

**“WE LIKE TO DEFINE A PLATFORM AS
AN OPEN ARCHITECTURE TOGETHER WITH A GOVERNANCE MODEL,
DESIGNED TO FACILITATE INTERACTIONS”**

<https://courses.edx.org/courses/course-v1:BUx+QD505x+2T2017/course/>

GOVERNANCE MODEL

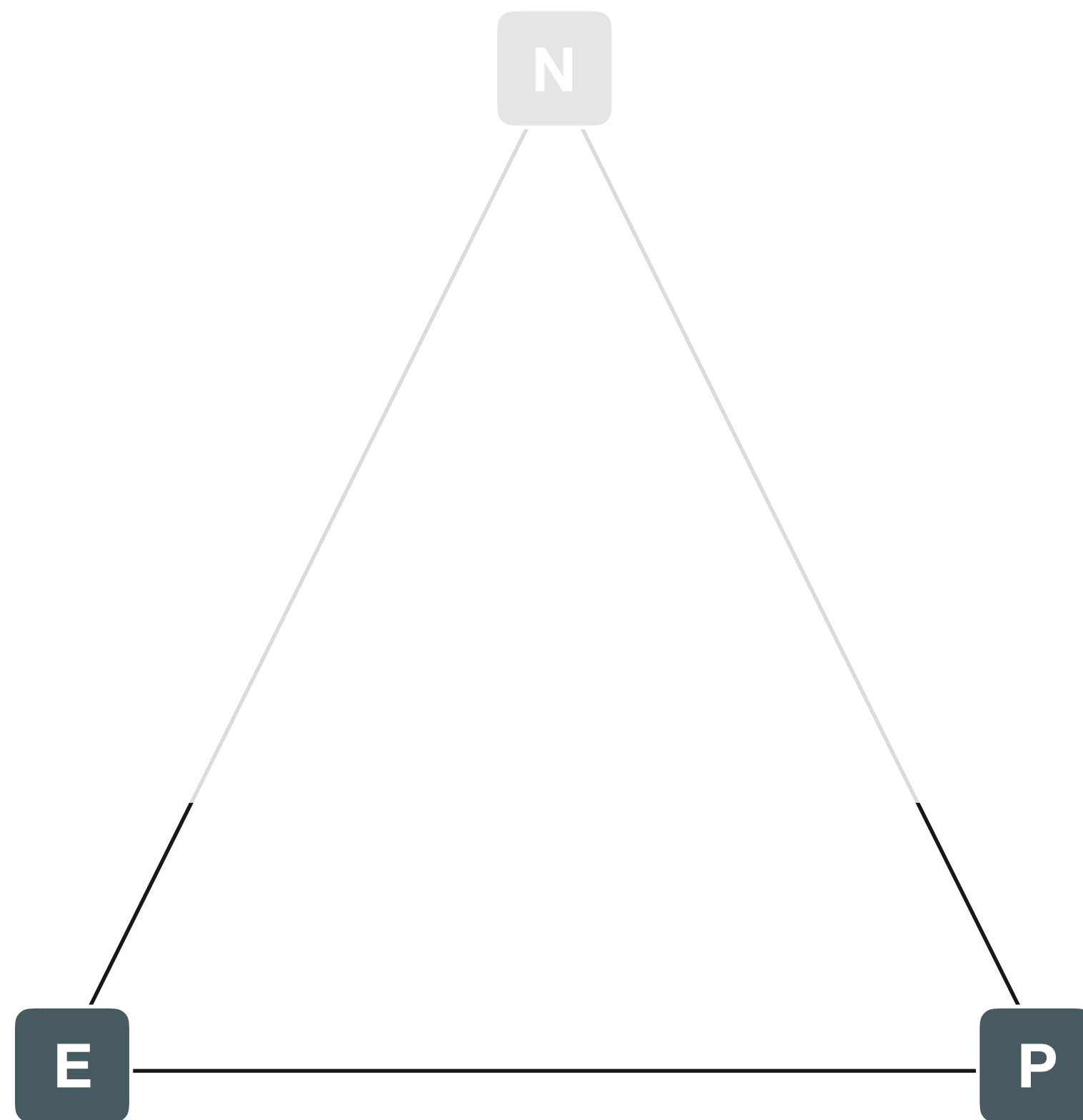
to keep the narrative systemically coherent and desirable. To curate Enablers and Primitives so that the experiences that emerge from them keep supporting that narrative.

FACILITATING INTERACTIONS

the only part of the triade that the platform owner creates directly. Evolves in lock-step with the Narrative and in reaction to the Enablers.

OPEN ARCHITECTURE

plugging in Enablers to strengthen, enhance and amplify the Primitive-based experiences. The prime source of pressure to the Narrative.



All our current platform design tools cover the Primitive-Enabler side. The Narrative is at best covered as Core Value Proposition and as a derivative of the P-E constellation.

What we need is a form of real-time design. Or, at least as real-time as the users' expression in the Narrative are.

<https://www.youtube.com/watch?v=II-Ndsr23FE&t=1096s>

Game Design may be another source for precisely this type of design.

<https://gamedesignconcepts.wordpress.com/2009/07/13/level-5-mechanics-and-dynamics/>