PUBLIC DEFENSIVE PUBLICATION v1.1 (EN)

0) Title

In-Core: Normative Agency-Preserving Middleware
with Supraliminal Positive Friction, Apophatic (Non-Directive) Interaction, Local-First Constraints,
and an Optional Living Flow Engine (Gaia)

Public Defensive Publication v1.1

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1) Purpose

This document is a **public defensive publication** intended to establish **prior art**.
It discloses the **In-Core system class**, its **architectural and normative boundaries**, and **representative elements** in order to reduce the ability of third parties to patent this class of solutions and obvious variants.

This publication **intentionally omits** implementation details including (without limitation): parameters, thresholds, weights, formulas, calibration methods, internal procedures, and exact decision algorithms. Such elements may constitute **know-how / trade secrets**.

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2) Class definition

In-Core is a class of **normative middleware** designed to **preserve and restore human agency** in digital and hybrid environments.

The system functions as a **regulator of interaction conditions**, supporting conscious choice through **supraliminal positive friction** and **local-first constraints**, while explicitly rejecting:

- engagement and retention goals,
- behavioral optimization goals,

- metric growth goals,
- outcome-driven “improvement” goals.

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3) Key public definitions

Agency: the capacity to act beyond automaticity through a conscious act of choice.

Center / Pause: the critical temporal interval between stimulus and response in which choice is possible.

Supraliminal Positive Friction: changes to interaction conditions that are within the range of conscious perceivability (not subliminal manipulation), supporting pause and reducing automaticity without imposing a specific choice.

Local-first: core operation does not require cloud services; the system avoids exporting sensitive behavioral data and does not build external user profiles.

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4) Publicly disclosed In-Core elements (prior art)

4.1) In-Core as a Non-Optimizing System

In-Core is **not intended** to optimize the user, the user’s behavior, or time-in-product.
It is **not designed** for engagement, retention, metric growth, or productivity maximization.

4.2) Explicit rejection of engagement metrics

In-Core does **not** use or optimize engagement metrics (e.g., session length, retention, DAU/MAU) or proxy “success” metrics.

If any local observations exist, they serve **only** a **local regulation of interaction conditions**, without external “improvement” objectives and without engagement KPIs.

4.3) Absence of outcome feedback

In-Core does **not** provide:

- scores,

- ratings,
- achievements,
- rewards,
- measurable “progress/success” outcomes,
- “right/wrong” behavioral evaluations.

The system avoids reinforcement mechanics and does not create dependence on evaluative feedback.

4.4) Apophatic / Non-Directive Mode

In-Core may include a mode in which the system intentionally withholds:

- recommendations (“what to do”),
- user goals,
- directive instructions,
- “correct answers,”
- evaluative or motivational feedback.

The system may adjust **conditions**, but does not impose **direction**, in order to avoid substituting the user’s agency.

4.5) Positive Friction Middleware

In-Core discloses a class in which **positive friction** is implemented as a **middleware layer of interaction conditions**.

Class properties:

- friction is **supraliminal** (not subliminal),
- friction is **not hidden manipulation**,
- friction **does not impose a specific choice**,

- friction supports **pause** and reduces automaticity.

This publication discloses the **class**, not a specific implementation.

4.6) In-Core Gaia / Living Flow Engine (normative living-flow loop)

In-Core may include an optional normative layer referred to as **In-Core Gaia / the Living Flow Engine**, intended to:

- reduce misalignment with natural and social rhythms,
- reduce attention leakage,
- restore the “take–give” reciprocity cycle,
- support a state of sufficiency rather than maximization.

Gaia is **not** an ESG module, sustainability metric, recommender, behavioral optimizer, or “value-aligned AI.”
Gaia introduces **no goals** and provides **no outcome feedback**.
Gaia functions as a **normative admissibility layer** under which the system may slow down, refuse, or withdraw interventions when flow coherence and reciprocity/sufficiency constraints are violated.

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5) In-Core Rig (optional physical interface layer)

The In-Core architecture may optionally include a physical interface layer (“In-Core Rig”) extending the same agency-preserving principles into hybrid or off-screen scenarios.

The Rig introduces no profiling, KPI monitoring, engagement objectives, or external optimization and does not alter the normative nature of the In-Core class.

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6) Disclosure principle: “published as a class, not disclosed as a mechanism”

This publication discloses:

- the system class,

- architectural boundaries,
- normative constraints and prohibitions,

while intentionally omitting:

- parameters, formulas, weights, thresholds,
- calibration procedures,
- exact decision algorithms,
- internal cross-loop coordination methods.

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7) Exclusions (what In-Core is not)

In-Core is not persuasive technology/nudging, not subliminal manipulation, not an engagement product, not a tracker/profiler, not coaching/therapy, and not a KPI-driven behavior improvement system.

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8) Priority references (to be filled after publication)

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