Maetri Style Guide 10.2025 – Visual System & Developer Handoff

*Reference for Layout, Tokens, and Component Behavior*

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Section 0: Visual Strategy Context

Describing the stakes: Robust care vs. Flattened care

Maetri’s visual system expresses clarity, coherence, and trustworthiness, not through sterile minimalism, but through contextual structure, narrative alignment, and ethical interface design. It is grounded in a central insight: most documentation systems flatten care. They reduce presence to timestamps, emotional nuance to checkboxes, and complex interactions to data structures optimized for billing and compliance; not meaning.

Maetri is built to resist that flattening. It enables robust care design that preserves narrative continuity, multimodal meaning, and contextual trust; especially in deferred documentation.

Maetri acknowledges that missing a beat in memory is part of being human, especially when focused on being in the moment of care.

CareStory was created because life is full of information that cannot be standardized and is often lost to memory and disruption—unless grounded in the physical signals that shape our awareness, identity, and memory.

Foundational design principles

- Coherence and clarity—even when documentation is delayed

- Embodied, multimodal moments over abstracted summaries

- Interpretability across time, role, and perspective

- Reviewable media as the anchor for accountability and learning

- Meaning-making through sensory, relational, and temporal fidelity

These principles are not just visual—they are infrastructural. Maetri is protected by two provisional patents:

Patent 1 covers the collection and storage of multimodal physical signals—including video, audio, thermal, chemical, geolocation, proximity, ultraviolet, and olfaction—anchored to time and place within real-world care interactions

Patent 2 protects the Clarion Trust Architecture, a patented method for generating semantic trust through:

- Human-in-the-loop (HITL) interpretation

- Relational modeling

- Layered care trajectory analysis

- Dynamic structural equation modeling (DSEM)

- Fixed-effect state anchoring

- Blockchain-based provenance

Clarion uses:

- Datagraph infrastructure to manage non-flattened, layered media

- Blockchain integration for audit trails and safety

- Massive data lakes to support valid, high-resolution time series modeling

- Trajectory gears—Slipgear, Ratchet, Catapult, Calibration, Telemetry—to interpret state shifts in care

- HITL dashboards that support delayed, supervised, interpretable documentation and reflection

- Collection and storage of physical signals including vision, sound, thermal, chemical, proximity, geolocation, ultraviolet, and olfaction—all grounded in time, place, and interaction

This system is not decorative—it is declarative. Every layout, shadow, font size, and color communicates whether a moment is recognized, remembered, trusted, or misunderstood.

> Life is full of information that cannot be standardized and is often lost to memory and disruption.

> Maetri does that. We are human first, and data informed.

> We don’t flatten your life in all its richness.

> We are robust data, rich with texture, taste, vision, sound, and feel.

> We are data of experience and the senses—because you are not just a number.

> Data for the senses.

The Clarion Trust Architecture ensures that meaning is preserved, even when the record is created later—because the structure itself resists forgetting. It enables reentry into the moment of care with integrity, depth, and perspective—without reducing care to something it never was

**Section 1: Spatial Logic & Layout System**

**Designing Surfaces That Preserve Narrative, Agency, and Embodied Continuity**

**1.0 Overview: Space is Meaning**

In the Clarion system, space is not empty—it is **interpretive territory**.  
Layout is not decoration—it is the infrastructure of **memory, trust, and attention**.

Every visual surface within the Maetri environment carries epistemic weight. Each element must make legible:

* Who is acting?
* When did it occur?
* What was the nature of the interaction?
* Where was the emotion, risk, or rupture?
* Is this moment narratively **complete**, **unresolved**, or **pending reflection**

**1.1 Grid as Ethical Framework**

We adopt a **12-column responsive grid**, not for modular convenience, but to:

* Preserve spatial **integrity** across devices
* Delineate **semantic zones** (caregiver, resident, observer, signal)
* Hold **narrative continuity** even in deferred documentation

**Grid behavior:**

* Full-bleed sections anchor memory-rich media (e.g., video keyframes, transcript overlays)
* Mid-span cards carry CareStory modules (e.g., Ratchet or Slipgear events)
* Edge-aligned elements handle system-level cues (HITL indicators, timestamp drift)

**1.2 Spatial Zones and Semantic Anchors**

| **Zone** | **Meaning** |
| --- | --- |
| **Top-left quadrant** | Identity, authoring, ownership (e.g., caregiver perspective, narrative POV) |
| **Bottom-left quadrant** | Physical signal indicators (body position, motion vectors, thermal zones) |
| **Top-right quadrant** | System alerts, model-inferred states, suggested escalations |
| **Bottom-right quadrant** | Future prompts, HITL override, supervisory signoff |

**Rule:** No system-generated prompt should occupy the same zone as human reflection.  
**Rationale:** Visual **interruption** = epistemic flattening. Preserve **territorial integrity** of human authorship.

**1.2.1 Wearable Hardware Placement: Maetri Ultra**

The **Maetri Ultra** device functions as a semantic anchor worn on the **caregiver’s upper-left chest**, just **below the clavicle**, above the heart. It represents both a **physical recording instrument** and a **symbolic interface of trust and presence**.

**Anatomical Placement**

* Worn flush against the body, approximately 2–4 cm below the left clavicle.
* Aligned vertically over the typical upper scrub pocket or ID badge zone.
* Angled slightly outward to match the chest curvature and maintain camera line of sight.
* Placement mimics clinical objects of trust: a **stethoscope**, a **lapel mic**, or a **narrative pin**.

**Device Proportions**

* ~49mm (height) × 44mm (width) × 12mm (depth)—comparable to Apple Watch Ultra
* Sits low-profile on the body; does not interrupt gesture, clothing flow, or care activity.
* Visually aligned with trust-based wearables: **present, discreet, intentional**.

**Visual and Narrative Function**

* Screen shows the **live view** of the resident or care moment from the caregiver’s POV.
* No overlays, toggles, or flashing elements—only what is seen, as it was seen.
* The device becomes a **first-person frame of memory**, supporting both **reflection** and **documentation after the fact**.

In Maetri, the device is not a tech artifact—it is a **semantic node**. Its position encodes authorship, aligns with spatial and narrative zones, and allows the system to model trust not as a claim, but as a structure.

**1.3 Vertical Rhythm and Narrative State**

* Vertical alignment communicates **event sequence**.
* Gaps = absence, uncertainty, or unrecorded material.
* Cards **lift** (shadow depth = emotional or moral weight).
* Transitions (e.g., trajectory gear shifts) are **boundary lines**, marked by soft fades or visual timestamp locks.

**Spacing Rules:**

* Default card padding: 32px top/bottom, 24px sides
* Between narrative cards: min. 48px (expandable with affect load)
* Shadow scale:
  + None = neutral event
  + Small (2px) = passive observation
  + Medium (4px) = action with mild emotional content
  + Large (8px+), blur = high-affect rupture or breakthrough

**1.4 Emptiness as Meaning**

In care, what is **not said** matters.

Use **controlled whitespace** to:

* Acknowledge time spent in pause, confusion, or resistance
* Visually respect uncertainty (do not overwrite with confidence)
* Indicate moral tension that may need narrative repair

**Rule:** Emptiness is not failure.  
**Guideline:** Do not collapse visual space just because data is sparse. Let the space **hold ambiguity**.

**1.5 Interaction Surface Semantics**

| **Element** | **Visual Cue** | **Interpretation** |
| --- | --- | --- |
| Card hover | Subtle lift, glow | Ambiguity window—moment open for revision |
| Hard shadow | High affect | Elevated moral/emotional significance |
| Icon fade | Desaturated | Low certainty or system ambiguity |
| Gradient border | Transition | State shift in interaction (e.g., resistance to agreement) |
| Timeline scrub | Track highlight | Re-entry point for human review of event |
| Quote reveal | Expand on tap | Unstructured memory or caregiver-authored insight |

**1.6 Moral Geometry**

The structure must support:

* **Asymmetry** (reflecting unequal power and agency)
* **Balance without uniformity** (different voices, different weights)
* **Rupture lines** (visual seams between sequences of care)

Design is not symmetrical. **Care is not flat.**

When showing:

* **Breakdowns** in trust → jagged layout edge, visual offset
* **Harmony** → aligned cards, flush groupings, temporal overlap

**1.7 Temporal Continuity and Delay**

Care is often documented **after** the fact. Your layout must:

* Allow retroactive anchoring of high-trust evidence
* Visually distinguish **“in-the-moment”** vs. **“reflected-upon”** segments
* Encourage **review**, not just submission

**Visual Cue:**  
Timeline items authored after 15 minutes are tagged with a **soft timestamp haze** + a hover prompt:

“Documented in reflection. Review for continuity?”

**1.8 Summary Design Laws (for Implementation)**

1. **No content overlaps video.**
2. **All cards must align to grid columns.**
3. **Human notes trump system inference in spatial priority.**
4. **Whitespace is a design asset—not a bug.**
5. **Time flows left to right unless care state reverses (then animate flip).**
6. **No hover state triggers without role-level permission.**
7. **Shadows = moral weight. Fades = interpretive uncertainty.**
8. **Text inside containers. No bleed. No overflow. No exceptions.**

**Section 2: Brand Identity & Color System**

**Designing Visual Meaning with Emotional and Epistemic Integrity**

**2.1 Brand Philosophy**

Maetri’s visual identity is not ornamental—it is intentional.  
Every color, typeface, and contrast ratio signal **narrative position**, **moral stance**, or **relational tone**.

The brand system reflects our belief that care is embodied, emotional, and interpretive—and that technology should amplify, not suppress, that complexity.

* We do not shout; we hold space.
* We do not flatten; we reveal texture.
* We do not neutralize care; we recognize its moral stakes.

**2.2 Primary Brand Color**

* **Hex:** #5C6FB5
* **RGB:** (92, 111, 181)
* **HSL:** (229°, 40%, 54%)
* **Label:** *Periwinkle*
* **Function:** Anchoring tone for trust, memory, and moral coherence
* **Usage:** Background gradients, CTA buttons, quote highlights, video card lift states

**2.3 Supporting Palette**

* **Lilac Mist** – #EDEBFF  
  Soft background glow for warmth and narrative lightness
* **Cloud White** – #F6F7FA  
  Primary background neutral for contrast and legibility
* **Deeper Indigo** – #7889D8  
  CTA hover, interaction focus, timeline scrubber state
* **Dusty Rose** – #D7A9A9  
  Signals emotional pause, care rupture, reflection zone
* **Lift Glow** – #CBD2F0  
  Shadow tint for elevated cards or interpretive states

**2.4 Semantic Color Mapping**

Each color has a **defined epistemic function**:

| **Color** | **Meaning & Function** |
| --- | --- |
| **Periwinkle** | Narrative anchor, semantic trust, interpretive coherence |
| **Lilac Mist** | Empathic buffer, gentle transitions, emotional openness |
| **Dusty Rose** | Moral tension, vulnerability, emotional rupture |
| **Deeper Indigo** | Agency assertion, human override, care action confidence |
| **Cloud White** | Neutral memory zone, baseline state, temporal buffer |
| **Lift Glow** | Reflective space, memory review prompt, supervisory layer |

**2.5 Accessibility & Contrast**

* Target standard: **WCAG 2.2 AA minimum**, **AAA where possible**
* Every foreground/background combination must pass contrast tests
* Key areas:
  + Text on cards
  + Button states (default + hover)
  + Quotes on image/video backgrounds
* Designers may **not override contrast ratios** without justification and user testing

**2.6 Brand Application Rules**

* **Limit periwinkle CTA buttons** to 2 per screen (avoid desensitization)
* **Never use Dusty Rose** as a decorative accent—it must anchor an emotionally significant element (quote, refusal, rupture)
* **Vertical gradient** required: Lilac Mist → Cloud White
* **Quotes** must use *IBM Plex Sans Italic*, size 24px, colored Periwinkle
* **Hover states** require:  
  Deeper Indigo + soft shadow → 0 8px 20px rgba(0, 0, 0, 0.08)

**2.7 Sample Use Cases**

* A **card with Dusty Rose border and deep shadow** = narrative rupture or apology
* A **timeline segment with Periwinkle background** = interpreted continuity or moral closure
* A **freeze-frame revealing Lift Glow on hover** = reflective review or unresolved emotional weight

**2.8 Summary Rule**

**Color is never decorative. It is a signal.**  
It reflects tone, moral position, memory, or trust.

Every color use must be **explainable in terms of system meaning and care intent**. No exceptions.

Need - a tokenized Figma library or React design system component sheet.

**Section 3: Typography & Visual Hierarchy**

**Expressing Narrative, Moral Weight, and Temporal Position Through Type**

**3.1 Font System**

**Primary Typeface:** *IBM Plex Sans*  
Chosen for:

* Modern clarity
* Humanist tone
* Technical trustworthiness

**Variants Used:**

* Regular
* Italic
* Medium
* SemiBold
* Bold

**3.2 Semantic Use Mapping**

| **Style** | **Semantic Function** |
| --- | --- |
| **Regular** | System interface, timestamps, neutral meta-text |
| **Medium** | Section headings, Gear labels, phase transitions |
| **Italic** | Resident voice, interpretive reflection, emotional tone |
| **SemiBold** | Moral events, refusals, trajectory shifts |
| **Bold** | HITL overrides, flagged review states, urgent prompts |

**3.3 Type Size System**

| **Use Case** | **Style & Size** |
| --- | --- |
| Hero Headline | 64px SemiBold |
| Section Headings | 40px Medium |
| Subheadlines/Quotes | 32–36px Italic |
| Narrative Body Text | 18–20px Regular |
| CTA Buttons | 20px Regular |
| Meta-text, Captions | 14px Regular/Italic |

**3.4 Visual Hierarchy Rules**

Hierarchy in Maetri reflects:

* **Emotional gravity**
* **Narrative authority**
* **Temporal distance**
* **Certainty vs. ambiguity**

**Example:**

A resident quote spoken in real-time appears in 32px Italic.  
That same quote entered post-hoc appears smaller, with a faded timestamp and lower spatial elevation.

**3.5 Typographic Tension Mapping**

* **Bold + Italic** → Conflict, contradiction, unresolved moment
* **Medium + Regular** → Aligned system trajectory
* **Regular + Italic side-by-side** → System logic versus human annotation

**3.6 Line Height & Spacing**

* **Default line height:** 1.5x font size
* **Paragraph spacing:**
  + 24px below narrative blocks
  + 12px between meta-annotations

**Do not compress whitespace around quotes**—they require interpretive room.

**3.7 Typography as Narrative Signal**

Typography reflects care moment **state**:

| **Narrative State** | **Typographic Signal** |
| --- | --- |
| In-the-moment speech | Large, italic or semiBold |
| Post-event reflection | Slightly smaller, timestamped, visually recessed |
| System override | Bold, shaded, bordered in Deeper Indigo or Dusty Rose |
| Silence or ambiguity | Italic metadata, or an empty container with captioned uncertainty |

**3.8 Summary Rule**

**Typography is not neutral.**  
It expresses **who is speaking**, **how strongly**, and with **what moral significance**.

Use type to:

* Slow down false certainty
* Hold multiple truths
* Signal presence and tension

Here is **Section 4: Component Design & Interaction States** from the *Maetri Style Guide 10.2025*, formatted for direct reference in chat:

**Section 4: Component Design & Interaction States**

**Components as Carriers of Narrative, Trust, and Temporal Meaning**

**4.1 Components Are Narrative Surfaces**

Maetri components are not neutral UI atoms—they are **story-bearing surfaces**.

Every card, button, hover effect, and scrubber conveys:

* Narrative state (live, deferred, flagged)
* Care trajectory (e.g., Slipgear, Ratchet, Catapult)
* Moral tension (e.g., trust, rupture, uncertainty)
* Interpretive confidence (direct vs. inferred)

A component is not placed for interaction—it is placed for **interpretation**.

**4.2 Core Component Types**

* CTA Button
* Care Card
* Timeline Scrubber
* Hover Reveal Quote Box
* Keyframe Segment
* State Indicator Chip
* Narrative Reflection Overlay

**4.3 Component Anatomy**

All components must include:

* A container with proper margin + internal padding (never bleed)
* Font and shadow logic based on moral/emotional weight
* Accessible labeling and ARIA roles
* Clear affordance for interactive state (hover, tap, drag, dwell)

**4.4 Interaction State Design**

Each component supports:

| **State** | **Behavior** |
| --- | --- |
| **Default** | Neutral, tone-matching presentation |
| **Hover** | Scale up (1.02), soft shadow lift |
| **Active** | Deep shadow or background glow |
| **Disabled** | Desaturated, tooltip required |
| **Flagged** | Bordered in Dusty Rose or Deeper Indigo; signals ambiguity or review needed |

**4.5 Semantic Component Behavior**

| **Component** | **Meaning & Function** |
| --- | --- |
| **CTA Button** | Always optional; never forced; max 2 per screen |
| **Care Card** | Expands to reveal timeline + reflection zones; shadows scale with affect |
| **Timeline Scrubber** | Scrollable track with pins; Lift Glow on hover |
| **Hover Quote Box** | Appears only on dwell; used to hold silences or delayed speech |
| **Keyframe Segment** | Video anchors with fixed aspect + timestamp; hover triggers lift |
| **State Indicator Chip** | Moment tags (e.g., Trust Earned, Care Declined); small, color-coded |
| **Reflection Overlay** | Appended post-event; always visually distinct from real-time events |

**4.6 Shadow & Motion Logic**

Shadows and animation signal:

* **Moral weight**
* **Emotional charge**
* **Narrative re-entry**

| **Action** | **Motion** |
| --- | --- |
| **Hover Lift** | Shadow 2–4px, scale(1.02) |
| **Click Active** | Shadow collapse → subtle pop-in |
| **Flagged Pulse** | Glow pulse every 5s unless suppressed |
| **Keyframe Entry** | Ease-in 200–300ms |

**4.7 Component Moral Roles**

Every component must perform one or more **moral functions**:

* Affirm coherence
* Surface contradiction or rupture
* Invite interpretation
* Mark presence, silence, or resistance
* Enable repair or reflection

**4.8 Summary Rule**

Components are not just function.  
They are **epistemic surfaces**—they remember, narrate, challenge, or hold tension.

No component should appear unless it contributes to Maetri’s core goals:

* Preserving narrative truth
* Signaling moral presence
* Supporting reflective documentation
* Resisting flattening

Here is **Section 5: Motion, Transition & Temporal Feedback** from the *Maetri Style Guide 10.2025*, fully rendered for in-chat review:

**Section 5: Motion, Transition & Temporal Feedback**

**Motion as Temporal Ethics, Not Cosmetic Transition**

**5.1 Motion Is Temporal Ethics**

Motion reveals how meaning arrives: **gradually, relationally, and with uncertainty**.  
Instant transitions **flatten**. Slowed, paced motion preserves:

* Emotional continuity
* Narrative timing
* Moral friction

**Rules:**

* Slower motion for reflection, rupture, or grief states
* Faster motion for resolution or confirmed actions
* Pauses signal dissonance or ambiguity
* Timeline scrubbers should resist over-skimming or fast-forwarding memory

**5.2 Animation Principles**

| **Principle** | **Application** |
| --- | --- |
| **Duration range** | 200ms to 700ms based on narrative weight |
| **Easing curves** | ease-in = emergence; ease-out = resolution |
| **Bounce/elastic** | Not allowed—violates moral tone |
| **Fade-ins** | Signify delayed understanding or quiet presence |
| **Slide reveals** | Indicate narrative progression |
| **Zoom transitions** | Forbidden unless scientific/clinical focus requires |

**5.3 Micro-Interactions with Meaning**

| **Component/Event** | **Motion Behavior** |
| --- | --- |
| **Quote Reveal (hover)** | 400ms delay → respects hesitation, not reaction |
| **Timeline Expand** | Slow lift and glow (~300ms) |
| **Keyframe Entry** | Fade-in + motion shadow (250ms) |
| **Moral Flag** | Pulsing border + soft label nudge every 5s |
| **Reflection Overlay** | Slide-down (no modal pop-ups) |
| **Silence Moment** | Crossfade to Cloud White + timestamp anchor |

**5.4 Motion Accessibility**

Motion must respect **user accessibility preferences** and **contextual ethics**:

* If OS has “Reduce Motion” enabled → fallback to opacity and static cues
* Motion **must not** be used to attract attention unless ethically necessary  
  (e.g., refusal, contradiction, or repair)
* Must maintain 60fps performance minimum
* Must be screen reader compliant and labeled via ARIA descriptors

**5.5 Temporal Feedback & Delayed Documentation**

Because Maetri supports **post-event documentation**, motion **visualizes memory**:

| **Event Type** | **Visual Cue** |
| --- | --- |
| **Entry >15min after event** | Fades in with desaturated timestamp |
| **Reflective quote** | Slides in from side, smaller typeface |
| **Edited record** | Dissolve in/out; subtle re-entry indicator |
| **Timeline gap** | Grayscale break line; no card; absence visible |
| **Sync lag** | Pulsing delay dot + confidence tooltip |

**5.6 Summary Rule**

**Motion in Maetri serves only three purposes:**

1. Preserve narrative continuity
2. Reflect emotional pacing
3. Enable ethical re-entry or review

**If it does not support these, it does not belong.**  
No motion is cosmetic. All transitions are **relational signals**.

Here is **Section 6: Accessibility & Responsive Design** from the *Maetri Style Guide 10.2025*, presented for in-chat review:

**Section 6: Accessibility & Responsive Design**

**Access as Moral Infrastructure, Not Feature Set**

**6.1 Accessibility Commitments**

Maetri is designed for interpretability across:

* Bodies
* Roles
* Devices
* Affective states
* Temporal delays

**Core commitments:**

* Full **WCAG 2.2 AA** compliance
* AAA targeted where emotional weight is high
* All components are screen-reader and keyboard navigable
* No meaning is hidden behind **color or motion** alone
* Text alternatives for **all** media types (video, audio, image)
* Dynamic contrast detection and adjustment in real time

**6.2 Visual Contrast and Perception**

| **Element** | **Requirement** |
| --- | --- |
| Text | Minimum 4.5:1 contrast (AA) |
| Quotes, hover | 7:1 contrast (AAA) |
| Backgrounds | No text over patterns without mask |
| Buttons, inputs | Must retain clarity in grayscale or filtered vision modes |

**6.3 Interaction Modes**

All interactions must be accessible via:

* Mouse
* Keyboard
* Touch
* Voice

**Design rules:**

* Hover-only elements must have **dwell-based triggers**
* Mobile tap must equal desktop hover
* No critical function hidden in non-tab-navigable states
* Modal-free navigation available for screen reader users

**6.4 Reduced Motion and Epilepsy-Safe Design**

* Motion disabled if “Reduce Motion” is set at OS level
* No flashing, jittering, or pulse patterns over 3Hz
* Hover defaults to **fade or color shift**, not animation
* Scrubbers and transitions must have **safe fallback states**

**6.5 Responsiveness as Semantic Continuity**

Responsiveness ≠ layout.  
It is **interpretive continuity** across:

| **Device** | **Behavior** |
| --- | --- |
| **Mobile** | Vertical stack, tap-first gestures, timeline scrolls underneath video |
| **Tablet** | Expanded scrubber surface, thumb-based access to state chips |
| **Desktop** | Multichannel: video + narrative + reflection pane |
| **All** | No element reorders if user is in screen-reader mode |

**6.6 Multilingual & Multimodal Adaptability**

* All interface + narrative content is i18n-ready
* Transcripts support:
  + **Speaker ID**
  + **Language tag**
  + **Emotion metadata**
* Subtitles align with spatial–temporal care moments
* Voice UIs use **neutral, dignity-first prompts**
* Pauses respected—no interruptions

**6.7 Summary Rule**

**If a user cannot access, interpret, or act upon the interface, the care record is incomplete.**  
Accessibility is the **infrastructure of justice**.  
Responsiveness is the **infrastructure of trust**.  
**The interface must bend—not the body.**

Here is **Section 7: Voice & Content Style** from the *Maetri Style Guide 10.2025*, drafted directly in chat:

**Section 7: Voice & Content Style**

**Language as Presence, Reflection, and Moral Clarity**

**7.1 Why Voice Matters**

Maetri’s tone of voice is not marketing—it is moral positioning.  
Language in care systems has historically:

* Flattened emotion
* Sanitized rupture
* Implied compliance over dignity
* Prioritized procedure over presence

Maetri’s voice reclaims:

* **Narrative specificity**
* **Emotional acknowledgment**
* **Temporal honesty**
* **Interpretive humility**

**7.2 Core Principles of Maetri Voice**

| **Principle** | **Description** |
| --- | --- |
| **Relational** | Written to honor connection—not report behavior |
| **Interpretive** | Leaves space for ambiguity, reflection, and meaning—not closure |
| **Embodied** | References sensation, expression, rhythm—not just clinical function |
| **Dignified** | Respects all parties without euphemism or avoidance |
| **Temporal** | Anchored in moment, memory, or reflection—not abstract procedure |
| **Contextual** | Uses words that belong to the scene—not standardized templates |

**7.3 Tone Guidelines by Context**

| **Use Case** | **Tone Style** | **Example** |
| --- | --- | --- |
| **Live documentation** | Present, observational | “Resident reaches for caregiver’s hand, nods without words.” |
| **Reflection overlay** | Humble, interpretive | “I believe she wanted to say no, but wasn’t sure how.” |
| **System prompts** | Respectful, optional | “Would you like to revisit this moment?” |
| **Flagged events** | Clear, emotionally honest | “Care moment was interrupted by pain response.” |
| **Instructional labels** | Direct, non-punitive | “This segment lacks a clear narrative. Add reflection?” |

**7.4 Lexicon Practices**

* Avoid: “noncompliant,” “refused,” “patient uncooperative”
* Use: “declined,” “paused,” “hesitated,” “signaled discomfort”
* Avoid: “task completed,” “normal behavior”
* Use: “interaction occurred,” “no distress observed,” “engaged smoothly”
* Avoid: Passive, dehumanized constructions (“care given to…”)
* Use: Active relational phrasing (“Caregiver and resident…,” “They moved together…”)

**7.5 Voice Formatting Rules**

* **Quotes** use italics and are attributed if known (e.g., *“No, I’ll do it myself,” she said quietly.*)
* **Narrative text** in system-generated summaries uses IBM Plex Regular 18–20px
* **Reflection overlays** are timestamped, author-attributed, and always editable
* **No emojis, no exclamation marks, no system apologetics**

**7.6 Narrative Pacing and Rhythm**

* Limit sentence length to preserve **breath and pause**
* Allow space between observations for **interpretive distance**
* Avoid bullets unless conveying multiple clear options or roles
* Where uncertainty is present, **name it**: “Not sure what she meant here. Possibly discomfort?”

**7.7 Summary Rule**

**Every word is a moral choice.**  
If it flattens, simplifies, blames, or removes agency—it does not belong.  
Maetri’s voice speaks **with**, not about.  
It respects that language builds reality—and we are responsible for what we build.

Here is **Section 8: Error States & System Messaging** from the *Maetri Style Guide 10.2025*, rendered in full for in-chat reference:

**Section 8: Error States & System Messaging**

**Clarity Without Shame, Precision Without Blame**

**8.1 Principle: Errors Are Moments of Relationship**

In care, mistakes are inevitable—but how a system *responds* to them defines its ethical architecture.  
Maetri treats every system message—especially errors—as a **relational and epistemic event**, not a UI technicality.

**An error message is not just a report. It is a moment of re-alignment.**

**8.2 Tone and Voice of System Messages**

| **Trait** | **Guideline** |
| --- | --- |
| **Clear** | Say exactly what happened and what can be done |
| **Humble** | Never blame the user. Ever. |
| **Temporal** | Indicate whether the state is recoverable or persistent |
| **Relational** | Speak as a system with awareness of human context |
| **Non-mechanical** | Avoid phrases like “An unexpected error occurred” or “Invalid input” |

**8.3 Core Error Types & Formats**

| **Type** | **Visual** | **Language Example** | **Interaction Rule** |
| --- | --- | --- | --- |
| **Data loss risk** | Red frame + Dusty Rose flag | “Something may not have saved. Want to review the last moment?” | Offer backup / manual review |
| **Missing context** | Pale yellow + icon | “We’re not sure who is speaking here. Add a note if you know.” | Invite annotation—not forced action |
| **Server issue / delay** | Indigo glow + fade-in | “Still syncing. You can continue while we finalize your record.” | Always enable user continuation |
| **Access conflict** | Soft border + neutral gray | “Someone else is reviewing this moment. You can annotate, but edits are paused.” | Transparency over restriction |
| **Unintended action** | Gentle animation reversal | “That action didn’t go through. Want to try again, or leave a note?” | Offer choice, not dead end |
| **Conflicting narratives** | Purple warning + dotted line | “This moment has two interpretations. Review both below.” | Surface both—do not collapse ambiguity |

**8.4 No Blame Design**

* Never use the word **“error”** in user-facing UI unless it's about **system failure**
* Avoid accusatory terms: “invalid,” “wrong,” “unauthorized”
* Use phrases like:
  + “Not yet entered”
  + “Awaiting confirmation”
  + “We’re unsure”
  + “This doesn’t match known patterns—want to explain?”

**8.5 Visual Styling for System Feedback**

| **State** | **Styling Cue** |
| --- | --- |
| Soft notice | Light border, Lift Glow, tooltip with optional dismiss |
| High emotional weight | Border in Dusty Rose, shadow depth + optional flag icon |
| Ambiguity | Dotted outline + “Explain this?” CTA |
| Resolved | Checkmark + fade out (only if not emotionally significant) |

**8.6 Recovery and Continuity**

* Never dead-end the user
* Always offer a path forward: “Save what’s here,” “Add reflection later,” “Mark unresolved”
* Auto-save interim inputs every 15 seconds
* Alert user when sync confidence drops below 90% (“We’re keeping a backup just in case.”)

**8.7 Examples of Acceptable Messaging**

**Scenario: Attempt to submit with no quote or keyframe**

“There’s no narrative linked to this care moment. Want to add it now, or flag for later?”

**Scenario: Two caregivers enter conflicting accounts**

“We have two views of this moment. Want to reflect together or document separately?”

**Scenario: Timeline jump exceeds known event pattern**

“This timing seems unexpected. Want to add context before continuing?”

**8.8 Summary Rule**

**System messages are not interruptions. They are interpretive junctions.**

They should always:

1. Preserve dignity
2. Support moral agency
3. Invite meaning—not penalize mistakes
4. Keep memory accessible—even when flawed

Here is **Section 9: System States & Emotional Modality** from the *Maetri Style Guide 10.2025*, written for in-chat clarity:

**Section 9: System States & Emotional Modality**

**Designing Emotional Transparency into Technical States**

**9.1 Philosophy: Every System State Has an Emotional Shadow**

System states aren’t just technical—they carry **emotional valence**:

* Syncing → uncertainty
* Delays → frustration or suspicion
* Flagged → shame or reflection
* Confirmation → relief or closure

Maetri explicitly designs these **emotional shadows** into the visual, temporal, and tonal expression of each system state.

**The system must not pretend neutrality where emotion exists.**

**9.2 Core System States & Emotional Modality Map**

| **System State** | **Emotional Modality** | **UI Signal** | **Narrative Effect** |
| --- | --- | --- | --- |
| **Idle** | Calm, neutral | Cloud White background, low animation | Baseline interpretive space |
| **Recording Live** | Attentive, present | Periwinkle pulse + timeline beacon | Anchors moment in narrative continuity |
| **Delayed Entry** | Reflective, tentative | Soft fade-in + timestamp haze | Memory-as-reconstruction mode |
| **Syncing** | Ambiguous, provisional | Pulsing dot + tooltip: “We’re backing this up.” | Protects trust in unstable context |
| **Flagged** | Vulnerable, tense | Dusty Rose border + pulse on hover | Calls for supervision or repair |
| **Reviewing** | Focused, accountable | Indigo highlight + comment tray | Enables interpretive re-entry |
| **Silence Event** | Ambiguous, emotionally dense | Blank card + optional quote placeholder | Holds ambiguity without collapse |
| **Rupture Logged** | Heavy, morally weighty | Strong shadow + high contrast | Emphasizes narrative fracture |
| **Completed** | Calm resolution | Periwinkle check + fade | Conveys soft closure without finality |

**9.3 Visual Modalities**

Color, shadow, and motion carry emotional meaning:

| **UI Element** | **Emotional Cue** |
| --- | --- |
| **Shadow depth** | The deeper the shadow, the higher the emotional weight |
| **Color overlay** | Dusty Rose = tension or rupture; Indigo = focused action |
| **Opacity change** | Signals hesitation or provisional state |
| **Motion rate** | Slow = reflection, fast = task flow, none = finality or silence |

**9.4 State Transition Logic**

Transitions between states **must preserve emotional continuity**:

| **Transition Type** | **Rule** |
| --- | --- |
| Idle → Recording | Gradual onset (no instant blink-in) |
| Recording → Delayed Entry | Fade, not snap—show distance in time |
| Flagged → Resolved | Must pass through review state—no auto-closure |
| Syncing → Confirmed | Show resolved state only when confident (>95%) |

**9.5 State Stacking Rules**

Multiple system states can coexist but must be **layered, not collapsed**:

* Example: An entry can be **recorded live**, **then edited**, and later **flagged**—each phase must retain its own visual layer.
* Do not overwrite prior state styling—**nest states** with visual cues (e.g., stacked borders, glow vs. shadow).

**9.6 Summary Rule**

**System states are not neutral—they are experienced.**  
Each state must reflect its **emotional load**, **epistemic function**, and **temporal position**.  
Maetri’s goal is not just to show what the system is doing—but how it *feels to the user while it does it*.

**Section 10: Clarion GearStack — LEAP-Based Coherence Architecture**

**10.0 Coherence Modeling Through the Clarion Trust Architecture**

**Maetri CareStory models coherence** as a dynamic attractor in a complex adaptive system.  
The Clarion Trust Architecture governs how coherence emerges, ruptures, reorganizes, and stabilizes across time, role, and modality.

Clarion treats coherence not as a fixed state or trait—but as a **regulated pattern of meaning** sustained under load and adapted through feedback.

This model integrates:

* The **LEAP framework** for interpreting allostatic tension, rupture thresholds, and reorganization events
* The **Clarion GearStack**, which encodes semantic-operational transitions
* A **semiotic signal infrastructure** based on timestamped, geolocated, and multimodal physical data
* A **narrative and regulatory layer** for supporting delayed documentation, HITL review, and TopSight-level abstraction

Together, these components preserve meaning even when documentation is deferred, signal is partial, or memory is disrupted.  
Clarion ensures **coherence is traceable, interpretable, and preserved** as the system reorganizes through change.

**10.1 LEAP Structure: Complex Adaptive Dynamics**

LEAP is a multi-layered architecture that models coherence as a **regulated state in motion**. It includes:

* Phase 0 fixed effects: personal baseline, history, care plan
* Allostatic load modeling: tension accumulation across modalities
* Threshold logic: coherence breach prediction (Slipgear)
* Valenced reorganization: TopSight or collapse (Catapult±)
* Trajectory tracking: direction of state change (positive or toxic imagination)
* Calibration: intervention feedback loop
* DSEM modeling: dynamic structural equation model to infer real-time coherence state

**10.2 Gears as Semantic State Operators**

Clarion’s GearStack encodes regulatory states, not stages.

| **Gear** | **Function** | **Meaning** |
| --- | --- | --- |
| Ratchet | Allostatic tension detected | Strain building; system adapting |
| Slipgear | Threshold exceeded | Loss of alignment; system drift |
| Catapult | System reorganization (±) | Breakthrough or collapse |
| Trajectory | Directional coherence inference | Recovery, stasis, or spiral |
| Telemetry | Current state scan | Snapshot of coherence state |
| Calibration | Intervention, supervision, or narrative repair | Re-entry or override |

Each Gear is auditable, explainable, and embedded with signal thresholds.

**10.3 Curiosity Loop Integration (Revised)**

The **Curiosity Loop** models how coherence unfolds through active engagement.  
LEAP governs the regulatory dynamics beneath it.

| **Loop Phase** | **Gear Transition** | **Function** |
| --- | --- | --- |
| Explore | Ratchet → Slipgear | Initial strain; system under load |
| Discover | Catapult → Calibration | Rupture and reorganization |
| Share | Telemetry → Trajectory | Reflection, feedback, adaptive signaling |

The loop can spiral in **either direction**:

* **Positive spiral**: coherence strengthens through exploration, integration, and narrative validation
* **Negative spiral**: coherence destabilizes through rumination, recursive distortion, or misalignment

**TopSight may emerge in either spiral.**  
It marks a **coherence reorganization**, not necessarily a resolution.  
What determines its adaptive value is not structure—but the **valence of imagination** driving it.

Thus, TopSight is:

* An **epistemic event** (the formation of a new meaning arc)
* Occurring **during or after rupture** (Catapult)
* **Interpretable only** in context of trajectory, signals, and coherence state

**Implication:**  
TopSight is not a prize or endpoint.  
It is a **fork in coherence**—an inflection point between transformation and self-justifying collapse.

**10.4 Positive vs. Toxic Imagination**

Imagination in LEAP is a **valence-sensitive driver** of coherence:

* **Positive imagination** → supports growth, learning, narrative repair
* **Toxic imagination** → reinforces rumination, distortion, recursive harm

**Catapult is the rupture event.**  
Valence determines whether the system finds adaptive coherence—or loops into decline.

**10.5 Gear UI: Visual and Semantic Representation**

Each gear is represented visually and semantically to reflect its role in coherence regulation:

| **Gear** | **Visual Signal** | **Meaning Function** |
| --- | --- | --- |
| Ratchet | Resistance drag, edge tension | Rising allostatic load |
| Slipgear | Flicker, blur, delay pulses | Coherence instability |
| Catapult | Arc lift, threshold flash | System rupture |
| Calibration | Grid overlay, HITL tag | Feedback/intervention |
| Telemetry | Time wave, signal arc | Real-time coherence scan |
| Trajectory | Curved path, spiral inflection | Directional vectoring |

**10.6 DSEM Interpretation of Change**

LEAP uses **Dynamic Structural Equation Modeling (DSEM)** to assess change. It interprets:

* Catapult → Calibration → Trajectory (+) → **adaptive reorganization**
* Catapult → Slipgear → Trajectory (–) → **decline or collapse**
* Slipgear → Calibration → **oscillation or fragile stability**

Trajectory is projected using signal deltas, phase priors, and real-time gear shifts.

**10.7 LEAP as Signal Infrastructure**

Signals are the **semiotic foundation** for coherence modeling.  
Clarion records and interprets:

* Visual signals (gaze, motion lag)
* Audio (speech pacing, silence bursts)
* Thermal patterns (localized heat maps)
* Chemical trace (hydration, olfaction)
* Spatial and temporal coordinates

This infrastructure is covered by **Patent 1**, and forms the basis of coherence evidence.

**10.8 Summary**

Clarion and LEAP do not model **beliefs**.  
They model **how coherence moves** through embodied, multimodal systems—interpreted by gears, tracked through traversal, and adjusted through calibration.

**10.9 Traversal: Motion, Distance, and Semiotic Edges**

Traversal represents **coherence motion across time and meaning**. Each edge between nodes is constructed with:

| **Attribute** | **Role** |
| --- | --- |
| w\_p | Physical (signal) distance |
| w\_s | Semantic (text/image) shift |
| Δvalence | Emotional directionality |
| Gear path | State transition pattern |
| Provenance | Source, timestamp, HITL tag |

TopSight is a **traversal outcome**, not a narrative endpoint. It must be **evidenced**, not assumed.

**10.10 Signal Integrity and the Semiotic–Semantic Pipeline**

**10.10.1 Signal Types Preserved**

| **Type** | **Example** | **Role** |
| --- | --- | --- |
| Ratio | Hydration level | % change, threshold markers |
| Interval | Speech delay (ms) | Burst and pause patterning |
| Nominal | Phase, gear, code | Structural context |

**10.10.2 Fusion Process**

1. Normalize signal vs. Phase-0 baseline
2. Construct edge → assign gear
3. Allow narrative (semantic) only if edge is valid
4. Store provenance and traceability

**10.10.3 Guardrails Against Collapse**

| **Risk** | **Guardrail** |
| --- | --- |
| LLM hallucination | Require edge + modality grounding |
| Gear mislabeling | DSEM override or HITL review |
| Unanchored summary | Flag for recalibration |

**10.10.4 DSEM vs. LLM Role**

* **DSEM** → forecasts coherence state
* **LLM** → reflects, rephrases, or summarizes
* **LLM cannot invent or reassign gears**

**10.10.5 Example Traversal**

Day 1:

* Δhydration –11%, speech lag +180ms
* Quote: “I’m just waiting”
* Gear: Catapult(–); Calibration triggered

Day 2:

* Δhydration resolved; voice improves
* Quote: “I could try the recital.”
* TopSight tagged
* Provenance confirmed

**10.10.6 Why This Matters**

No semantic inference is valid without semiotic evidence.  
No traversal is meaningful without motion across signal.  
No care documentation is trustworthy unless coherence is structurally modeled.

**10.11 TopSight Ontology: Meaning Through Reorganization**

TopSight is **not** the opposite of collapse.  
It is an **epistemic event**: a moment of coherence creation through abstraction—whether adaptive or not.

**10.11.1 Structural Definition**

Triggered by:

* Rupture (Slipgear → Catapult)
* DMN integration
* Semantic reconfiguration
* Gear realignment + coherence loop update

**10.11.2 Cognitive Infrastructure (Dubbels, 2025)**

1. Embodiment
2. Interpersonal integration
3. Rational structuring
4. Abstraction (DMN)
5. AI inference lattice

**10.11.3 Positive vs. Toxic TopSight**

| **Type** | **Outcome** |
| --- | --- |
| Positive | Realignment toward adaptive coherence |
| Toxic | False certainty, distorted but stable loops |

**10.11.4 Gear Implication**

TopSight must be confirmed by:

* Signal trajectory
* DSEM forecast
* HITL (if override occurs)

**10.11.5 Recording Requirements**

TopSight edge must include:

* Δvalence
* Gear path
* Semantic content
* Signal evidence
* Reviewer confidence

**10.11.6 Final Definition**

TopSight is not restoration.  
It is coherence **regained through abstraction**.  
It must be validated, not assumed.  
If grounded in signal → it supports growth.  
If not → it risks entrenchment, distortion, or flattening.