

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

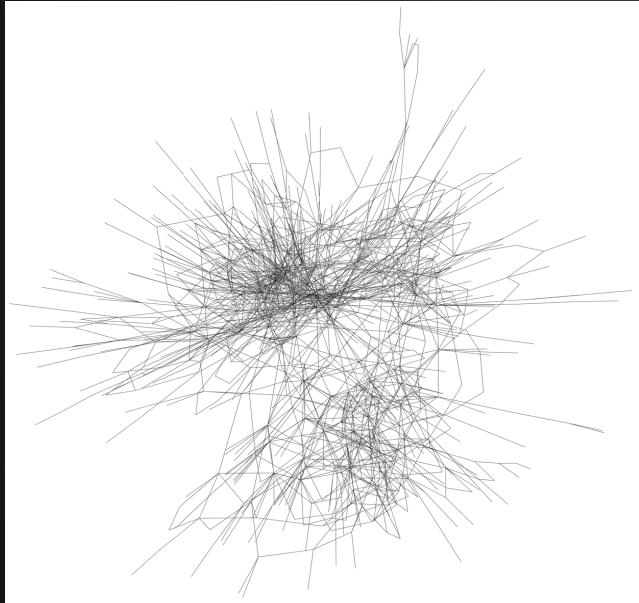
infinite demands
&
no expectations

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

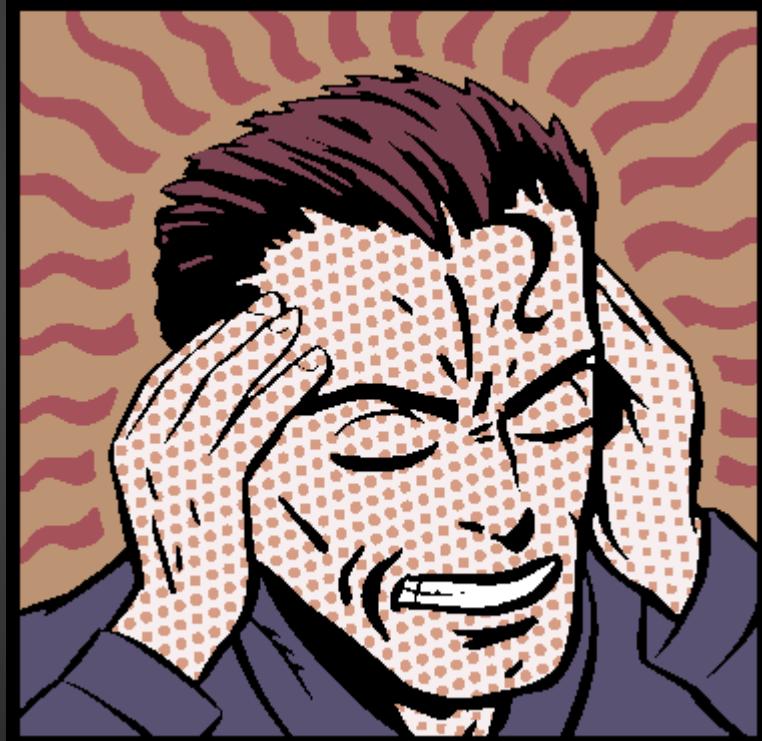
Many possible graphical-user-interfaces can be designed to elicit “intention vectors” from a user. The simplest resemble an hour-based calendar starting from the present moment and extending an arbitrary amount of time into the future. The calendar can be arbitrarily subdivided into smaller time-units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

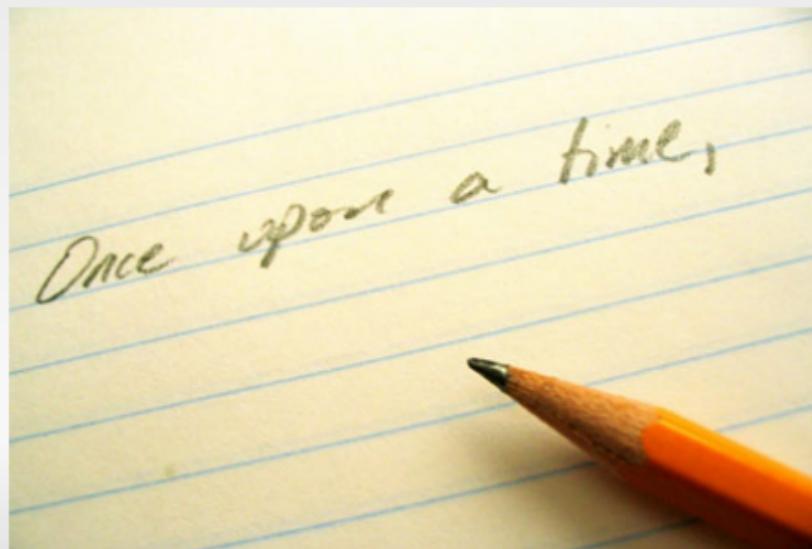
Network Intention

- 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

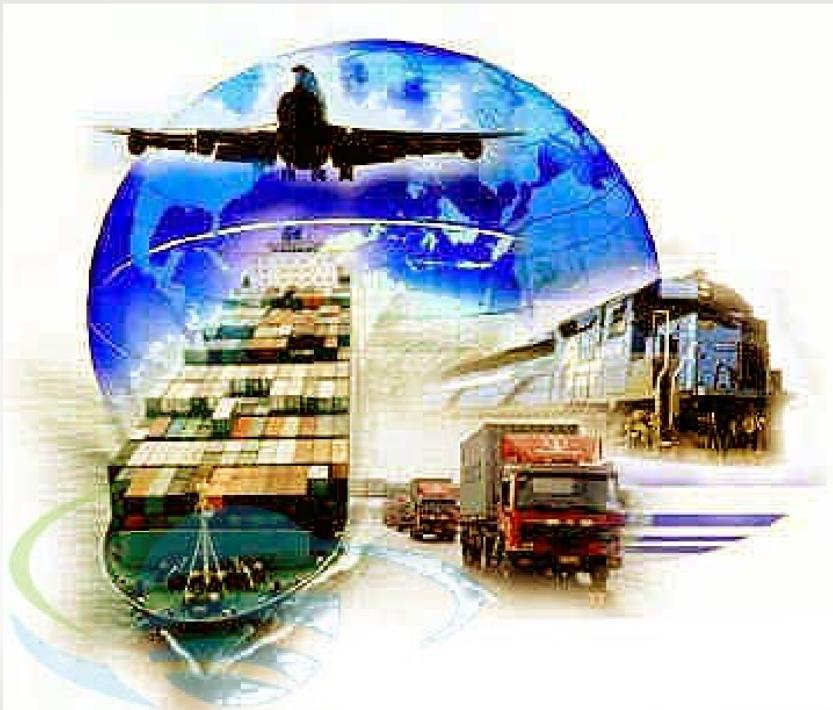
Actual	Virtual
How things are, seem to be, or are measured to be	How one believes things "should" be
Definite Values	Indefinite (Acceptable) Ranges
Non-Fiction	Fiction
Present	Future

* 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/>

Resource Management

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



Unification

- Eliminate the *balkanization* of various separate online services
- They only serve relatively narrow subsets of the more general problem



Bal·kan·ize: To divide (a region or territory) into small, often hostile units.

Engineering Reality

- A 100%-transparent internet-powered, distributed, planetary world-brain
- Managing earth's resources towards ecstatic survival of all beings...
- ...and the manifestation of all humanity's dreams for the future



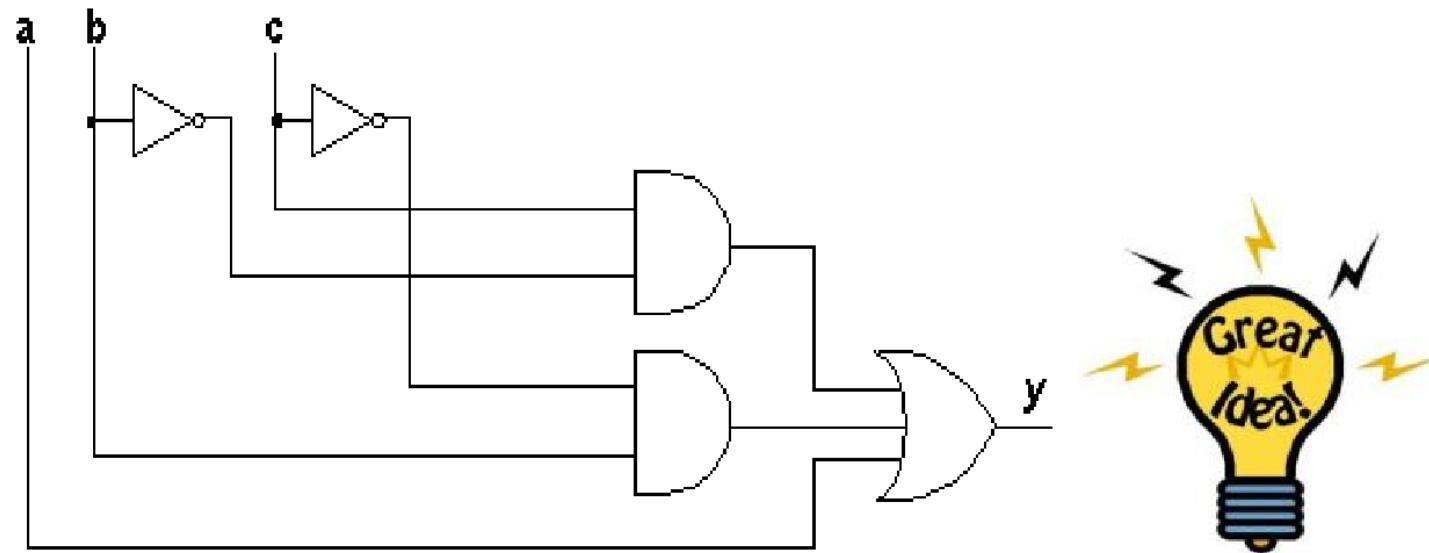
Authoring Life Stories

- Portrays one's life as an open-ended, revisable story
- Interwoven with people that they know, and the people that they haven't met (yet).



Explaining Reality

- Netention explains all of its conclusions in terms of data which is
 - published by participants
 - accumulated from sensor networks



Using Netention

- **Easy to use**
- No more complex than e-mail software, like a word-processor and personal blog / diary
- So simple anyone can use it
 - Children
 - Elderly
 - Mentally Handicapped
 - Animals
- Guides you by suggesting extra details you might want to specify

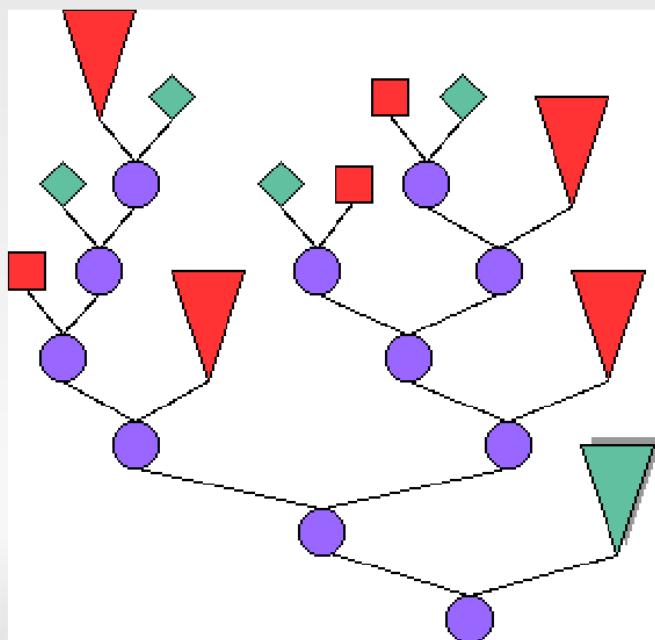
Patterns

- Netention organizes data in easy, recognizable patterns
- One or more overlapping patterns can be applied to describe each detail
- Applying patterns helps the system to suggest more appropriate, related information to add



Reach Specific Goals

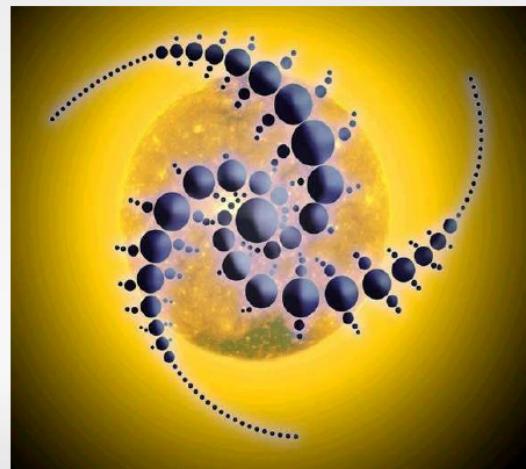
- An evolving database of instructions, recipes, procedures, and plans explain how to reach certain goals by decomposing it into a series of necessary "ingredients" and actions



<http://www.wikihow.com>
<http://www.ehow.com>
<http://www.instructables.com>

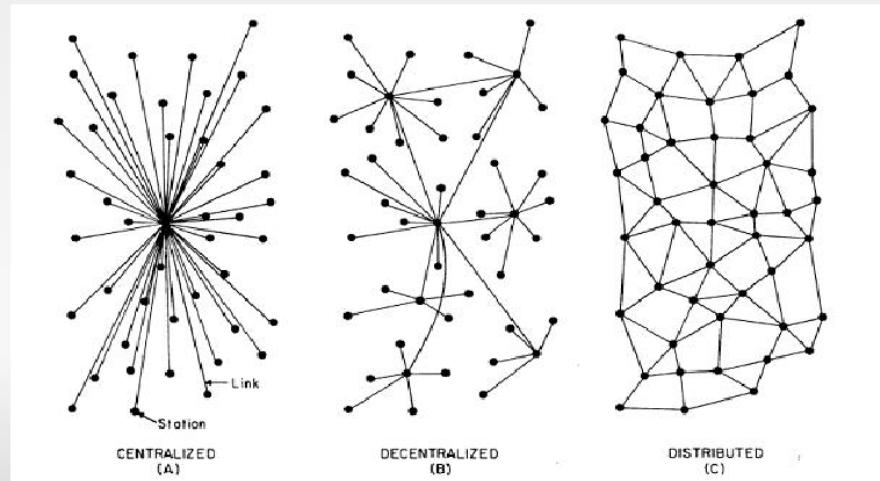
Discover Possible Goals

- Identifies what can possibly be built, given what is available or could potentially be available
- ...while considering necessary “adjustments”
 - With more quantity of an item
 - With movement (purchase or borrowing) from nearby location



Distributed Network

- Since complete story linking is most efficiently computed in smaller communities, geo-regional supernodes most effectively distribute the computational load
- Individual communities, with implicit trust, are ready to benefit from the system:
 - Schools
 - Businesses
 - Organizations
 - Families
 - Etc...



Free and Open-Source

- Can you trust the most intimate and private details of your life with a closed-source .COM system?

APPLE.COM

FACEBOOK.COM

GOOGLE.COM

MICROSOFT.COM

CRAIGSLIST.ORG

COUCHSURFING.ORG

TWITTER.COM

YOUTUBE.COM

be responsible for your own data and learn
about yourself from it, not benefit
advertisers who want to profit from your
ignorance.

Types

- Type=Tag=Pattern=Class
- Soft, evolvable semantic ontology
- Specify the information "shape" of details
- Multiple types can be applied (overlapped) to describe each detail
- Helps you by suggesting more appropriate, related information
- Improves algorithmic efficiency by partitioning data

How You Can Help

- Understand all of the material in this presentation (and ask questions about anything which isn't clear)
- Show this presentation to others who have yet to see it
- Support the developers
 - Help develop and improve the software
 - Donate money, technology, housing, publicity, etc..



Netention

Intention - Attention - Network

Transforming Intentions into Realizations
Empowering People and Communities
Building Value Networks

Introduction 2013

- “ 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/>



Netention is a system for
interactively describing a community's
present situation & exploring potential
futures.

It combines a community of peoples' stories
and **interlinks** them, helping them discover
opportunities that are mutually satisfying

What it does

Creates semantic narratives

People create **networks of things**, ideas, sentiments, intentions, assets, interests, tasks, locations, messages, parts... that compose semantic **stories or processes** waiting to **become reality**: a team, a product, a symphony, a diagnose, a learning journey...



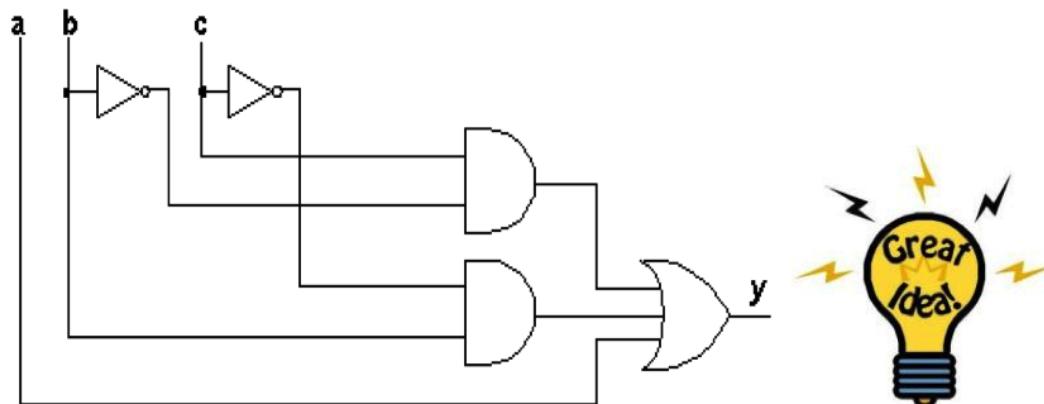
What it does

Transforms intention into collaborative realization

Collaboration pathways are discovered by **describing** situations, people, resources, and intentions as objects combined in a **shared memory** and planning space.

By describing objects, we can **map and track** them in **space and time**. By describing the purpose of objects, we can then track how they **fulfill tasks and goals**.

By identifying the difference between present and desired conditions, Netention can produce **possible transition plans**. It can also help forecast differences in future states so that the most **optimum coordination** can be outlined for all participants.



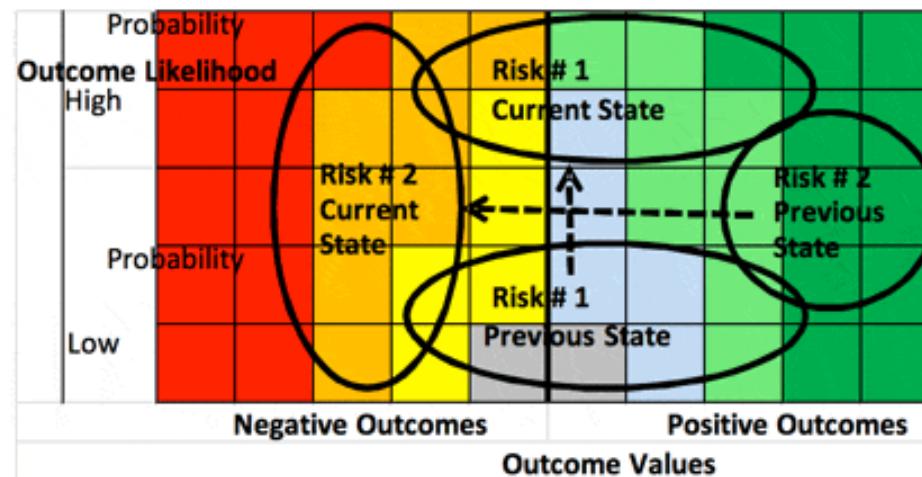
What it does

Finds patterns to take action

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

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.

Value Map Showing Risk Evolution



What it enables

Dreaming, matching, adjusting, collaborating

Netention enables to specify our concerns and interests, and to fulfil them by helping us find and connect with people who dream the same dreams.

- Describing anything that can be conceived in space and time
- Expressing intentions and goals
- Expressing potentials and capacity/capability
- Mapping needs and assets (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

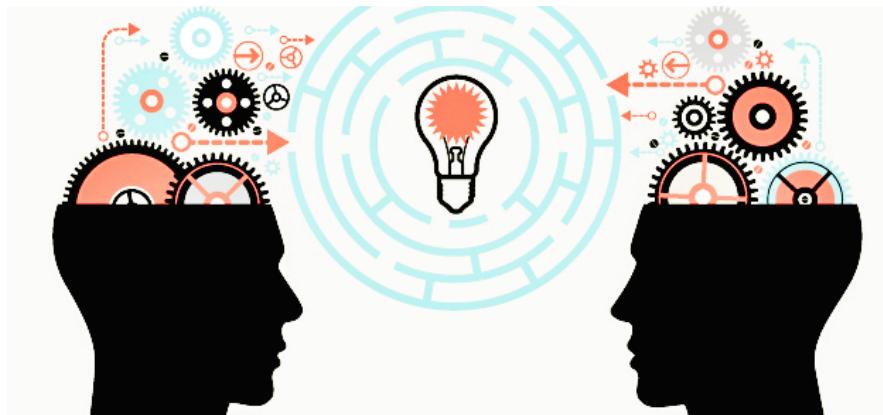


What it enables

Creating, assembling, making, exchanging, organizing, tracking

Netention's 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.

- Resource and asset mapping
- Sourcing objects and components
- Combining objects/component to make new objects
- Co-creation of objects
- Decomposing and upcycling of objects
- P2P exchanges and transactions
- Planning - scheduling
- Inventories, resource management
- Value network management

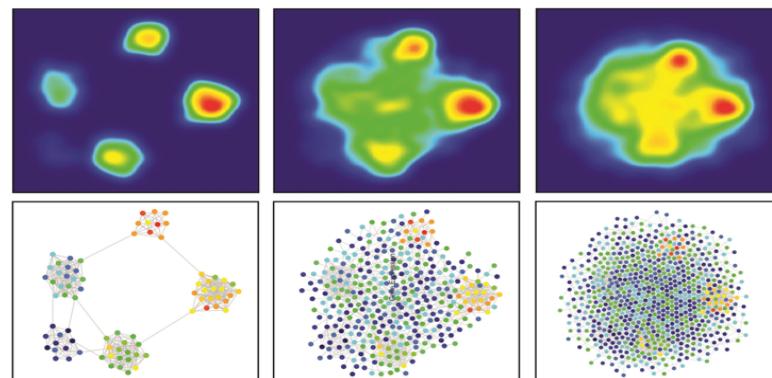


What it enables

Mapping, sense-making, caring, learning, improving

The specificity Netention allows in intersecting our collective understanding, enables a step-by-step plan of improvement to be resolved from this shared space.

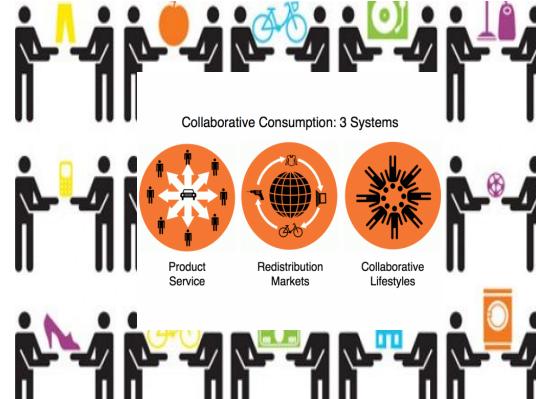
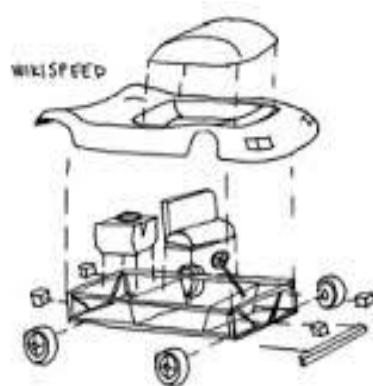
- Mental mapping / contextualizing
- Geolocating / mapping of status or states
- Collecting factual data from sensors and crowdsourced human input
- Tracking/monitoring of variation / progress of status/state of an object
- Pattern finding, diagnose setting and feedback
- Information sharing and coordination
- Learning and self-discovery
- Building ontologies of needs, resources, techniques, solutions
- Building experience, aggregating data about self, developing life trajectories
- Mutual support by following physical and emotional states of groups



Peer production, the sharing & collaborative economy

Focus: Open source software and hardware, P2P exchanges and transactions, resource management, value network management, interoperability.

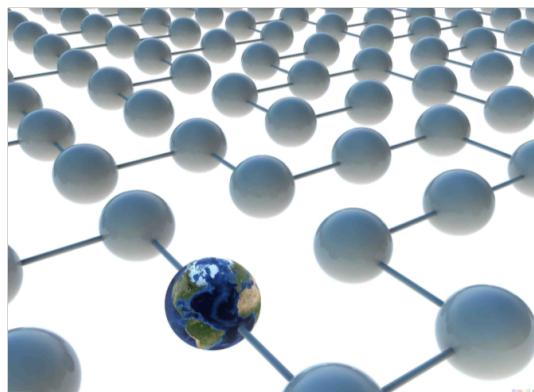
Examples of communities of practice and projects: Sensorica, the P2P foundation, Ouishare, the Commons Based Peer Production ‘P2P Value Platform’ EU Project



Commons stewardship & risk management

Focus: Sustainability, mapping, tracking and managing risks, externalities, abuses, toxicities; prevention, preparation/preparedness, survival, sousveillance and neighborhoods; finding opportunities for abundance, solutions, responses, good practices... A basis for activism.

Examples of communities of practice and projects: *Climate Viewer, Global Survival System, Sensorica (agro monitoring), Commons Abundance Network (CAN)*



Wellness & lifestyles

Focus: mind-body-soul, the self and the other, self and mutual discovery, caring for self and others, physically and emotionally. The Naked Mind, coaching, nomadism, traveling, nutrition

Examples of communities of practice and projects: *Mass spectrum*, *Nutraction*

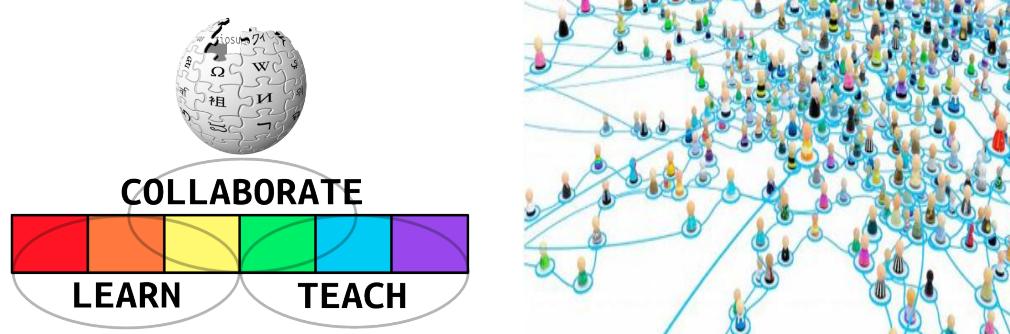


Domains of attention & application

Learning & education

Focus: knowledge inventory, sharing knowledge, open learning, gaming, building capacity and teams, potential and achievement

Examples of communities of practice and projects: *Curiosumé*, *peeragogy*



How it works

Lets you create anything imagination can conceive



Netention allows the creation of **physical and conceptual** things, basically **anything imagination can conceive**

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

These objects are built to **live autonomously** in the system and connect through Netention's semantic narratives

Lets you describe what you want to accomplish

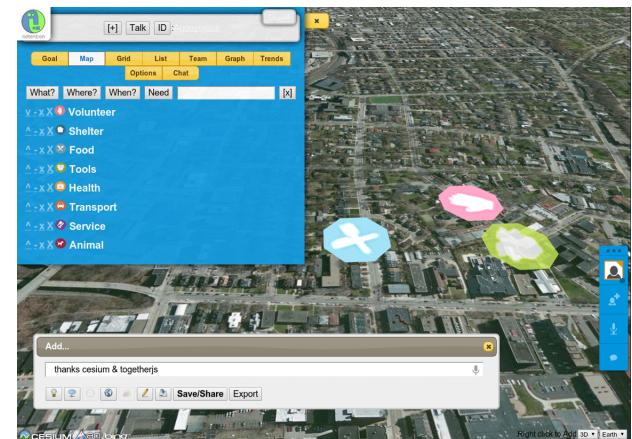
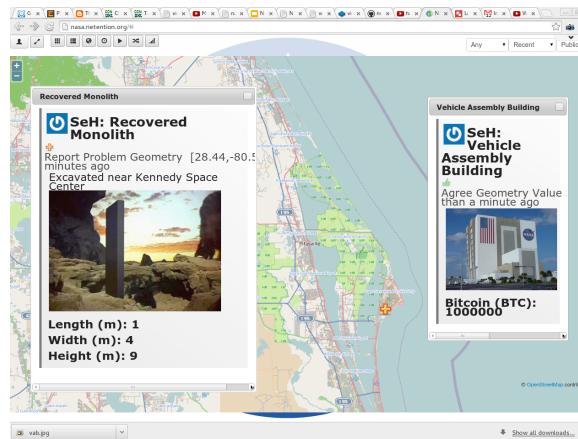
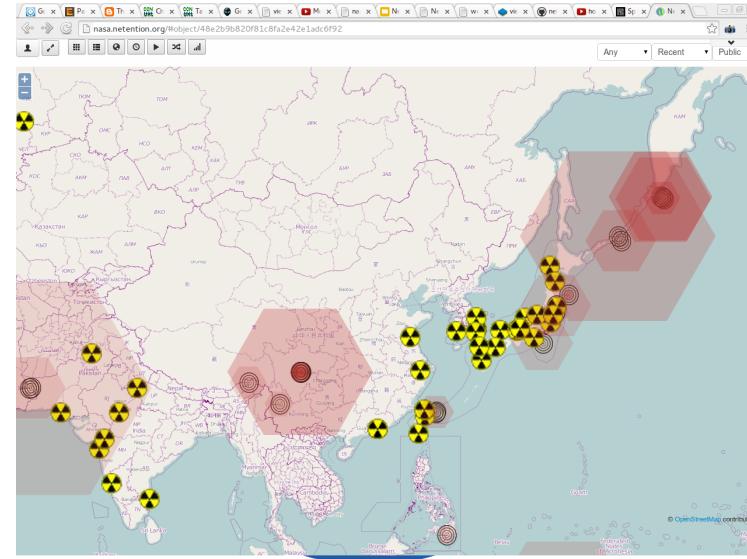
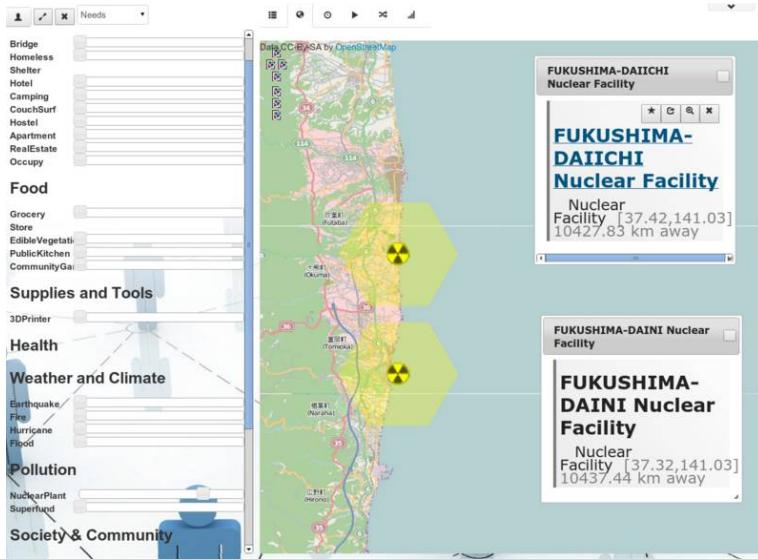
Users can easily describe what they **see, have or want**, and continue editing the objects created at any time to adjust or improve the description.

This is done by means of various **content adding possibilities** and **visualization**



How it works

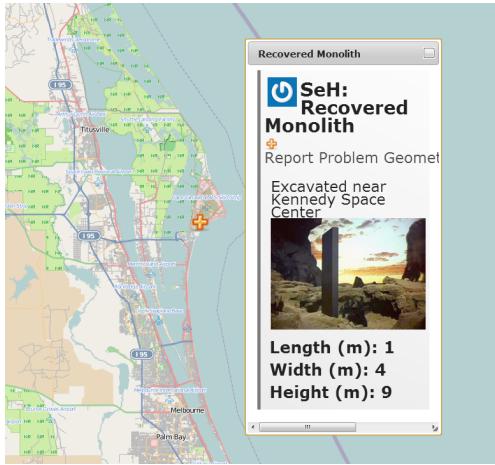
Location information allows to map goals & possibilities in a geographic context



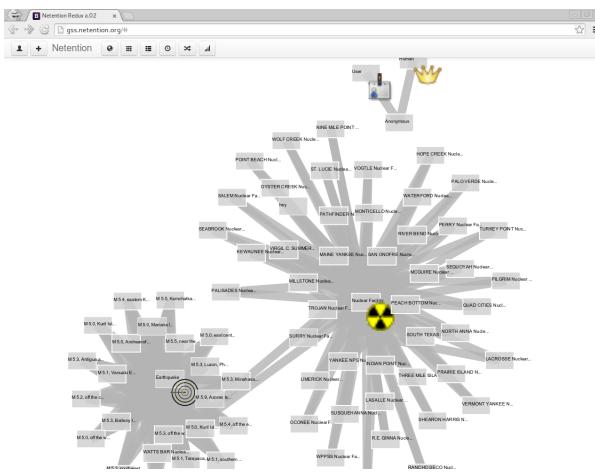
How it works

Semantic stories & processes are represented in different views

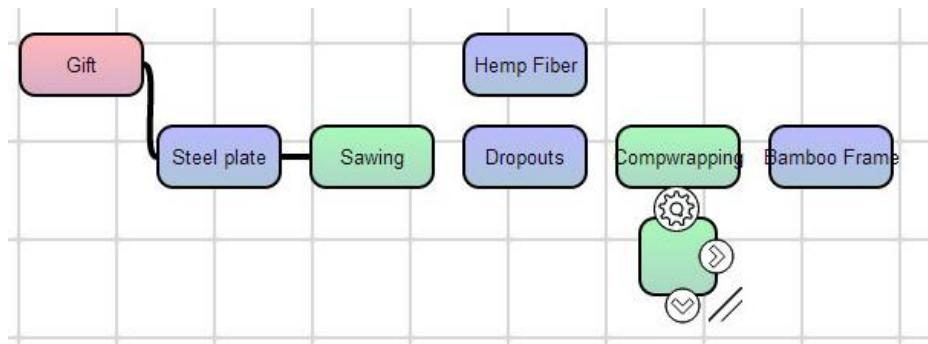
Geolocation



Graph



Planning System



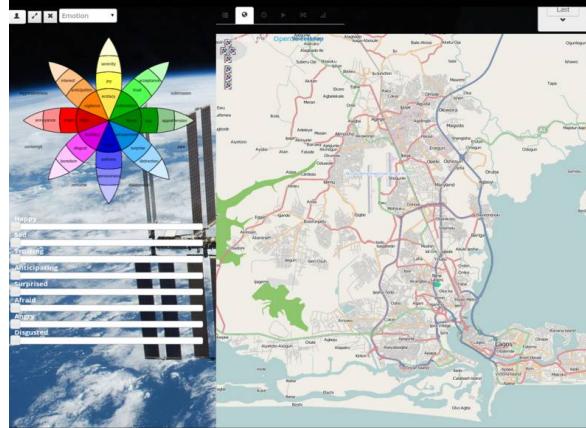
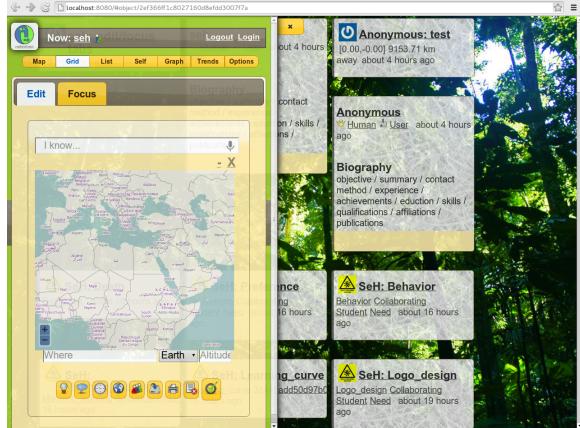
Card - List - Slides

User	Tweet Content	Location	Magnitude	Depth (m)
@UGallina_0	#spaceappsgt #spaceapps Obs http://t.co/0RKnMjgju	Anonymous	5.2	990
@spaceappsgt	RT @spaceappsgt #spa...!!	M 5.5, off the coast of Ascaso, Chile	5.5	152700
@rev09	@spaceAppS #SpaceAppsA	M 5.4, off the east coast of Honshu, Japan	5.4	5000
@g0debs	@NASA love to see s...	M 5.1, southern Iran	5.1	10000
@elimonis	@Samanthasabes :	M 5.1, Vanuatu	5.1	3500
@spaceappsgt	RT @spaceappsgt: #spaceappsgt	M 5.4, eastern Kashmir	5.4	5800
@yakaho	Answering to 3 ESQIS students who want to understand our challenge and the tools we use for this #spaceapps @spaceapps. Very interesting!	M 5.5, Lucan, Philippines	5.5	34200
@lalevita	Hart at work, @strath_geeksoc students and alumni #spaceapps #Glasgow http://t.co/3GjDM40zZn	M 5.3, Balleny Islands region	5.3	10000
	Very interesting!	M 5.0, Reion Metropolitan.	5.0	34000
		M 5.3, Minahasa, Sulawesi	5.3	34000

How it works

Users enter and modify content through an intuitive interface

Published on various types of maps



Sketchpad



Custom Tagging

Select Tags

My new tag/property

Tag +Value Type

Value Type

Value Type

Datatypes

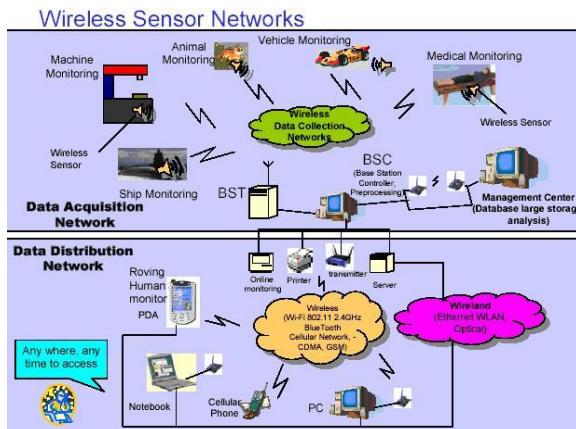
boolean : a Boolean is a data type with only two possible values: true or false.
text : text to define or describe.
textarea : a multiline text area, for paragraphs
integer : a whole positive or negative number
real : a number with decimal points
url : link to a webpage or other web resource
object :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

not fully implemented :

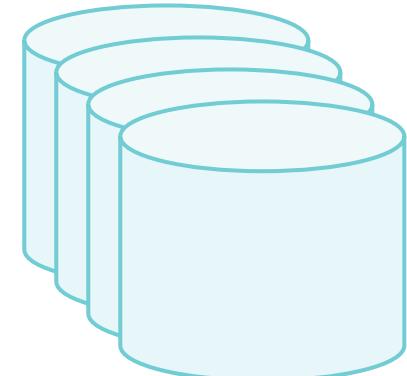
timepoint : defines a certain moment in time
timeinterval : defines a certain segment of time, with start / stop timepoints

OK

Sourced from sensor networks



Loading datasets as plugin



How it works

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 with their contexts and purposes.

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

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

Select Tags

- 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**
- Twitter**

OK

My new tag/property

Tag +Value Type

Value Type

Value Type

Datatypes

- 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

Examples of data types for Tags

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

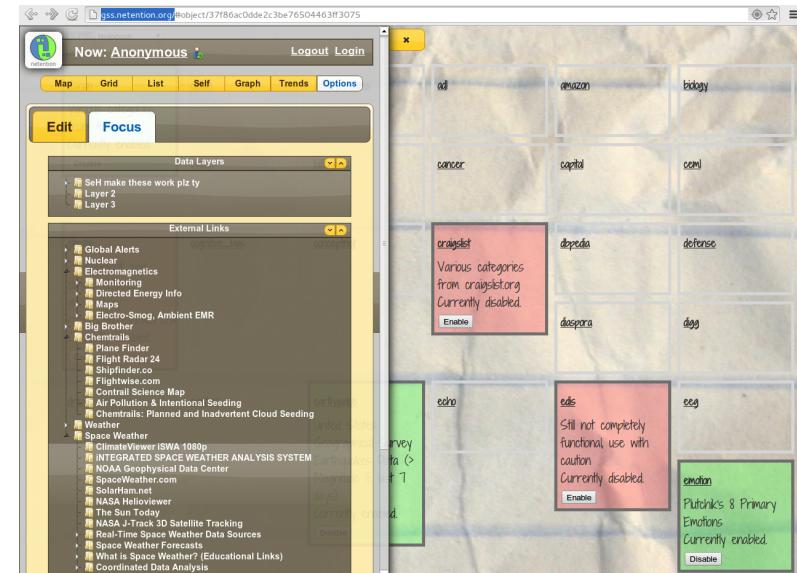
How it works

The system relies on soft, evolvable semantic ontology

Netention provides **seed ontologies** from which to built from, from external libraries loaded as **plugins**.

New tags and collaborative filtering contribute to generating ontology **without coding** (folksonomy and folksontology), opening up possibilities for interoperability.

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



Users are able to load and activate **existing datasets** as plugins to bring some more **context** to their task.

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

Ontology - a conceptualization of knowledge.

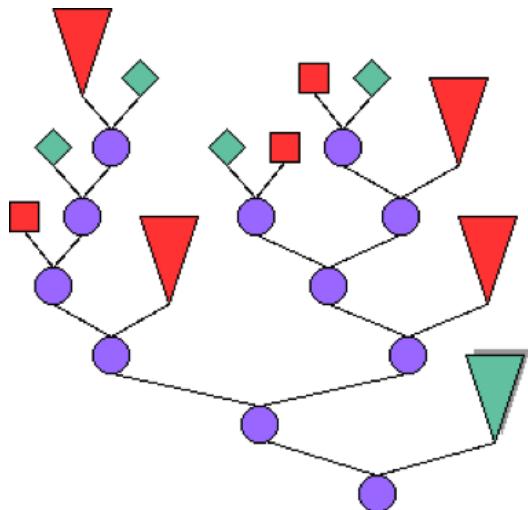
How it works

Actions result from object attributes and remote procedures

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.

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

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

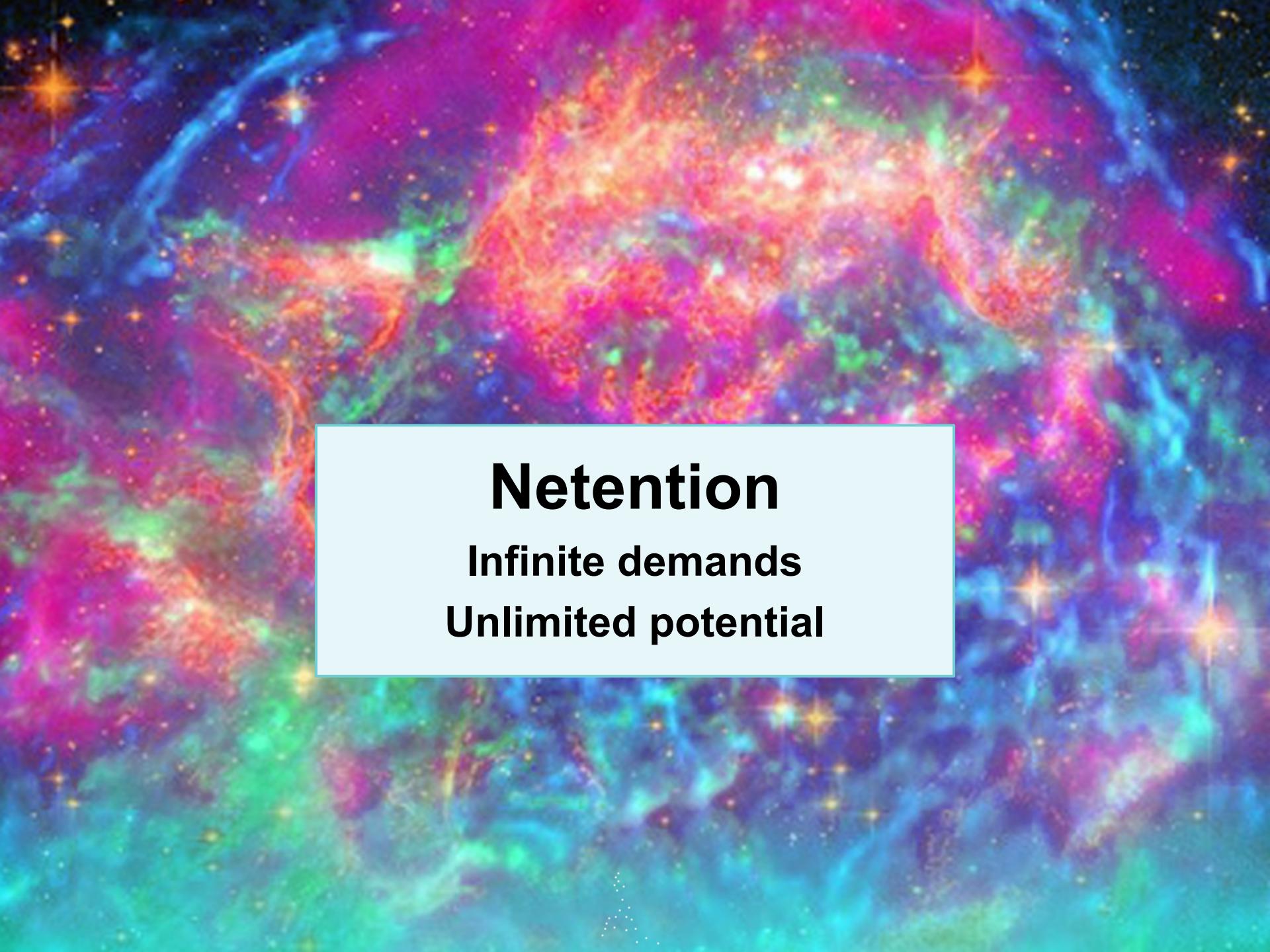


<http://www.wikihow.com>
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- Support the developers
 - Help develop and improve the software
 - Donate money, technology, housing, publicity, etc..

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



Netention
Infinite demands
Unlimited potential

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

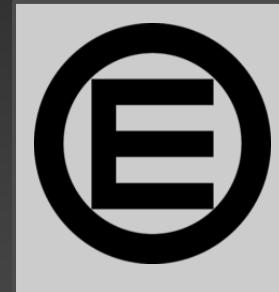
Adaptive planning of an object, a tool, a process through time.

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

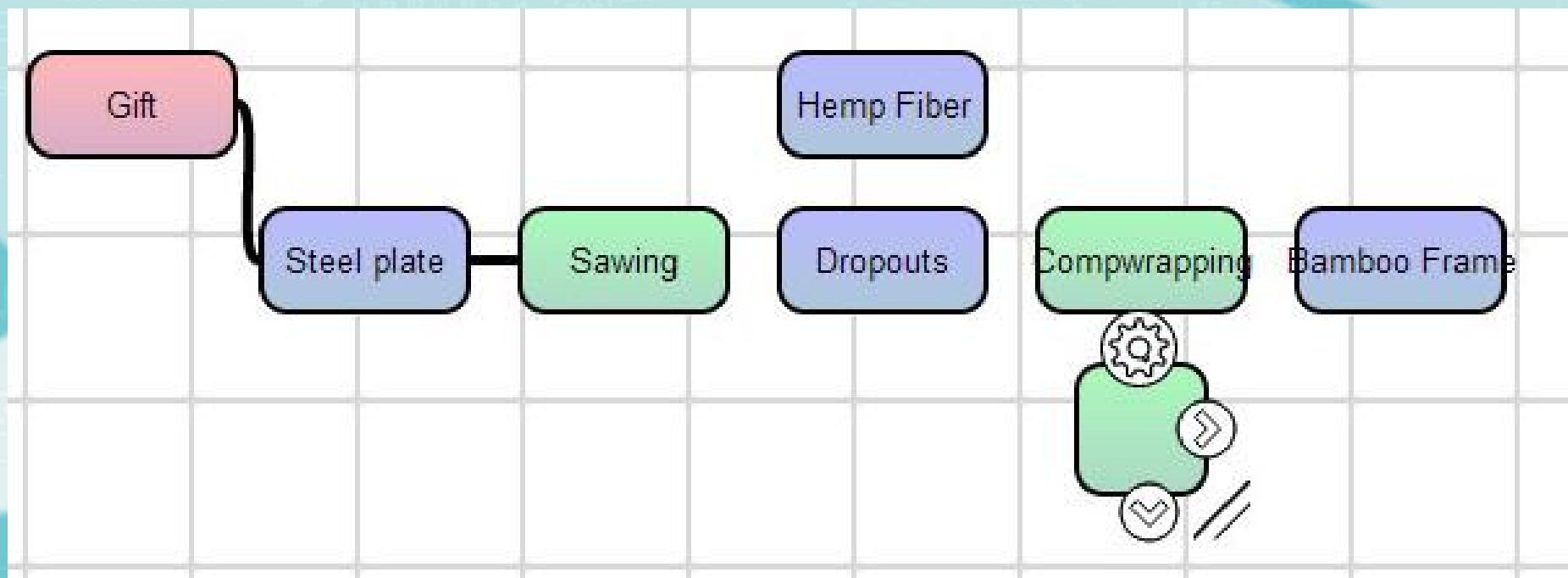
3 - the **product life optimization phase**: when you start to optimize the usage of it by using, hacking, sharing, giving, selling...

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.

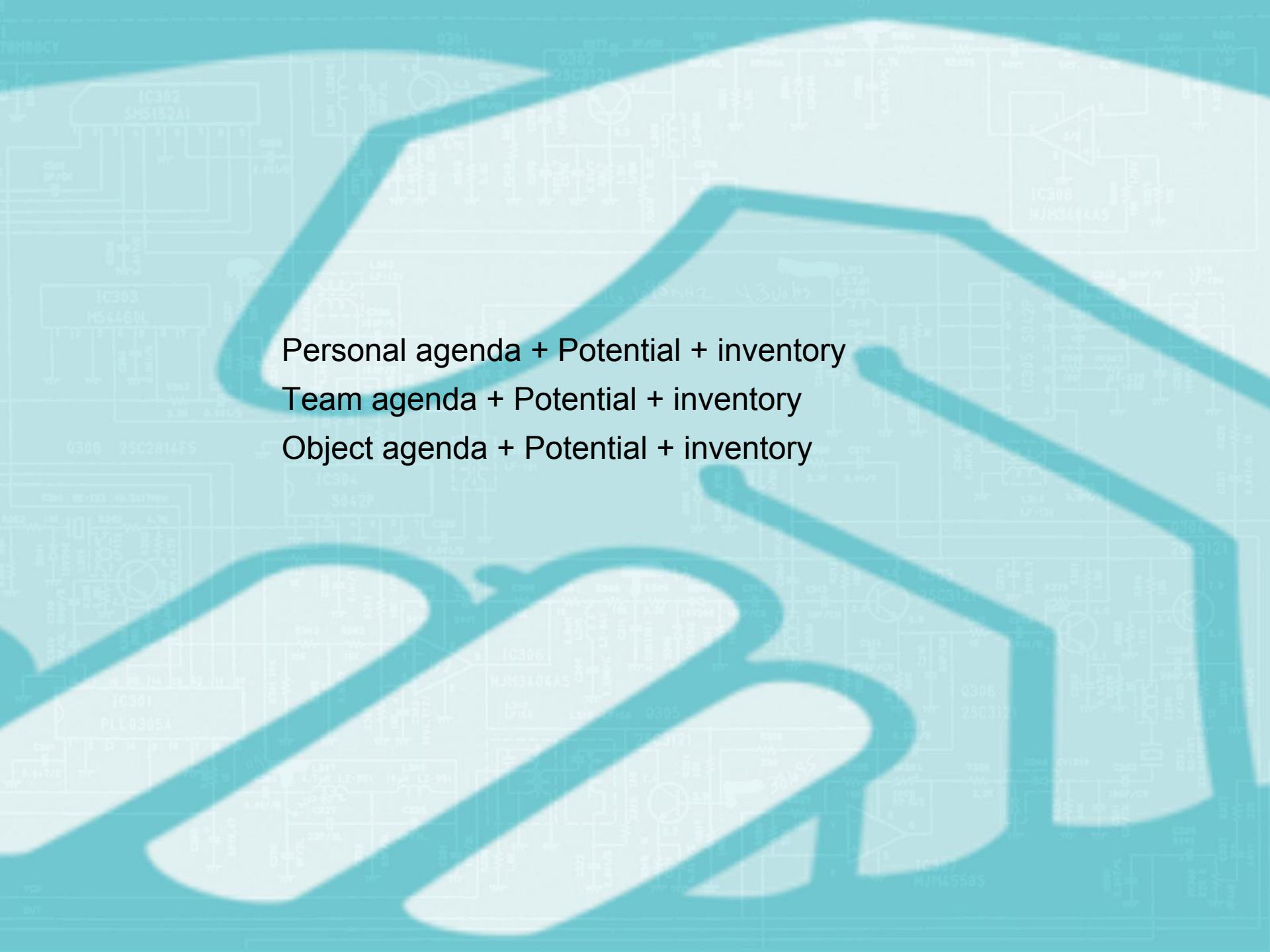
Collective communication

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?

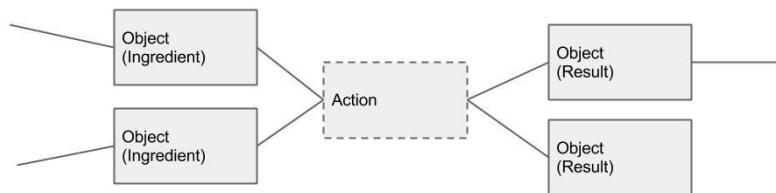
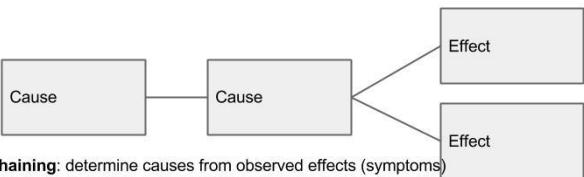
How are values extracted, controlled and by whom?

Resource Management

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

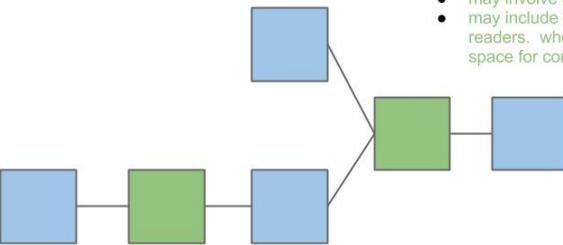
A complete system could conceivably eliminate the balkanization of various separate online services that presently serve relatively narrow subsets of the more general problem.

'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

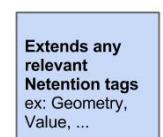
- Tree
- Log
- Board
- Stool
- Pant
- Planned Stool
- Steel Frame
- Brakes
- Handlebars
- Sail
- Painted Frame
- Chain Drive
- Wheels
- Bike
- Steel Plate
- Steel Tube
- Brazing Rod
- Dropouts
- Steel Lugs
- Painted Tubes
- Bamboo
- Bamboo Tubes
- Wood Cores
- Dropouts
- Hemp Fiber
- Epoxy
- ...

Action Examples

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

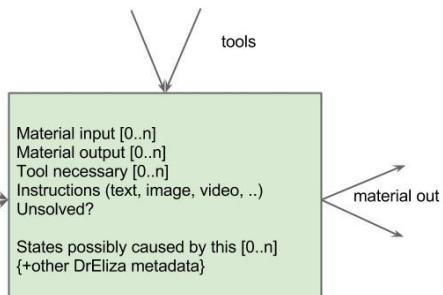
State ("Objects", "Material State", ...)

- 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

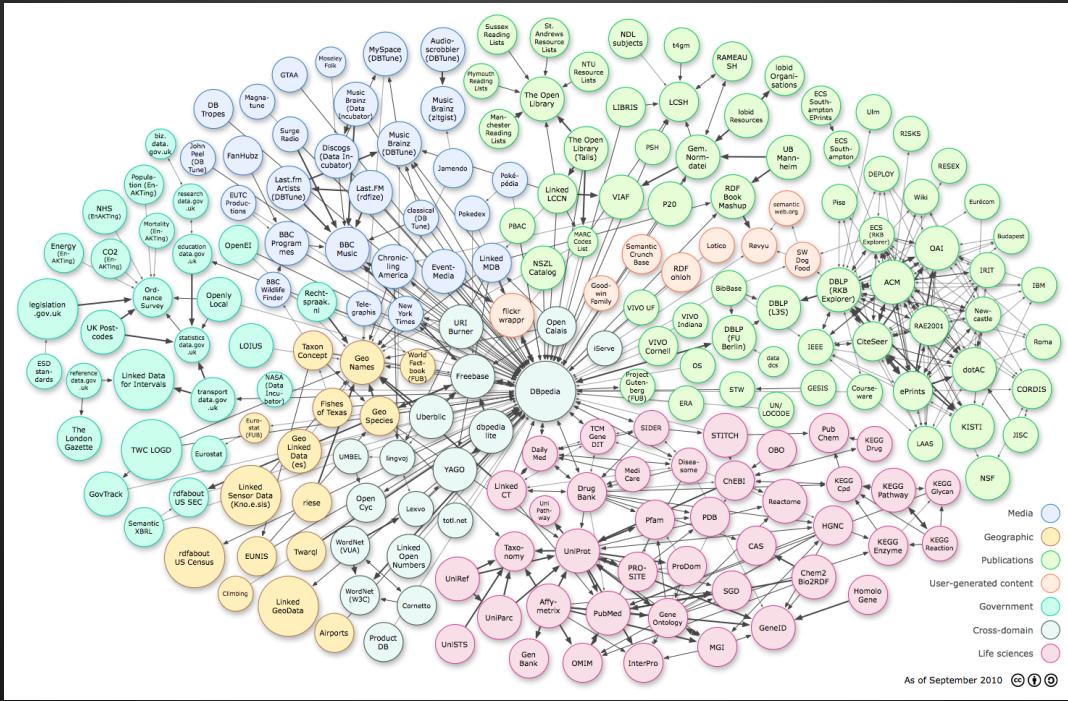
Objects are mapped geographically when they have a location.

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.



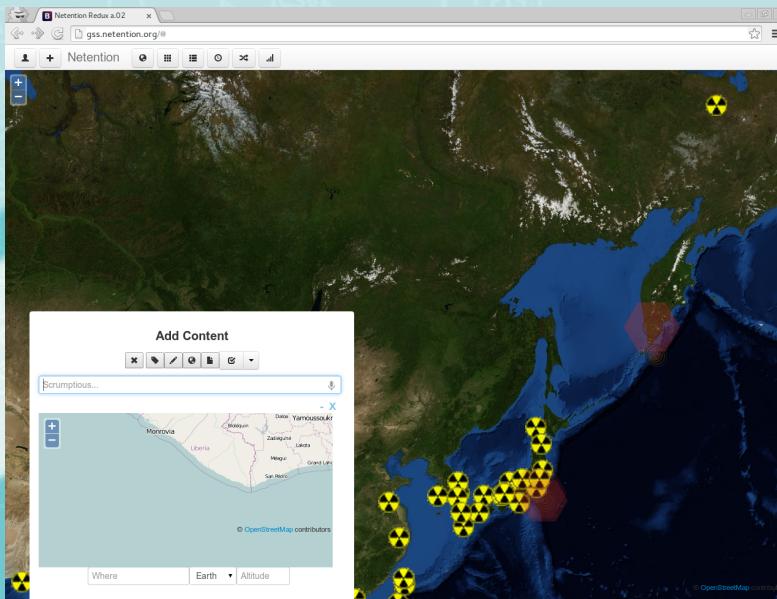
Linked Data graphs



As of September 2010

Mapping and Overlapping of collaborative economy initiatives

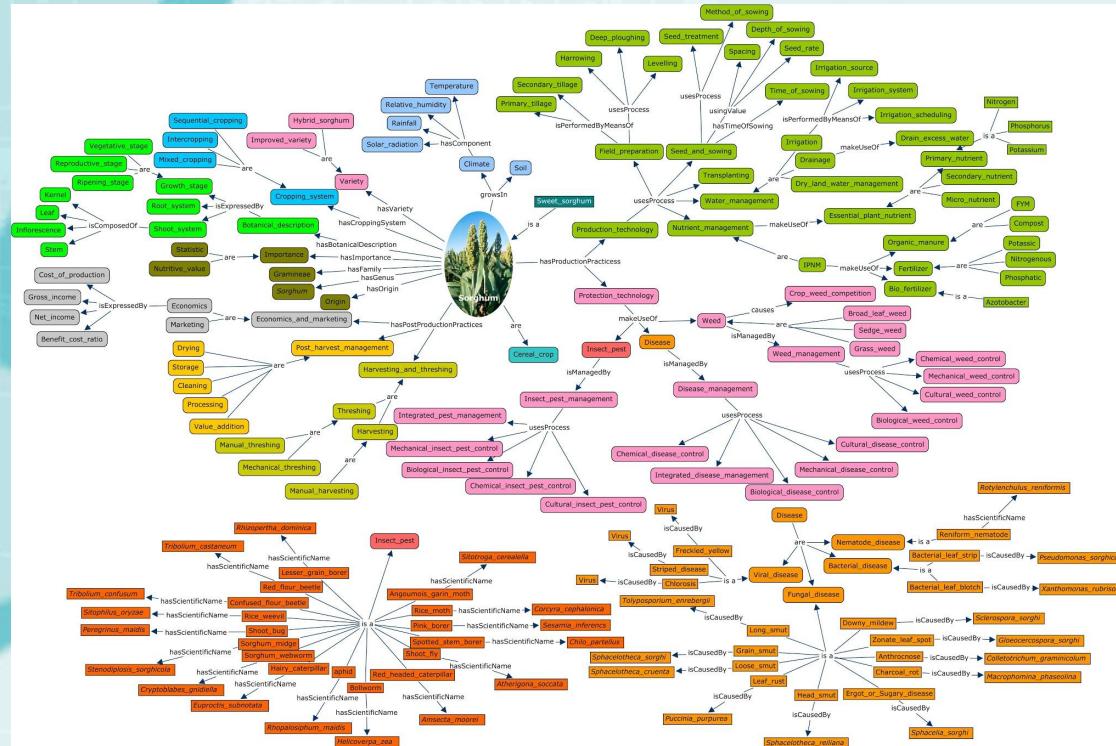
Describe and localise **any group of individuals**. A semantic description allows a more precise definition of **shared values**, and can help any group finding **co-creators**.



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

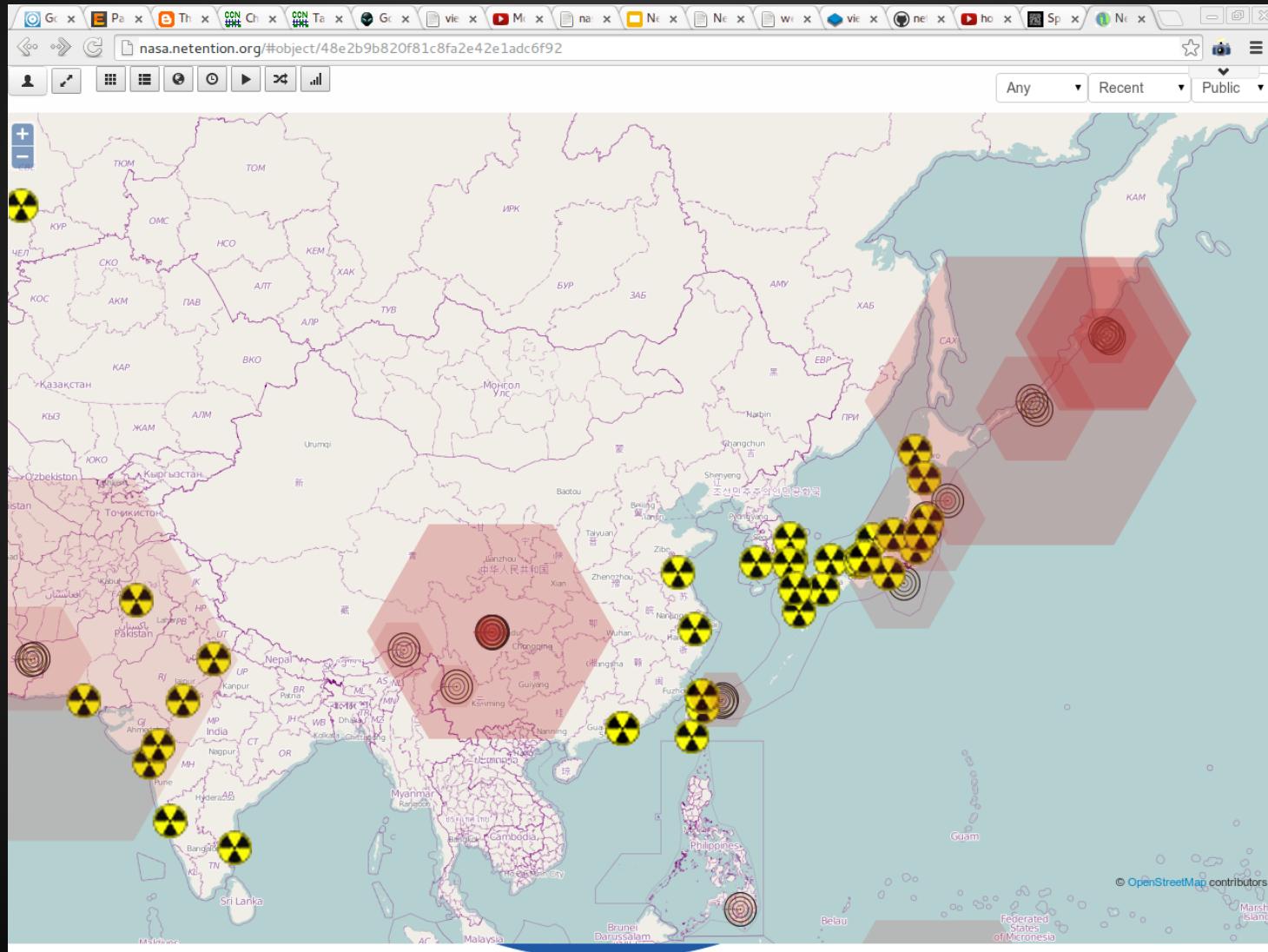
http://agropedia.iitk.ac.in/km_guidlines.pdf

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]

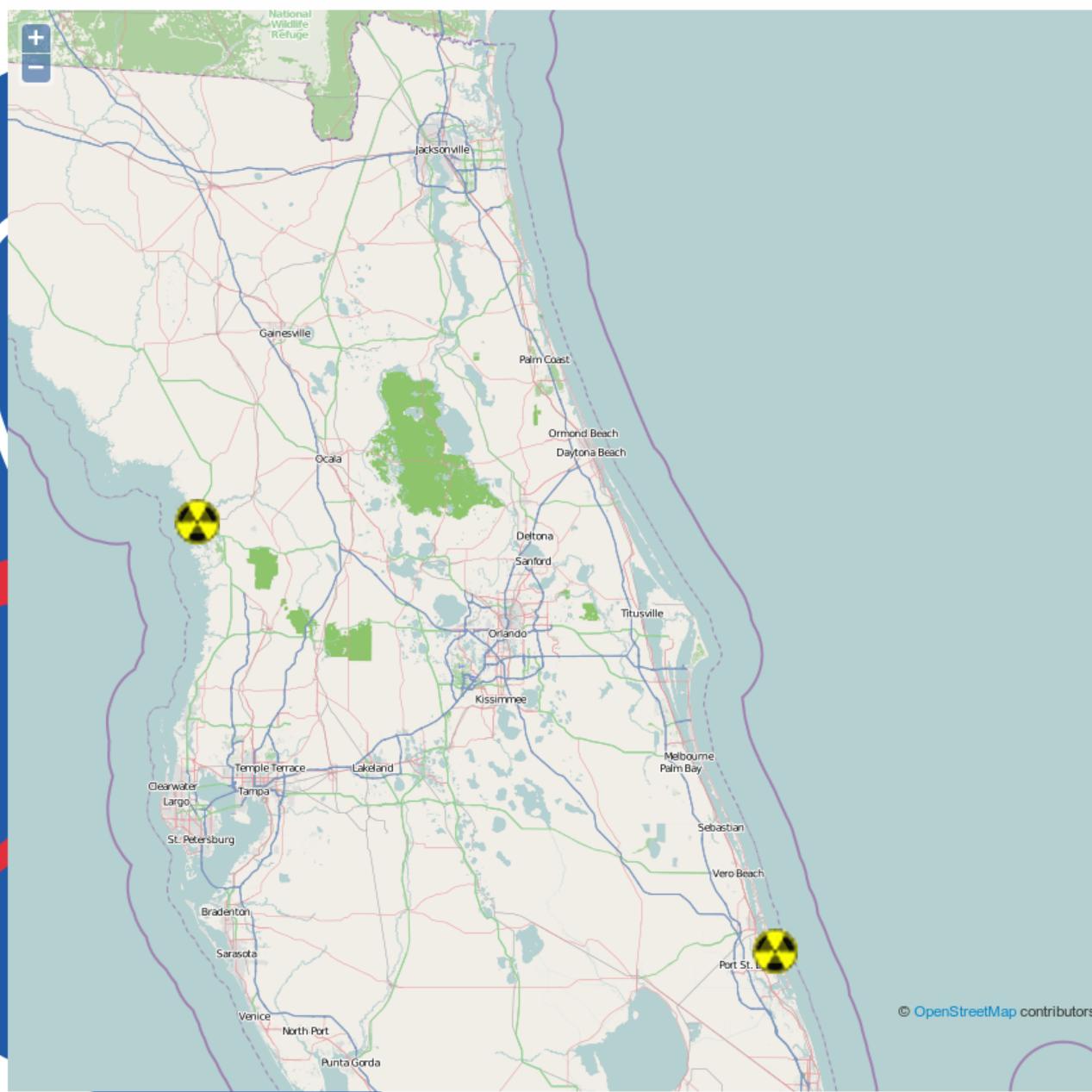
Active Reactors: 1

ST. LUCIE Nuclear Facility

ST. LUCIE Nuclear Facility

Nuclear Facility [27.35,-80.25]

Active Reactors: 2



© OpenStreetMap contributors

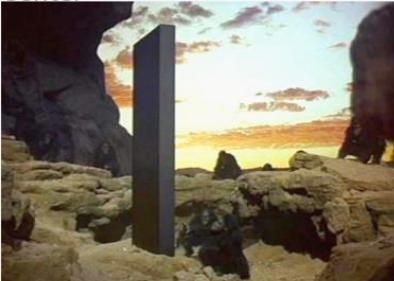
nasa.netention.org/#

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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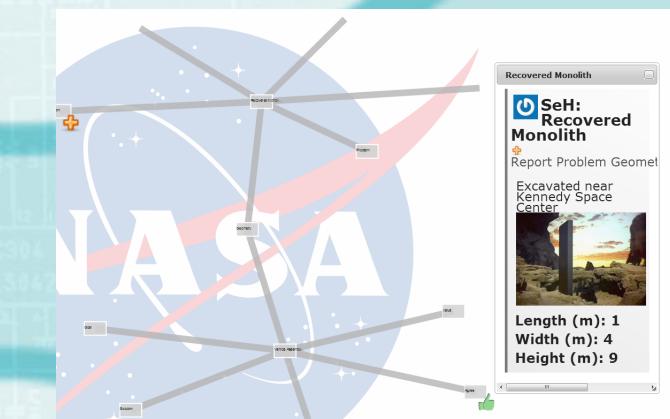
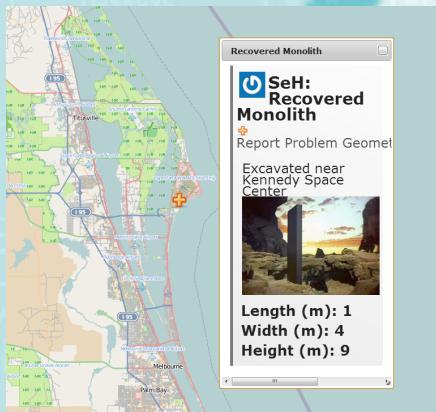
vab.jpg

Show all downloads... 

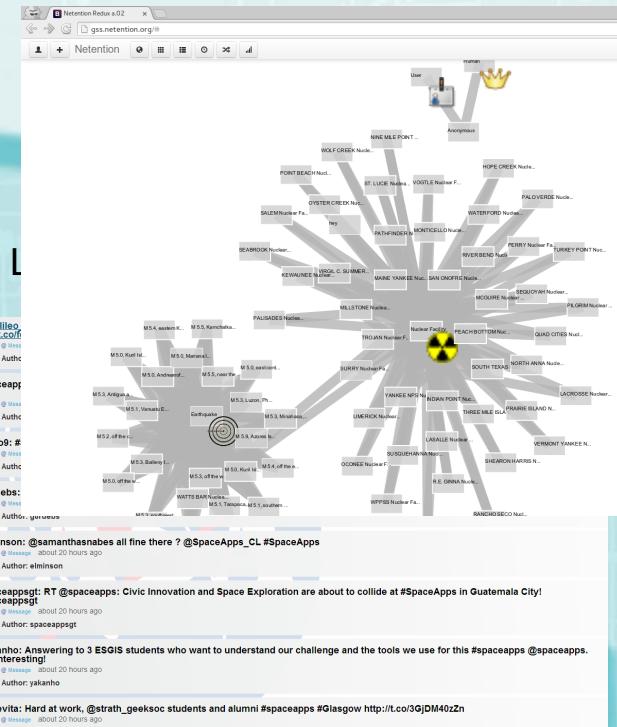
Any Recent Public

Data visualisation

Geolocalisation



Graph view (shows related objects linked by tags)



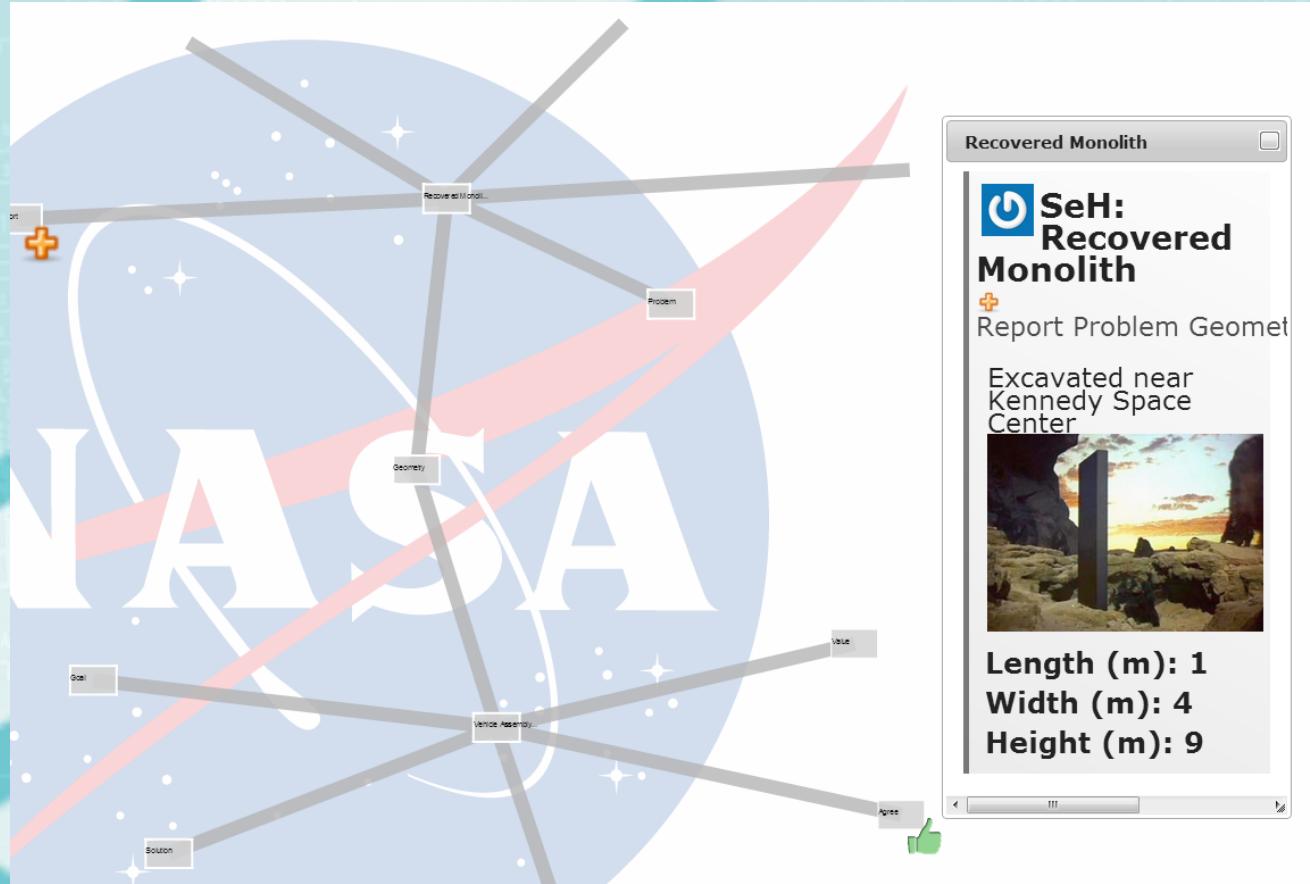
Data visualisation

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

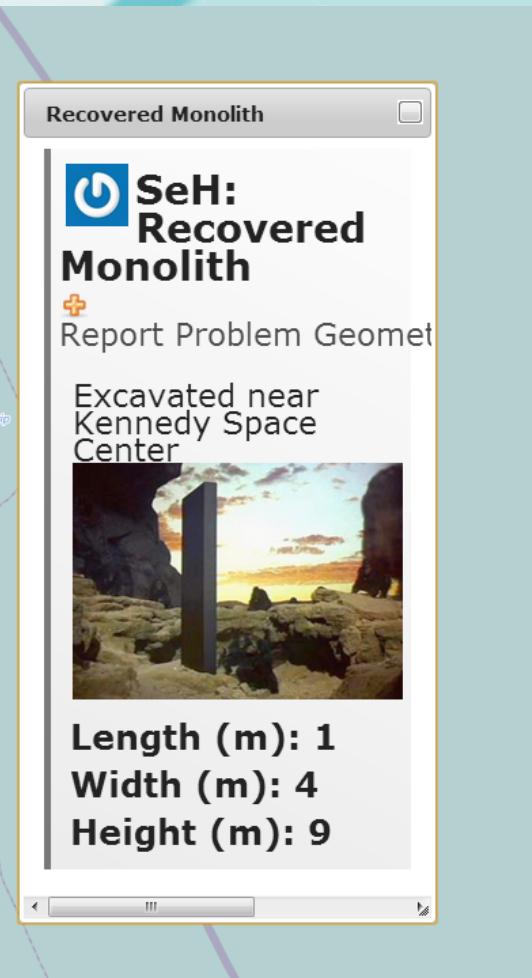
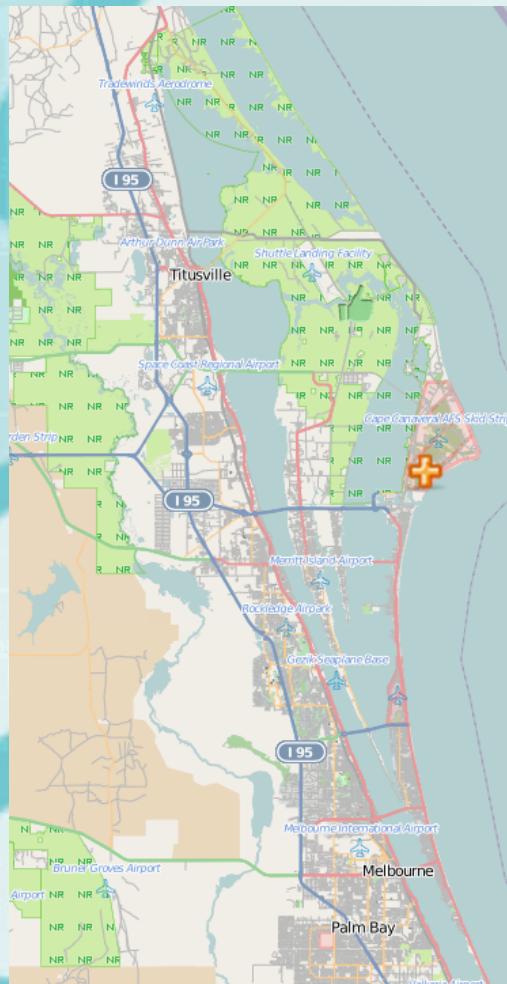
Data visualisation

Graph view (shows related objects linked by tags)



Data visualisation

Geolocalisation



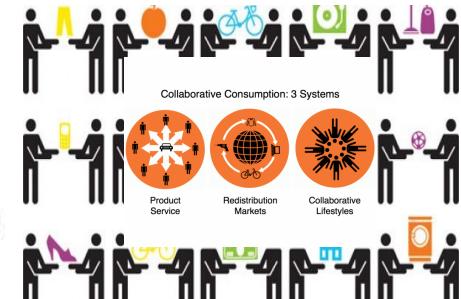
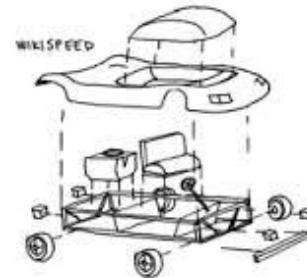
Can be
geolocalised
(GPS + radius)

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 projec

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

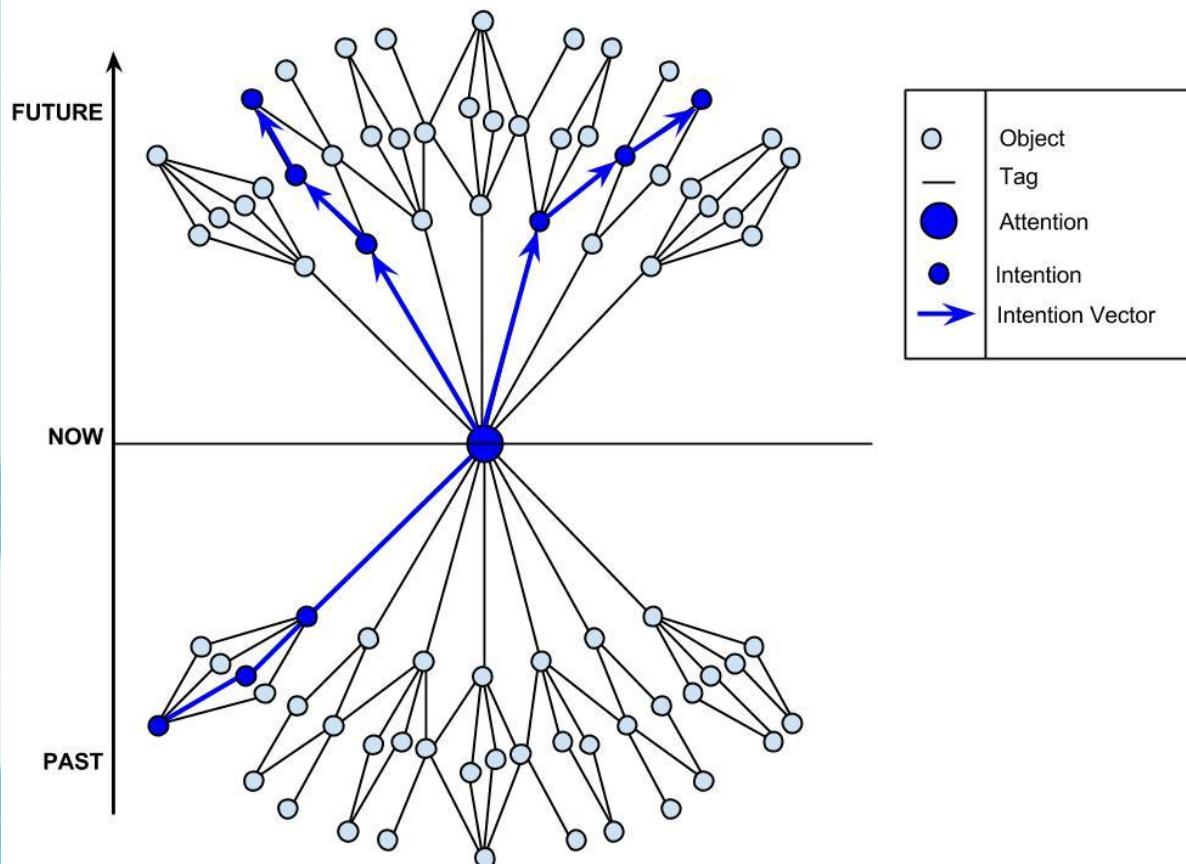
https://docs.google.com/presentation/d/1St0PSKVio-RVCyL0FVCpQEYmlKMAxMz1_M3Eq474bgg/edit?usp=sharing

ROBO PC

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

Semantic Simulations

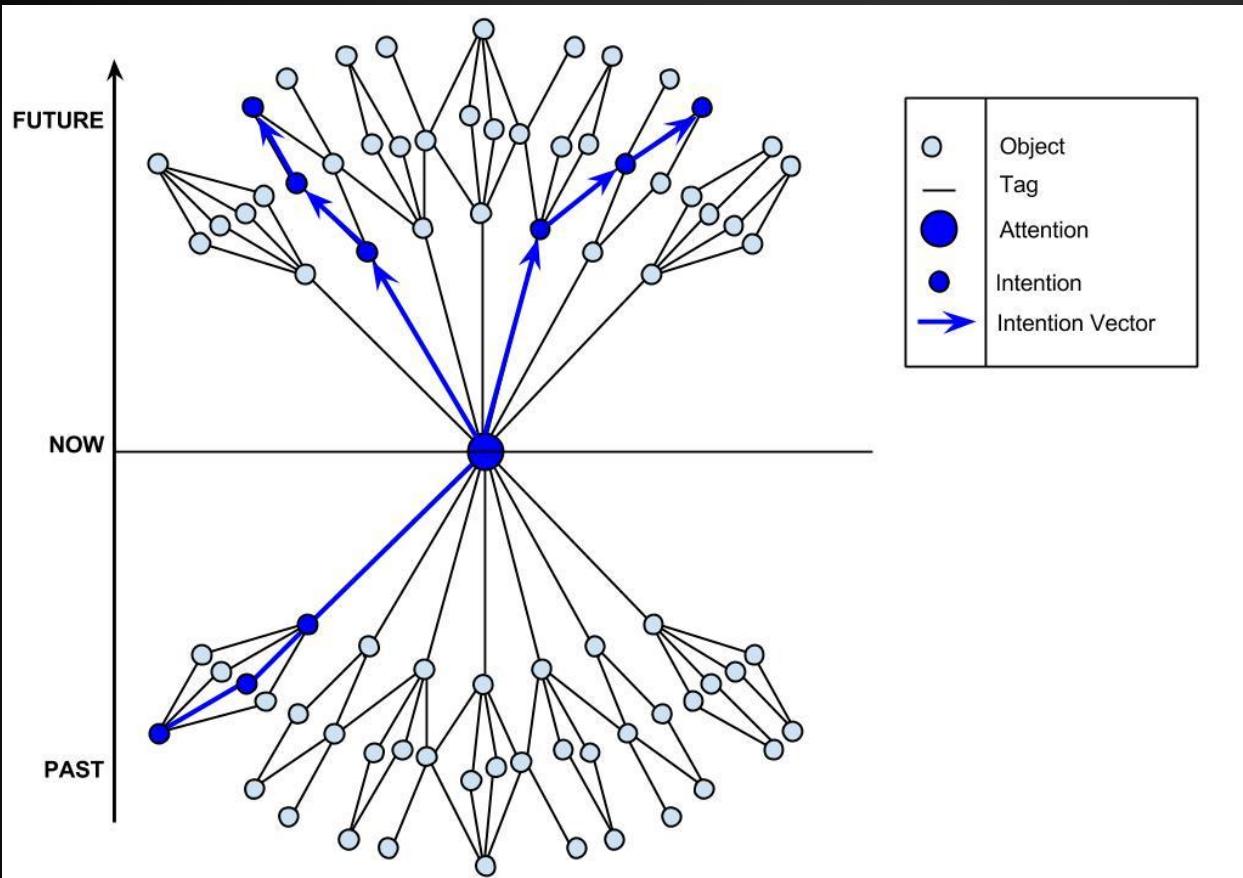
Netention is a tool for describing one's **current life situation** ("is"), and potential future situations ("can be") – as linked data objects.



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://can.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*

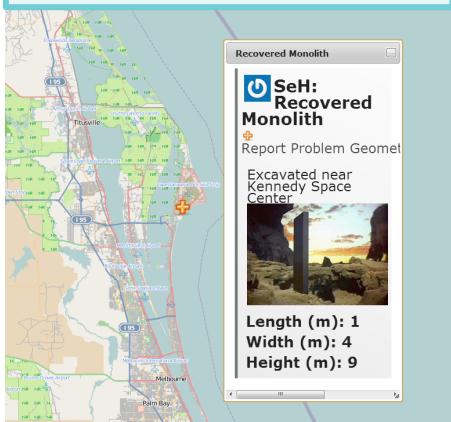
A Netention object... (nobject)



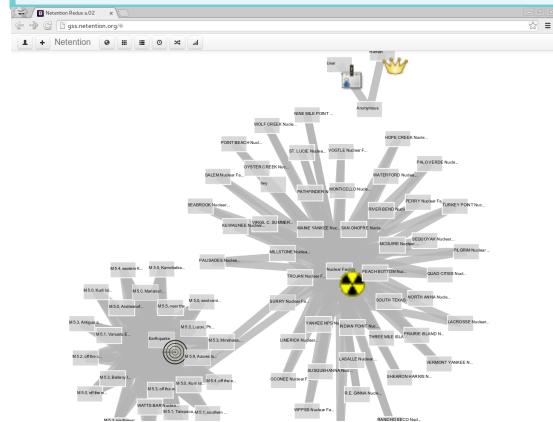
...is easily
created and
described...

...and can be visualised in various ways.

Geolocalisation



Graph view



Custom tagging

Select Tags

- 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
- Twitter

OK

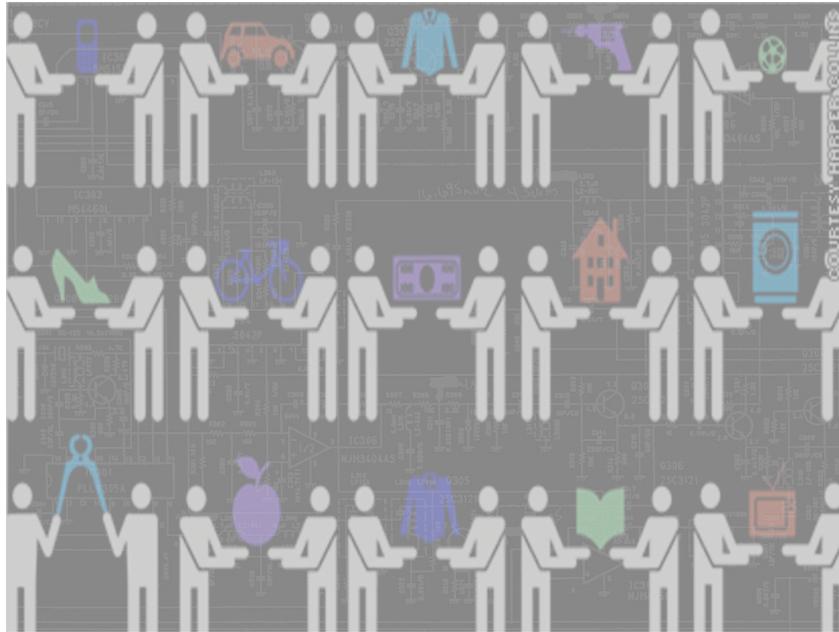
Datatypes

- boolean : 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

List views

- @UGalileo_edu: #spaceapps Observa lo que ocurre en el International Space Apps Challenge, transmisión en vivo! <http://buff...> 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..! about 20 hours ago Twitter Author: spaceappsgt
- @jrev09: #SpaceApps #SpaceAppsGT here we go! #Guatemala about 20 hours ago Twitter Author: jrev09
- @g8rdebs: @NASA love to see some #spaceapps creators at #onespark next year! @BeOneSpark about 20 hours ago Twitter Author: g8rdebs
- @elminson: @samanthasnabes all fine there ? @SpaceApps_CL #SpaceApps 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 about 20 hours ago Twitter Author: spaceappsgt
- @yakanho: Answering to 3 ESQIS students who want to understand our challenge and the tools we use for this #spaceapps @spaceapps. Very interesting! about 20 hours ago Twitter Author: yakanho
- @ilshevita: Hard at work. @strath_geeksoc students and alumni #spaceapps #Glasgow <http://t.co/3GjDM40zZn> about 20 hours ago Twitter Author: ilshevita

Social Semantic Narratives

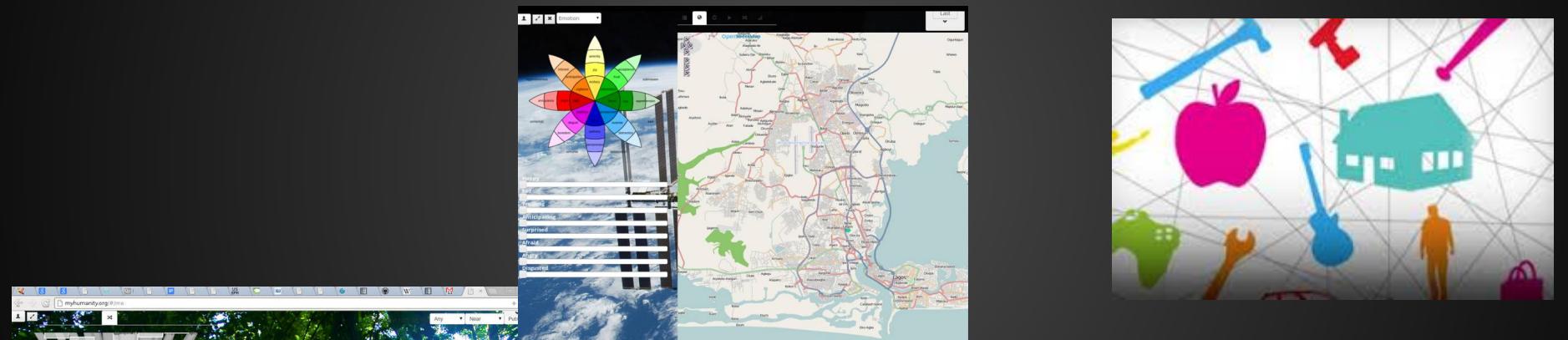
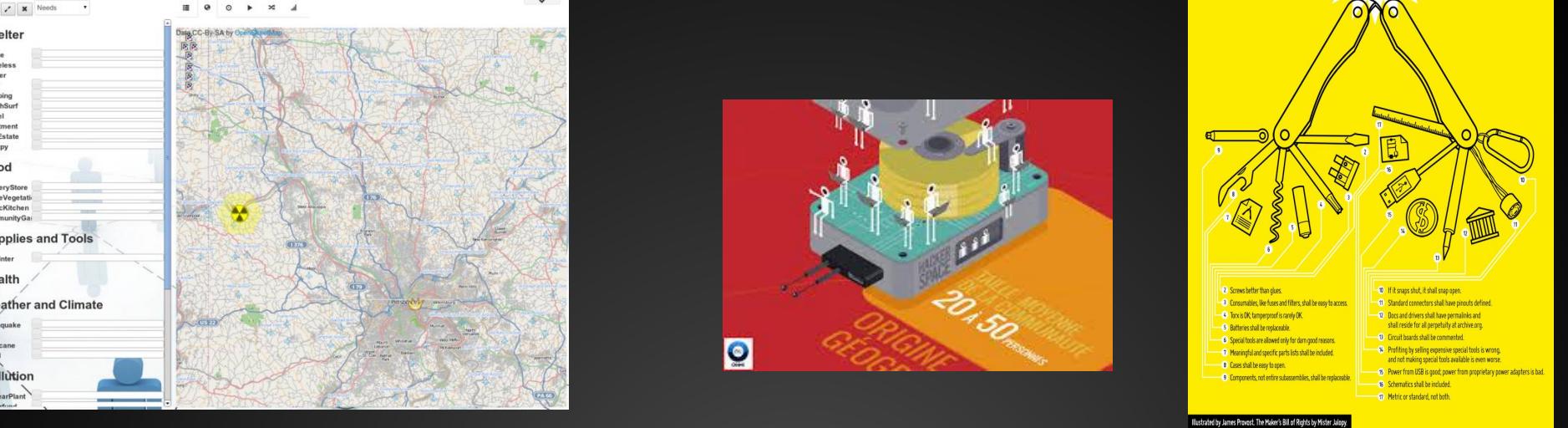


Netention interlinks a community of peoples' **stories** and **assets**, with automatically discovered opportunities that are mutually inter-satisfying - essentially suggesting to its participants how they could realize the desired futures they have described, and providing the knowledge and tools to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