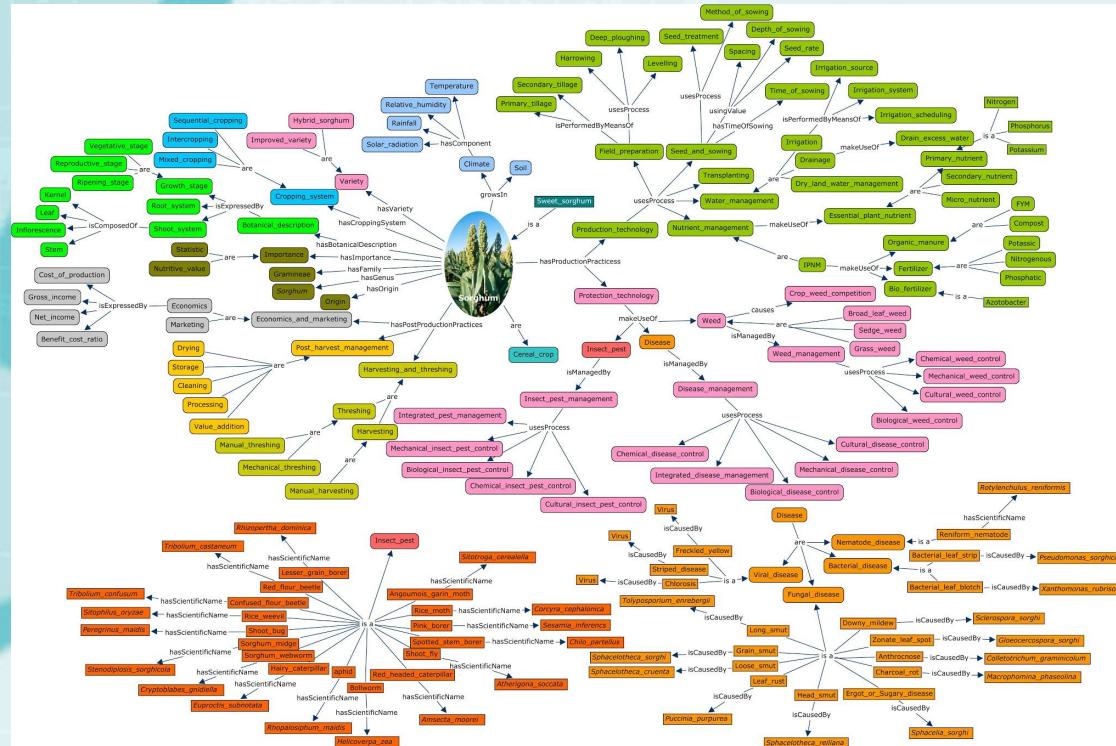
Describe and localise **any group of individuals**. A semantic description allows a more precise definition of **shared values**, and can help any group finding **co-creators**.



Ontology

- Name
- Field
- Vision
- Objective/outcome
- Stage of the project
- Who are the users
- Number of users
- 'value proposition'
- Scale (local, regional)
- Team-size
- website
- Place (can be virtually global)

Evolutive knowledge mapping objects



Agropedia Ontology Guidelines

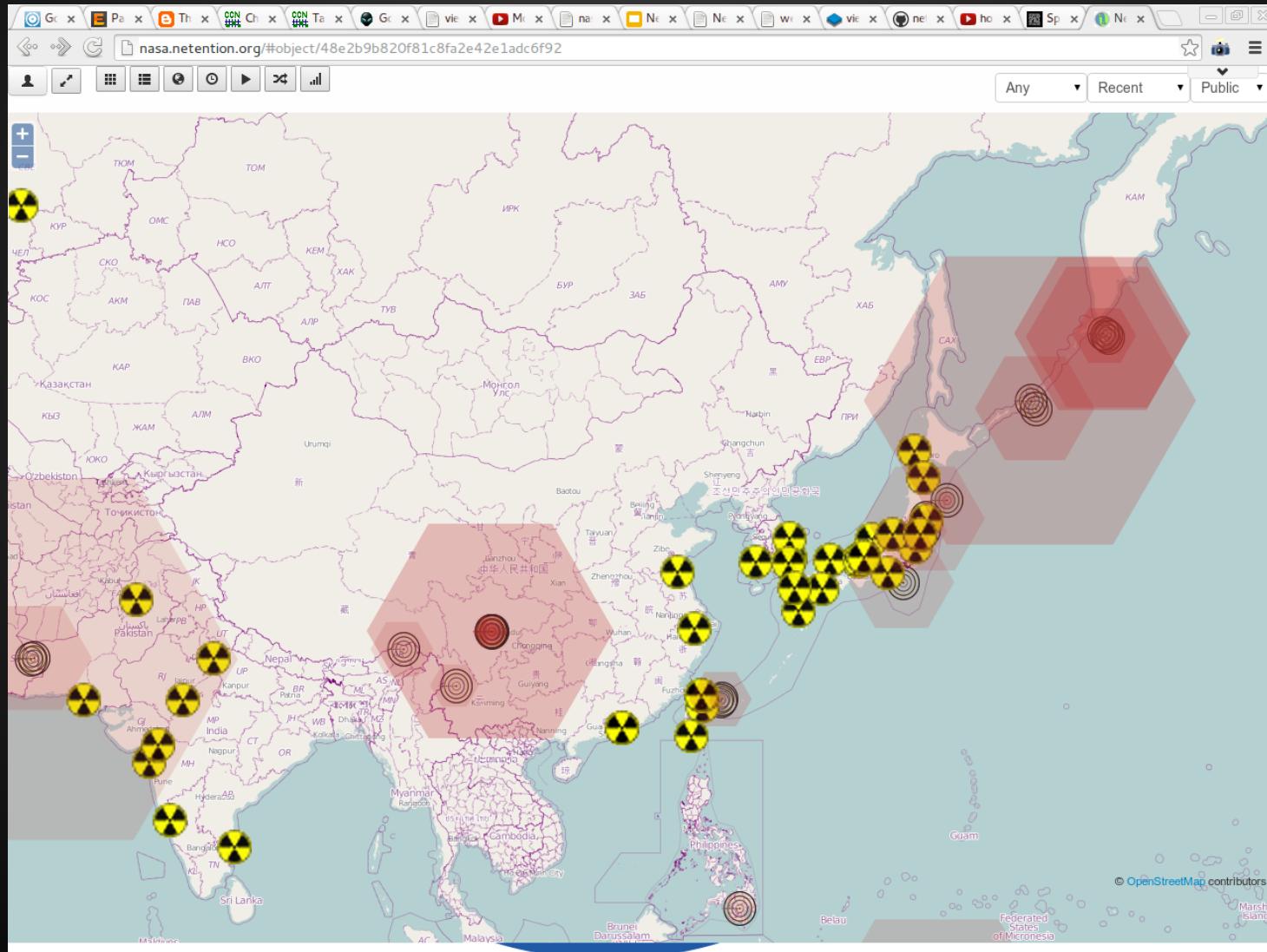
http://agropedia.iitk.ac.in/km_guidlines.pdf

Examples of knowledge models

<http://agropedia.iitk.ac.in/content/knowledge-models>

Sensors and Real-time Data

Example: Earthquakes and Nuclear Reactors



I feel...

Any Recent Public

CRYSTAL RIVER Nuclear Facility

CRYSTAL RIVER Nuclear Facility

Nuclear Facility [28.96,-82.70]

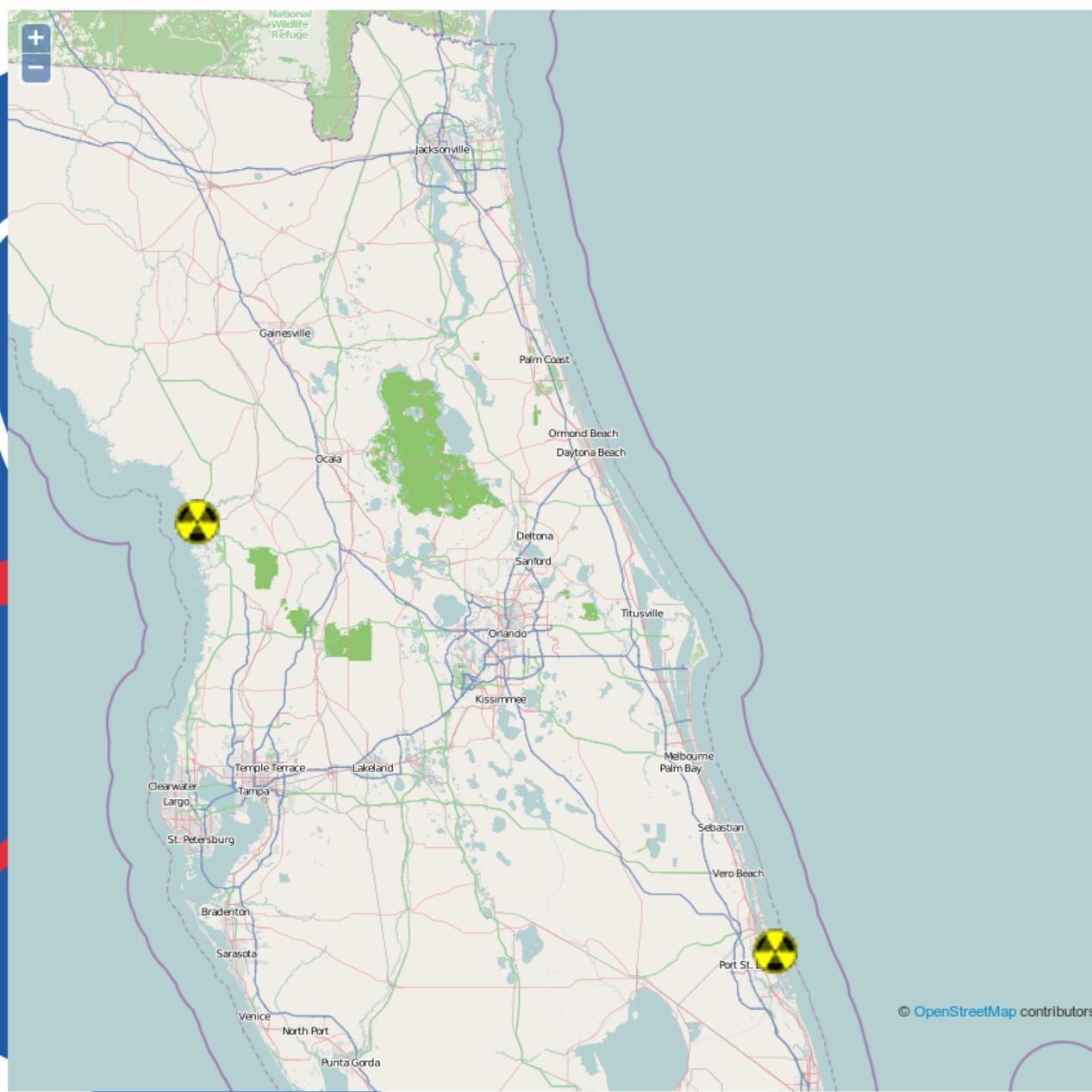
Active Reactors: 1

ST. LUCIE Nuclear Facility

ST. LUCIE Nuclear Facility

Nuclear Facility [27.35,-80.25]

Active Reactors: 2



© OpenStreetMap contributors

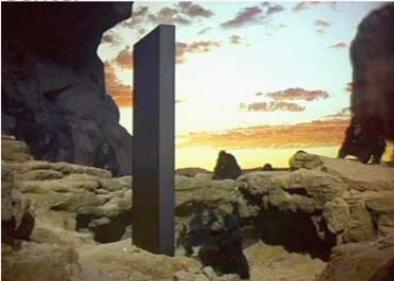
nasa.netention.org/#

Recovered Monolith

SeH: Recovered Monolith

+ Report Problem Geometry [28.44,-80.5] minutes ago

Excavated near Kennedy Space Center



Length (m): 1
Width (m): 4
Height (m): 9

Vehicle Assembly Building

SeH: Vehicle Assembly Building

Agree Geometry Value than a minute ago



Bitcoin (BTC): 1000000

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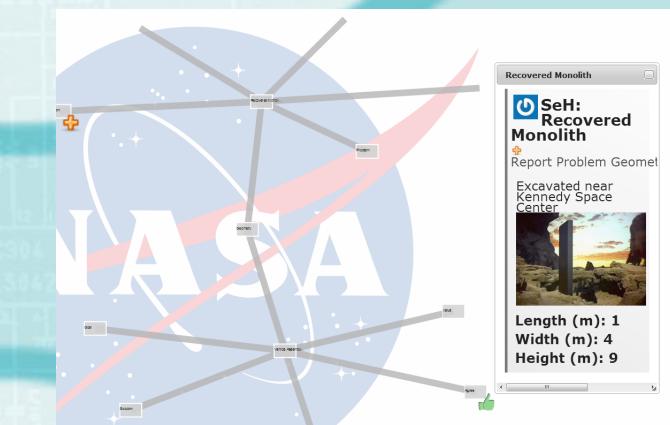
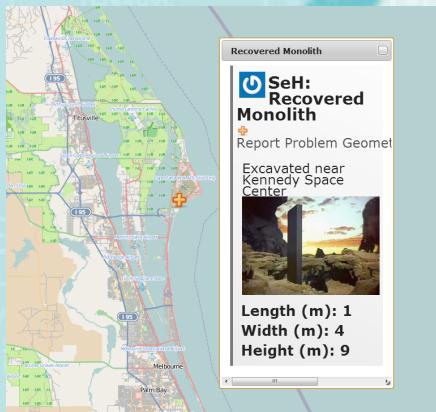
vab.jpg

Show all downloads... 

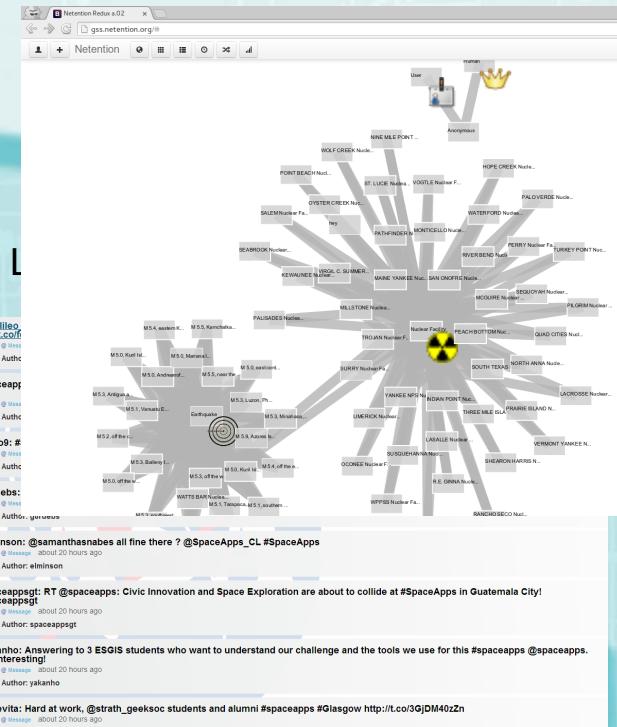
Any Recent Public

Data visualisation

Geolocalisation



Graph view (shows related objects linked by tags)



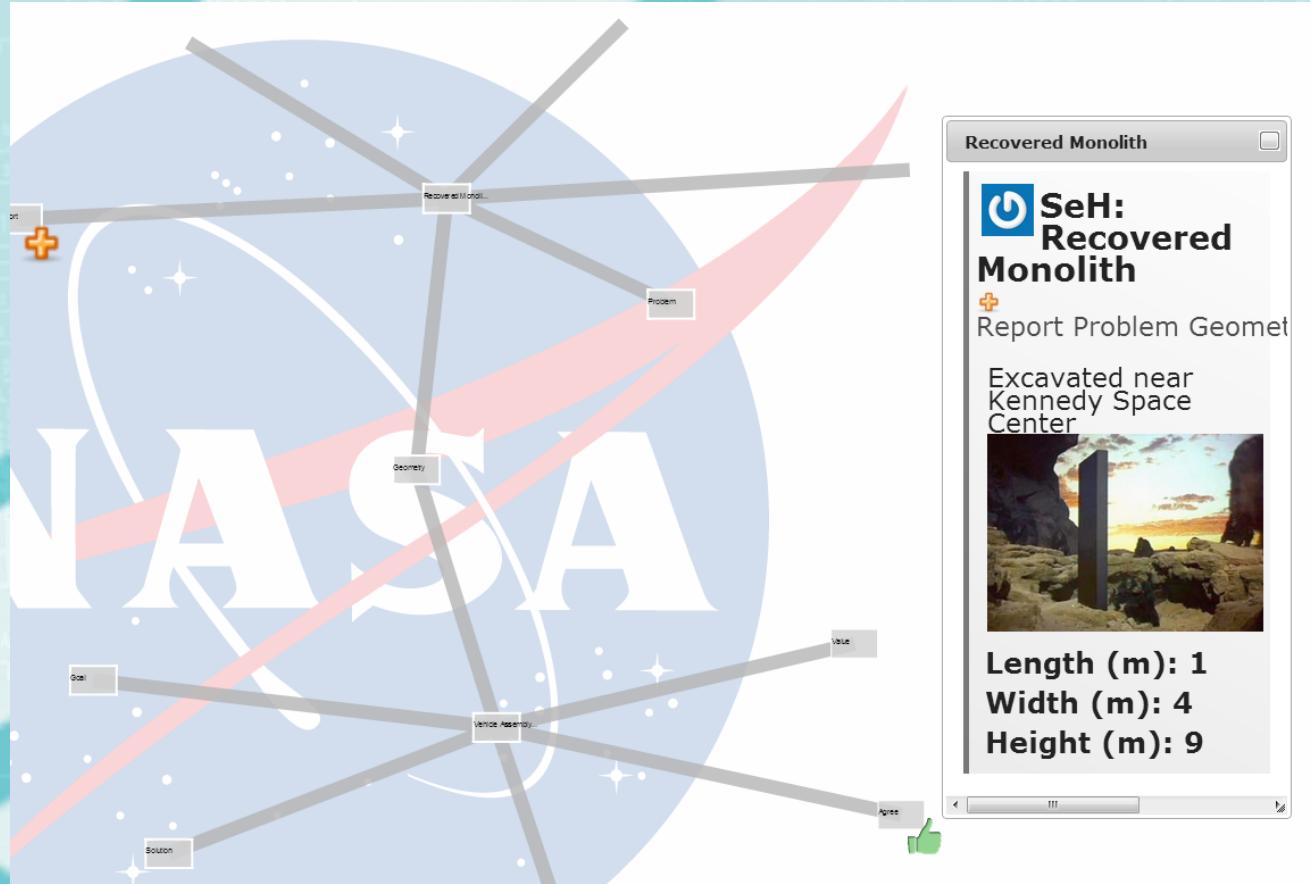
Data visualisation

List views

- @UGalileo_edu: #spaceapps Observa lo que ocurre en el International Space Apps Challenge, transmisión en vivo! <http://buff....> ★ ⓘ ⓘ ⓘ ×
- [Tweet](#) [Message](#) about 20 hours ago
Twitter Author: UGalileo_edu
- @spaceappsgt: #spaceapps #spaceappsgt @spaceapps #nasa #IEEE estudiantes IEEE-USAC presentes en Universidad Galileo para el gran reto...!!
- [Tweet](#) [Message](#) about 20 hours ago
Twitter Author: spaceappsgt
- @jrevo9: #SpaceApps #SpacesAppsGT here we go!! #Guatemala
- [Tweet](#) [Message](#) about 20 hours ago
Twitter Author: jrevo9
- @g8rdebs: @NASA love to see some #spaceapps creators at #onespark next year! @BeOneSpark
- [Tweet](#) [Message](#) about 20 hours ago
Twitter Author: g8rdebs
- @elminson: @samanthasnabes all fine there ? @SpaceApps_CL #SpaceApps
- [Tweet](#) [Message](#) about 20 hours ago
Twitter Author: elminson
- @spaceappsgt: RT @spaceapps: Civic Innovation and Space Exploration are about to collide at #SpaceApps in Guatemala City!
@spaceappsgt
- [Tweet](#) [Message](#) about 20 hours ago
Twitter Author: spaceappsgt
- @yakanho: Answering to 3 ESGIS students who want to understand our challenge and the tools we use for this #spaceapps @spaceapps. Very interesting!
- [Tweet](#) [Message](#) about 20 hours ago
Twitter Author: yakaho
- @lishevita: Hard at work, @strath_geeksoc students and alumni #spaceapps #Glasgow <http://t.co/3GjDM40zZn>
- [Tweet](#) [Message](#) about 20 hours ago
Twitter Author: lishevita

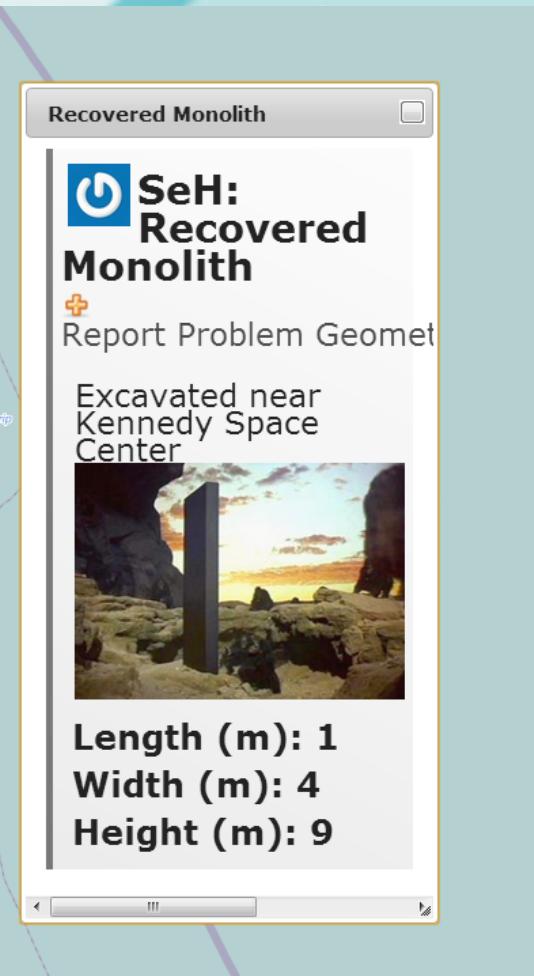
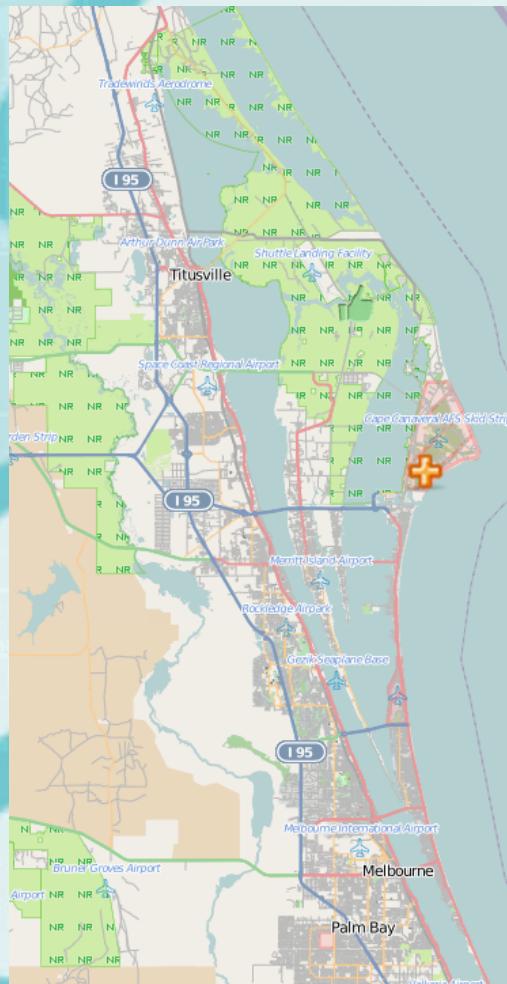
Data visualisation

Graph view (shows related objects linked by tags)



Data visualisation

Geolocalisation



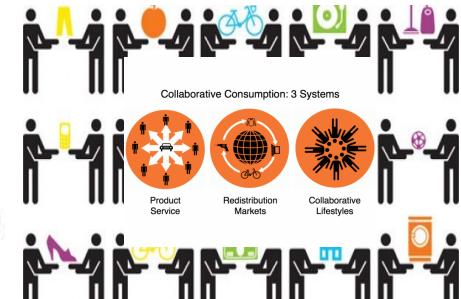
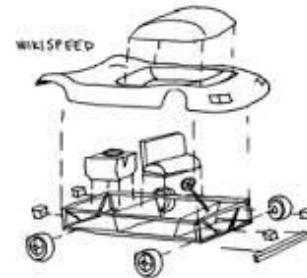
Can be
geolocalised
(GPS + radius)

Making

> peer production, sharing and collaborative economy

Sensorica, the P2P foundation, Ouishare, the EU P2p Value consortium

Focus on P2P exchanges and transactions, and sourcing, assembling and tracking.



- Finding the source / potential source of objects.
- Combining objects/component to make new objects > example of the orchestra
- Co-creation of objects
- Decomposing and upcycling of objects
- P2P exchanges and transactions
- > *accounting for contribution, and exchange value?*
- Inventories, resource management
- Value network management

Netention NASA https://docs.google.com/presentation/d/1C2mOIn_UvswXBIVZBwPY6B-qamrqMT94Qfzl6s9DRyA/edit?usp=sharing

Semantic Business Intelligence

https://docs.google.com/presentation/d/17LQVk5b3sSTVOttgBhl8EEseb_kicLJMQq-BIDtNwNo/edit?usp=sharing

Ouishare

https://docs.google.com/presentation/d/1aT7PdK54zL70P-MIZuxgQ6ASYg6pdxn6_Fcc9AlwlKM/edit?usp=sharing

OSW doc OSHW Documentation Taxonomy

Items :

<https://docs.google.com/spreadsheet/ccc?key=0AkNG-lv1ELQvdHVNEdtVHp4dHRWOU8tcDNSbXROY3c#gid=2>

Collaborative consumption

These are just categories, there are thousands of collaborative and sharing projects, each using different languages, databases, etc.

One way to solve that redundancy and absence of communication protocols may be to agree on ontologies so that everyone uses the same objects and can share their products and services on a wider scale while communicating with similar projects.

CHILDREN

Babysitting, Clothes, Gear, Toys

ELECTRONICS

Appliances, Camera, Laptop, Stereo, Tablet

ENTERTAINMENT

Books, Games, Movies, Music, Video Games

EQUIPMENT

Machinery, Pets, Photography, Sports Equipment, Tools

FASHION

Accessories, Clothes, Makeup

FOOD

Cooking, Dining, Garden, Produce, Social Dining, Takeaway

HOME

Appliances, Art, Furniture, Tools, Utilities

Collaborative projects ontology

Name

Field

Vision

Objective/outcome

Stage of the project

Who are the users

Number of users

'value proposition'

Scale (local, regional)

Team-size

website

Place (can be virtually global)

- **Monitoring** > Mapping & tracking risks - threats - abuses - responses - resources and abundance

Climate Viewer, GSS, Sensorica (agro monitoring), CAN

All about survival, sustainability, prevention, preparation/preparedness, tracking and managing risks, externalities, abuses, toxicities, sousveillance, neighborhoods

but also solutions, responses, good practices.

A basis for activism.

Global Survival System

https://docs.google.com/presentation/d/12SYeqG2CmQbt8A76Z8r0PVYHja3Ju1oV3AFbQFq_zdc/edit?usp=sharing

Global Survival System (alternate, openoffice format)

https://github.com/automenta/netentionjs2/blob/master/doc/netention_global_survival_system.odp

Hardware/software transimulation (hypothesis testing)

<http://blog.automenta.com/2013/07/hardwaresoftware-transimulation.html>

Netention Neighborhood

https://docs.google.com/presentation/d/12CqfvbSfnl5dWccktxjBNeGZS6_tZAvRzhUdB-1kdXg/edit?usp=sharing

Modular Neuro Stimulation

https://docs.google.com/presentation/d/1St0PSKVio-RVCyL0FVCpQEYmlKMAxMz1_M3Eq474bgg/edit?usp=sharing

Personal agenda + Potential + inventory

Team agenda + Potential + inventory

Object agenda + Potential + inventory

the global survival system presentation for a system that associates environmental conditions to human needs. this forms the basis of a logical advertising system that can recommend products and services to fulfill true needs.

- **Living > Wellness & lifestyle**

The Naked Mind, self-discovery, coaching, nomadism, traveling

All about mind-body-soul, the self and the other, self and mutual discovery, caring for self and others, physically and emotionally.

Naked Mind Protocol

<https://docs.google.com/presentation/d/1Q98meEH7ojKp1KIHKK-Q0nVhIJAYb2FgD5L6X46oya0/edit?usp=sharing>

Modular Neuro Stimulation

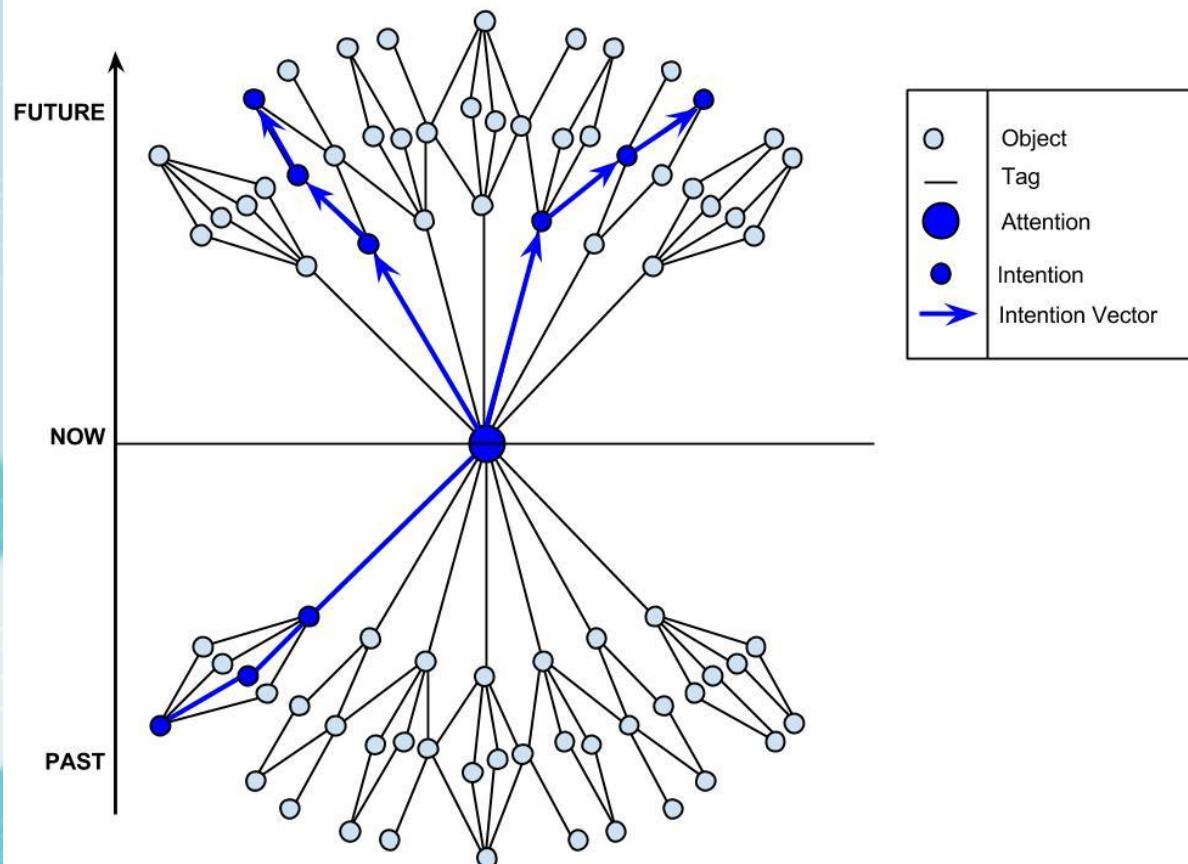
https://docs.google.com/presentation/d/1St0PSKVio-RVCyL0FVCpQEYmlKMAxMz1_M3Eq474bgg/edit?usp=sharing

ROBO PC

https://docs.google.com/presentation/d/1GSf1JA-XcnGLd_uiF0kMPTKnf-4uvD2iTysqvM68Ag/edit?usp=sharing

Semantic Simulations

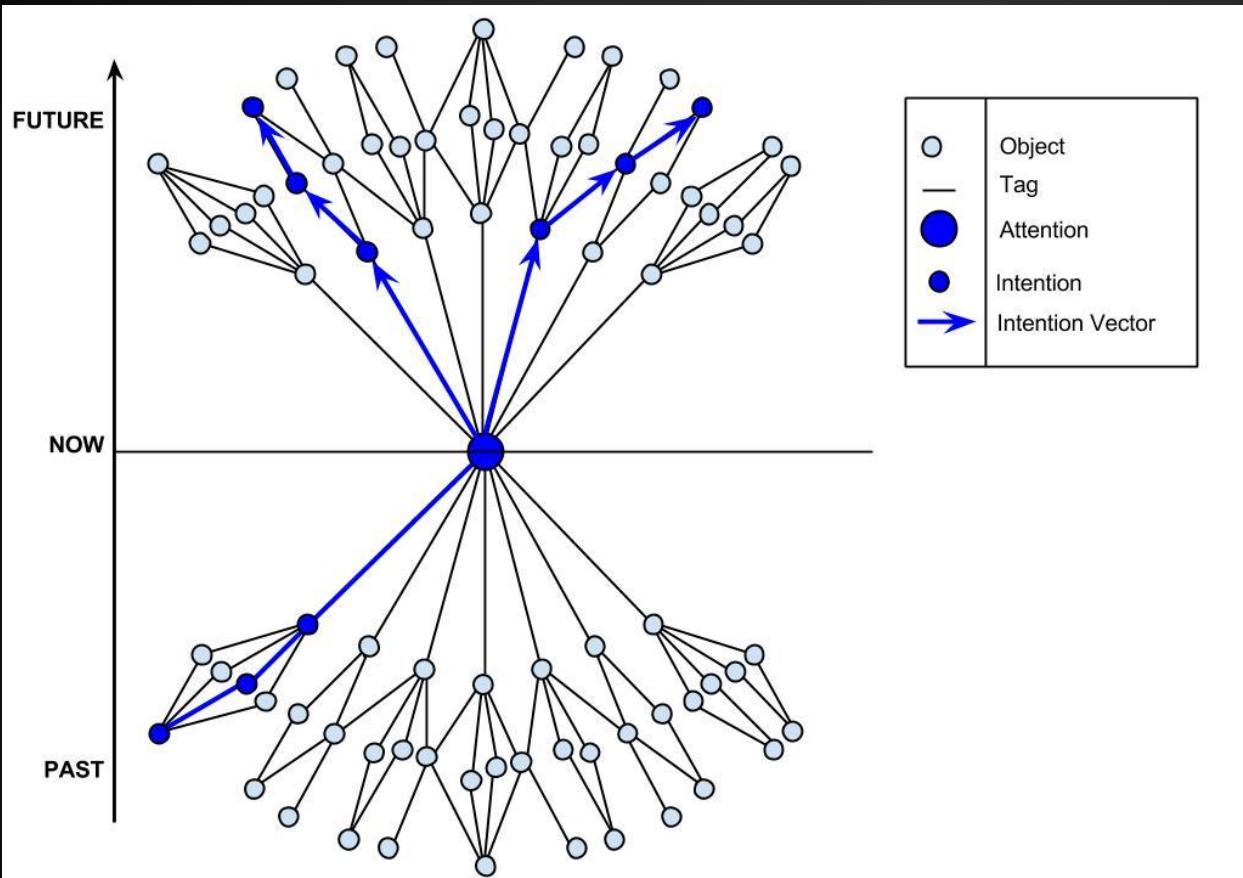
Netention is a tool for describing one's **current life situation** ("is"), and potential future situations ("can be") – as linked data objects.



A **semantic description** of a human life can be considered to consist of a set of declarations representing aspects about which one is concerned or interested.

Link the **current and desired states of real and imaginary concepts** - including people, environments, objects, processes, knowledge, or time.

Netention is a tool for describing one's current life situation ("is"), and potential future situations ("will be") – as linked data objects.



Personal agenda + Potential + inventory

Team agenda + Potential + inventory

Object agenda + Potential + inventory

A semantic description of a human life can be considered to consist of a set of declarations representing aspects about which one is concerned or interested.

Link the current and desired states of real and imaginary concepts - including people, environments, objects, processes, knowledge, or time.

- **Learning** > knowledge inventory, building curriculum,
Curiosumé, peeragogy, open learning, gaming
All about building capacity and teams, potential and achievement

Semantic Learning Tools

https://docs.google.com/presentation/d/1ybivlfc_lnzMZx8w46HwEE50ZN2U5w39-YyGY2WSxV8/edit?usp=sharing

Digital resume

Personal inventory - skills and assets

Visualisations

table, lists, graphs, slides, timelines, videos,

Sorting options

Type of fields (arts, web-dev...)

experience

write a comment

another would be several lists like

"I am an expert teacher in..."

"I am a collaborating teacher in.."

Digital to paper

Filter by tags

show only teacher, or collaborator, etc

Technical specifications of actual prototype

100% open source software

Javascript

Openlayers (openstreetmaps)

Database : mongodb

potentialities made conscious; Most of our assets (our goods, our skills, our wishes and desires...) stay invisible until reactivated by a specific event

Externalize our memories of potentialities, en reprenant quelques uns des trucs de zertify que Seth a écrit pour zertify

How to play ?

- Ontology Engineers

Building an exhaustive ontology of actual technologies and engineering solutions considering space travel, covering every aspect of it.

- Hackers

Building bridges to actual services or creating interfaces to facilitate integration of data through serious games.

- Scientists

Easy sharing of recipes and processes to reproduce experiments to facilitate global collaboration on scientific research and opening it to independant researchers.

- Astronomers

Crowdsourcing of photos and movies with time/space location to mutlultiply the perspectives of sky watching.

- Strategy Gamers

try different scenarios and approaches, combine the elements in the most efficient in terms in environment impact, time, cost, etc...

- Survival / Permaculture / Resilience Experts

Build ontologies of plants, permaculture techniques, hostile environment survival... Off-the grid solutions. Experiments that provide a sustainable life on earth with little to no resources are the solutions that will likely be needed in space.

- Educators

Space exploration is a challenge that will need us to bring the best we can, including bringing an accessible and free education everywhere on earth. The problem solvers that don't have access to these knowledge may well be the ones humankind needs to reach the stars.

Potential further development

- **Open-source Card / Board Game**

Each netention object can be considered as a card and each netention tag as a card property. Once a complete library of objects has been created, it can easily be turned into printable cards, allowing anyone to play. Card decks can be automatically updated as soon as a new technology, device, or any object is created in the system.

- **Universal ontology**

It is possible to describe an object at different levels of complexity, from the molecular level to the complex manufactured object, and describe all the processes involved. This can document every human action and creation, allowing a comprehensive transmission of digestible knowledge.

See: NASA Semantic Web Earth and Environmental Terminology (SWEET) Ontology (OWL)

<http://sweet.jpl.nasa.gov/>

LINKS

Netention Website

<http://www.netention.org/>

Netention Prototype

<http://nasa.netention.org>

Source Code

<https://github.com/automenta/netentionjs2>

Introduction (openoffice format)

https://github.com/automenta/netentionjs2/blob/master/doc/netention_introduction.odp

Global survival system (alternate, openoffice format)

https://github.com/automenta/netentionjs2/blob/master/doc/netention_global_survival_system.odp

Netention applications: https://docs.google.com/presentation/d/1PwmiWFJ5l7sfk5k61dYk_ocgSo5qhGBQWYnCtyuWOTw/edit?usp=sharing

Netention NASA https://docs.google.com/presentation/d/1C2mOIn_UvswXBIVZBwPY6B-qamrqMT94Qfzl6s9DRyA/edit?usp=sharing

Semantic business intelligence

https://docs.google.com/presentation/d/17LQVk5b3sSTVOttgBhl8EEseb_kicLJMq-BIDtNwNo/edit?usp=sharing

Netention Neighborhood

https://docs.google.com/presentation/d/12CqfvbSfnI5dWccktxjBNeGZS6_tZAvRzhUdB-1kdXg/edit?usp=sharing

Ouishare

https://docs.google.com/presentation/d/1aT7PdK54zL70P-MIZuxgQ6ASYg6pdxn6_Fcc9AlwIKM/edit?usp=sharing

Global survival system

https://docs.google.com/presentation/d/12SYeqG2CmQbt8A76Z8r0PVYHja3Ju1oV3AFbQFq_zdc/edit?usp=sharing

Naked Mind Protocol

<https://docs.google.com/presentation/d/1Q98meEH7ojKp1KIHKK-Q0nVhIJAYb2FgD5L6X46oya0/edit?usp=sharing>



“ for me the project, any project actually
is about promoting Values.

Its not just about the product,
its about people and relationships.

Its not about creating another tool,
we are over-tooled already

but its about Ethics of using the tools. ”

--*Dorotea*

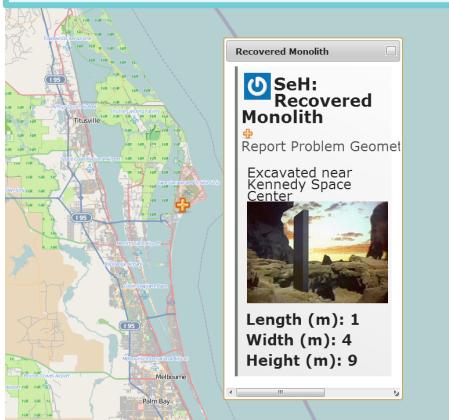
A Netention object... (nobject)



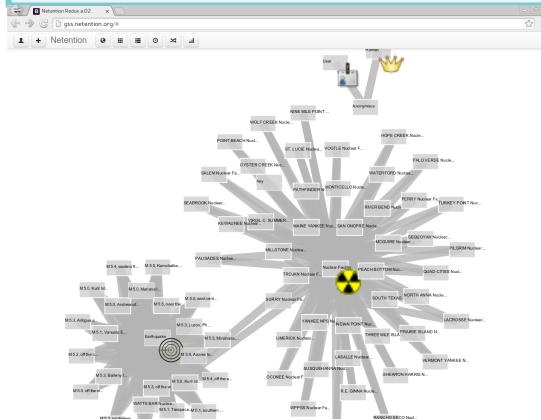
**...is easily
created and
described...**

...and can be visualised in various ways.

Geolocalisation



Graph view



Custom tagging

Select Tags

Select Tags

The screenshot shows a software interface for managing tags. On the left, a tree view lists various tags with their names and confidence scores: Human (0.95), Action, Geometry (0.33), Value (0.17), Contract, Media, Report (0.17), Problem (0.17), Solution (0.17), Cause, Effect, Goal (0.17), User (0.95), Message (20.00), Decision, Promise, Tag, Imaginary, Web, and Twitter. To the right of the tree view is a panel titled "My new tag property" containing a "Tag" section with a dropdown menu "Value Type" and a "Value Type" input field. Below this is a "Datatypes" section listing several data types with their descriptions: boolean, text, textarea, integer, real, url, object, spacetoint, and spacetopoint. The "spacetoint" entry has a note "coming soon: can be restricted to objects containing a specific tag". At the bottom, there is a note "not fully implemented: timereange". A toolbar at the top includes icons for back, forward, search, and other operations.

List views

- @UGalileo_edu: #spaceapps Observa lo que ocurre en el International Space Apps Challenge, transmisión en vivo! http://buff...
http://t.co/TrKhMjBj

[3] Tweet [0] Message about 20 hours ago
Twitter Author: UGalileo_edu

@spaceappsgt: #spaceapps #spaceappsgt @spaceapps nasa #IEEE estudiantes IEEE-USAC presentes en Universidad Galileo para el gran reto...!
[3] Tweet [0] Message about 20 hours ago
Twitter Author: spaceappsgt

@jrev09: #SpaceApps #SpacesAppsGT here we go! #Guatemala
[3] Tweet [0] Message about 20 hours ago
Twitter Author: jrev09

@gfrdebs: @NASA love to see some #spaceapps creators at #onespark next year! @BeOneSpark
[3] Tweet [0] Message about 20 hours ago
Twitter Author: gfrdebs

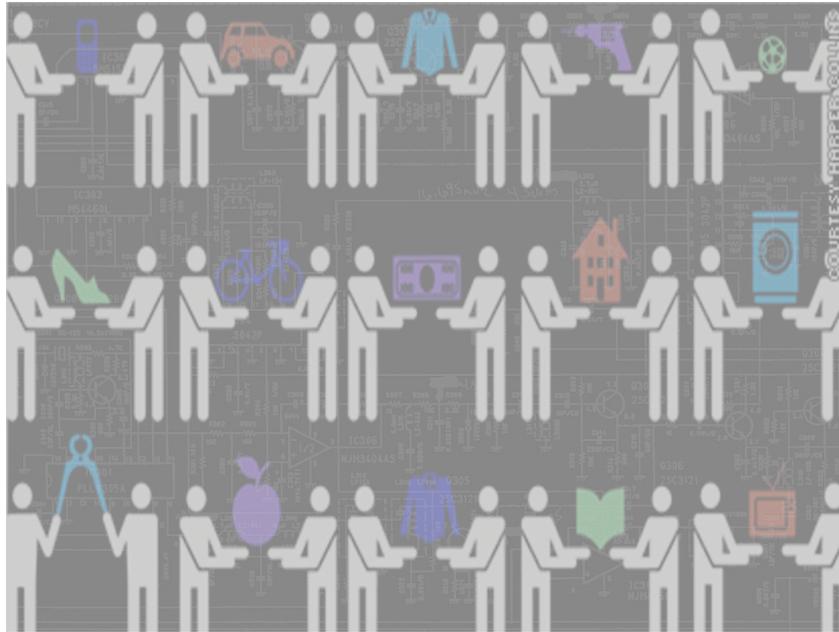
@elminions: @samanthasnabels all fine there ? @SpaceApps_CL #SpaceApps
[3] Tweet [0] Message about 20 hours ago
Twitter Author: elminions

@spaceappsgt: RT @spaceapps: Civic Innovation and Space Exploration are about to collide at #SpaceApps in Guatemala City!
[3] Tweet [0] Message about 20 hours ago
Twitter Author: spaceappsgt

@yakuno: Answering to 3 ESGIS students who want to understand our challenge and the tools we use for this #spaceapps @spaceapps. Very interesting!
[3] Tweet [0] Message about 20 hours ago
Twitter Author: yakuno

@lishevitai: Hard at work, @strath_geeksoc students and alumni #spaceapps #Glasgow http://t.co/3GjDM0zNn
[3] Tweet [0] Message about 20 hours ago
Twitter Author: lishevitai

Social Semantic Narratives

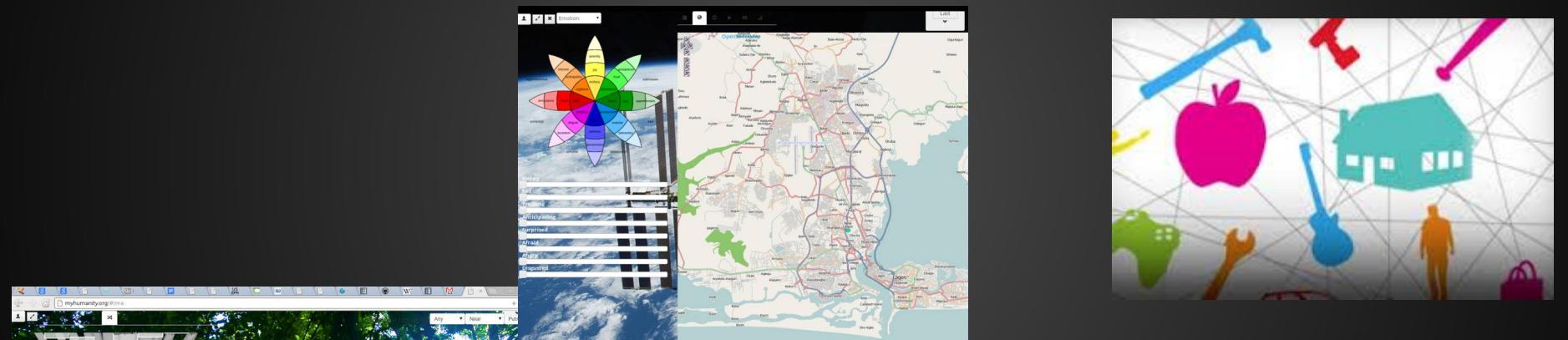
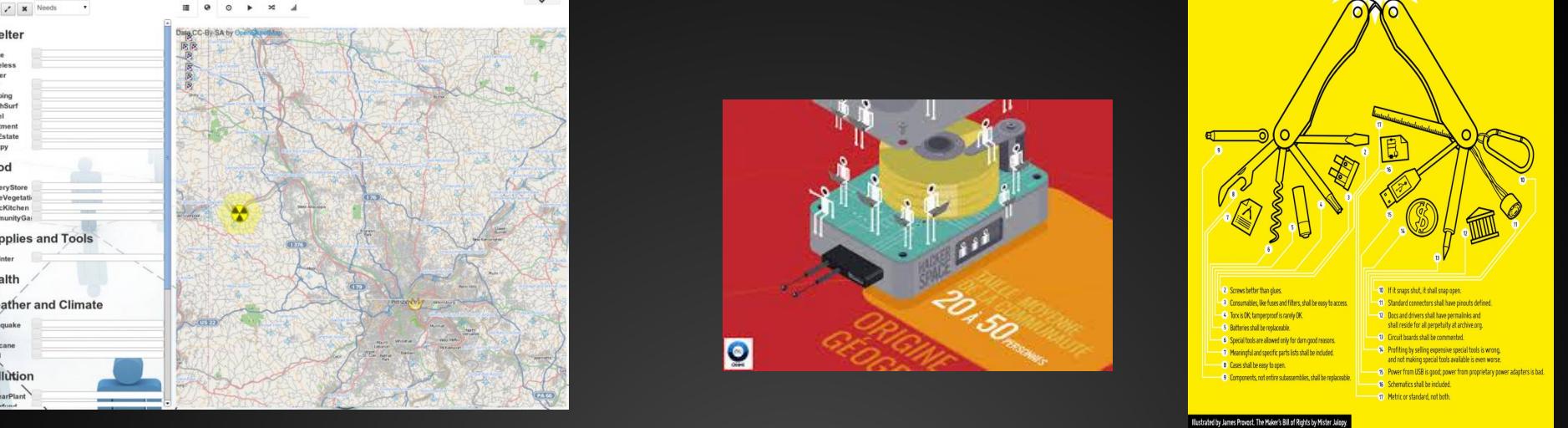


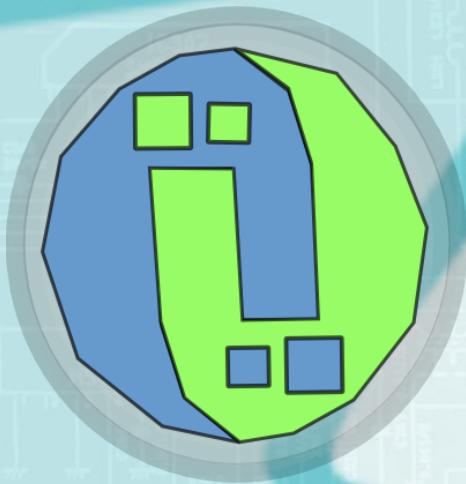
Netention interlinks a community of peoples' **stories** and **assets**, with automatically discovered opportunities that are mutually inter-satisfying - essentially suggesting to its participants how they could realize the desired futures they have described, and providing the knowledge and tools to realize them.



Translations available in:

English	Fluent
Spanish (Europe & South America)	Introductory
Source Code	Planning
French	Planning
Mandarin	Planning
Russian	Planning
Mandarin	Planning
International Sign Language	Planning
Braille	Planning
[Suggest more!]	Planning





Netention

Intention - Attention - Network

Transforming Intentions into Action

Introduction 2013