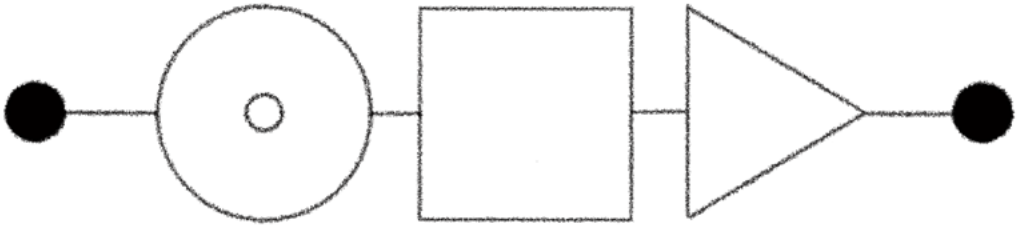
EXPLAIN & SUSTAIN

Conceptual **Model**

[FLOW] Base

From the theoretical framework to a practical ecosystem



“Complexity is the result of computed simplicity.”

Stephen Wolfram

Notification - Confidential and Proprietary Information – Not for Disclosure – Trade Secret

This White Paper and the ideas contained herewith have been prepared and authored by Radu Negulescu. The rights stemming from the commercial use of the White Paper, its business applications, methods, ideas and any intellectual property rights such as patents, trademarks, copyright and trade secrets derived from this White Paper shall be owned and for the commercial benefit of Trencadis Corp SRL and [FLOW] Base Inc. Discoveries and ideas introduced in this White Paper, whether presented at length or not, and the legal rights and goodwill associated with them, represent valuable property of Trencadis Corp SRL. You ("the Reader") have received access to this White Paper solely because you are working for the [FLOW] project or you have a common business interest aligned in furtherance to the benefits of Trencadis Corp SRL and of [FLOW] Base Inc. This White Paper shall be treated as confidential information and its content shall be kept as confidential and secret. Any mention or reference to its topic and content shall NOT be made without the permission and consent of Radu Negulescu of Trencadis Corp SRL (The Company). The reader of this White Paper received access to this information solely for the purposes of furthering the development of [FLOW] Base and in the benefit of the Company. The information contained therein, and the White Paper shall be considered by the recipients of the White Paper as Trade Secret.

Trencadis Corp SRL and its subsidiaries have taken all reasonable and customary steps to protect the rights of the Company and its subsidiaries in their trade secrets and confidential information. The Company has good title and an absolute and exclusive right to use the Trade Secrets. The Trade Secrets are not part of the public knowledge or literature, and, to the Company's knowledge, have not been used, divulged, or appropriated either for the benefit of any Person (other the Company) or to the detriment of the Company.

The Company may decide to pursue patent, copyright or trademark protection for any discovery or creation made in relation to this White Paper and the ideas, methods and applications contained or derived from the content of this White Paper. Materials in this White Paper are proprietary, and may for example be or become the subject of U.S. or foreign patents, pending or issued. Inclusion in this book shall not be construed as implying any license of any sort.

There are no warranties, express or implied, made with respect to programs, specifications, models, instructions or information contained in this White Paper.
In the event that the Company or [FLOW] Base Inc. decides not to pursue patent, copyright or trademark protection for any discovery or creation made by any person working on the Flow project, and instead decides to protect the discovery or creation pursuant to the trade secret laws of any jurisdiction, such decision shall not be construed as a waiver of the Company' rights pursuant to this Notification.

During and after the end of any form of collaboration between the Company or [FLOW] Base with any of the Readers of this White Paper, such Reader shall hold the Trade Secrets in strict confidence; the Reader shall not disclose these Trade Secrets to anyone except employees of the Company who have a need to know the Trade Secrets in connection with the Company's business. The Reader shall not use the Trade Secrets other than for the benefits of the Company.

Credits

The 0.2 version is not only about this paper. It's also about the practical prototype being simultaneously built and about all the operations started these days.

The [F] team is already a consistent team structured in a friction-free flow, increasing its buildup every single minute.

We achieved amazing things in less than three weeks. The next ones will be mind blowing, so in a totally random order, huge amounts of consideration to all of you who made this 0.2 moment possible:

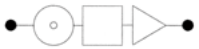
Radu Țintescu, Dana Carabelea, Georgiana Bedivan, Florin Ghidănac, Vlad Retca, Ionescu Mihai, Smaranda Rotaru, Marius Ioana, Alexandru Stănescu, Capucine Gros, Răzvan Simion, Laurențiu Ciobanu, Daniel Barta, Sandra Weber, Andy Daniluc, Georgiana Vintilă, Ionuț Anisia, Costin Matache, Crina Crăciun, Adrian Docea, Tudor Velea, Amalia Ghenescu, Savian Boroancă, Anca Moiș, Simina Negulescu.

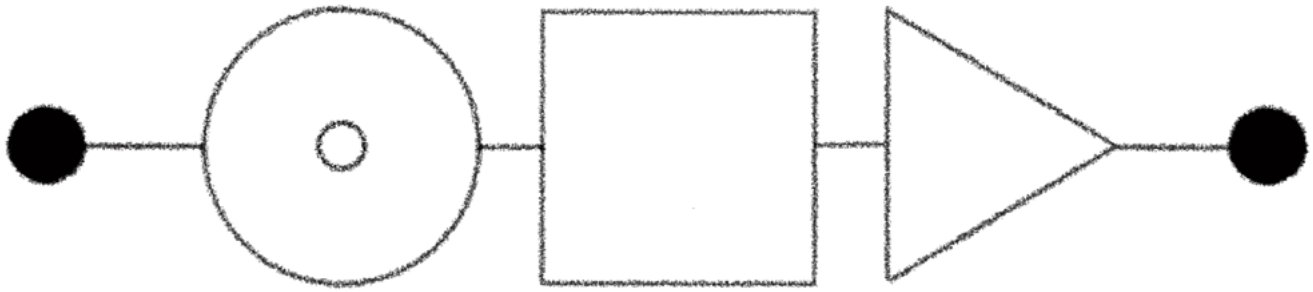
Version 0.2

This document, now on its second version (V 0.2), is an improved iteration of our initial work, but still a work-in-progress that continuously evolves. In this paper, we focus significantly on consolidating the theoretical model, the IBF framework, and the technological solution.

Its scope is to stabilize concepts and vision, as all the patents and copyrights are being worked on. Another objective in the next two weeks is to present it to a select and trusted circle of individuals for a first round of feedback.

The next version (V 0.3) will add a consistent mathematical framework, an extra graphic layer, and will explore additional use cases. It will also expand the secondary elements and properties section, all derived from the theoretical model and IBF.





[FLOW] Base

From the theoretical framework to a practical ecosystem

Content

THE FIRST PART - The theoretical model

1. Introduction 13
2. The model: the Informational Buildup Framework (IBF) 15
   a. Hypothesis no. 1 15
   b. Hypothesis no. 2 16
   c. Hypothesis no. 3 17
   d. IBF summary: the three core principles 18
3. Particularities of the model 20
4. How humans hacked the model: the Artifacts 21
5. The tradeoff: quantity over quality 24
6. Conclusions of the theoretical model 25

THE SECOND PART - From the theoretical model to the practical approach

1. Introduction 27
2. Translation of IBF core concepts into the practical model 28
3. Introducing the [FLOW] Ecosystem 37
4. The system components 38
   a. Brand System 38
   b. Technology 39
   c. [FLOW] Base 39
   d. [FLOW] Designer 41
   e. [FLOW] Player 44
   f. Secondary characteristics of the system 45
5. Devices 48

THE THIRD PART - Self explanatory use cases

1. Introduction 59
2. A board meeting 60
3. A professional daredevil 64
4. A WFH startup 66
5. A bill writing initiative 68
6. An indie rock band 70
7. A business coach 74
8. A software dev project 76
9. An educational content creator 78
10. An online festival 80
11. A judge hearing 82
12. The scalability of the system 84

Foreword

Fortunately for us, we live in a world in which human interaction and the exchange of information between individuals – basically the entire sector of communication – is the most technologized field of our lives and of modern society. We all have expansive tools and infrastructures to almost instantly exchange information at any given time, in any given context.

Unfortunately for us, we have never lived more noisy and biased times. At this moment, it seems the speed we gain during human interactions comes with a dark tradeoff: huge amounts of nonsense. The resulting feeling many of us share is that if we continue on this path, the accumulating noise and the bias will probably fuck us up. Our brains are simply not wired to process tons of useless and unstructured information.

The story behind this document comes after investing over half of my life in observing and learning how society works through a highly intensive, hands-on - but far from over - entrepreneurial and consultancy career. After all this experience, my bet at this moment is that the solution this paper introduces may not necessarily resolve the big problem, but it is definitely a good candidate for smoothing the process of collaborating, interacting and exchanging information between us through technology.

Although the scope of this document is to stabilize the concept and design of the technological tool, an important part of its content is dedicated to first explaining the fundamental framework behind the product. The rest of the paper logically derives from this framework, as it is the most important part of my vision.

As you will see, our solution doesn't bring anything new from a technological perspective: we're not in that game at this moment. On the other hand it puts today's best technologies in a different logical framework which will provide our users a much more friction-free and productive informational environment.
As described in the following pages, the theoretical model behind the product doesn't allow it to perfectly fit on any of today's technological verticals, although it overlaps in many points with most of them. It will facilitate communication between users through video, audio and text, but we don't compete with Zoom, WhatsApp & co. It has social network flavors, but it's far from being a new Facebook, Instagram or TikTok. It's designed to give its users a collaboration and productivity boost, but we aren't the new Slack, Teams or Basecamp. We use parts of them, totally redesigned in a new logic that forces us to propose a new class in the technological landscape: the social framework.

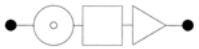
So, to demonstrate the validity of our vision in this new class of technology context – *this social framework* – I structured this paper as follows:

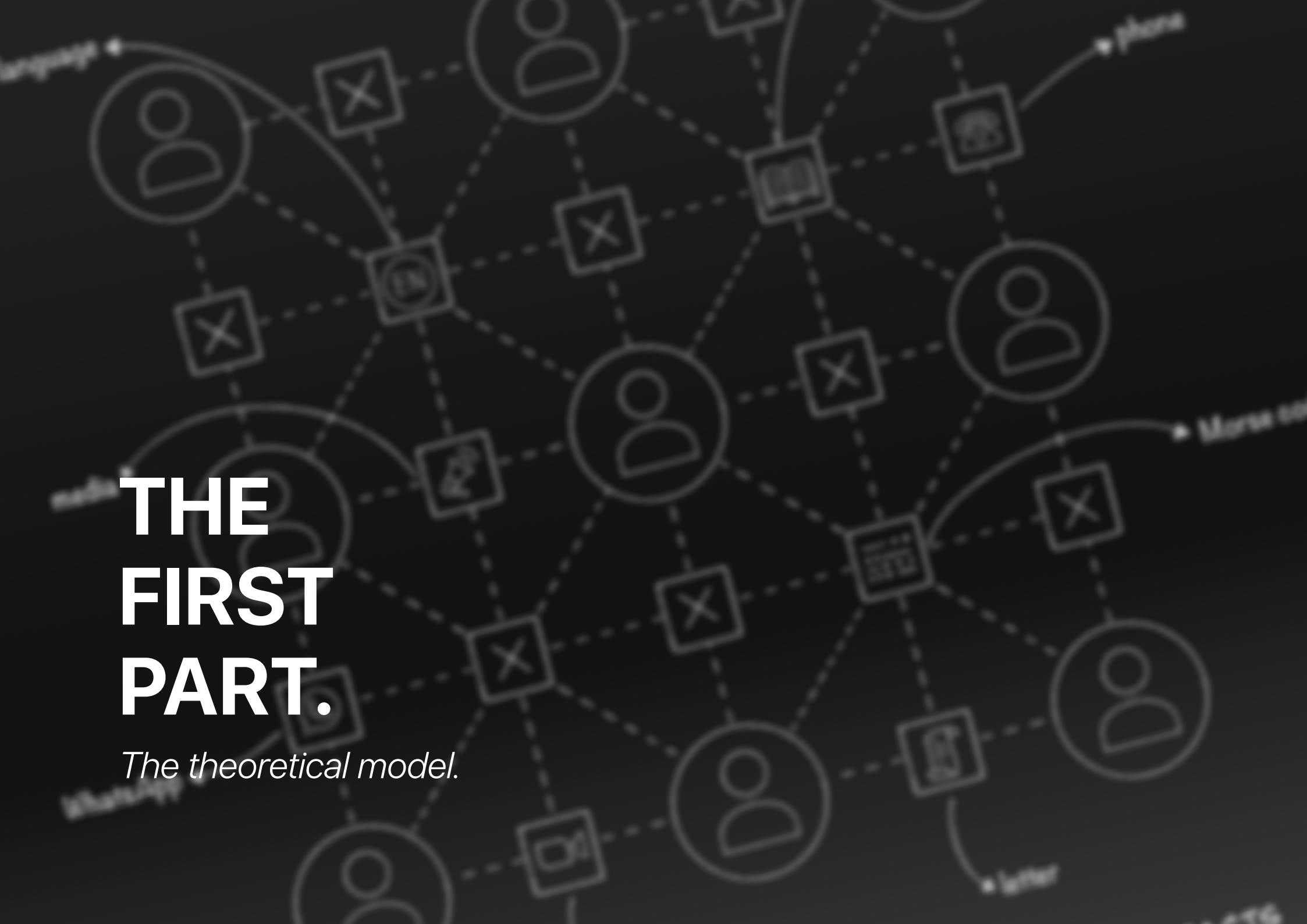
The first part is an abstract one. It's basically our understanding of informational reality translated into a theoretical framework: the essential foundation of the technological solution. It's a theoretical approach of the informational exchange continuum – based on 3+1 main principles – which stabilizes a series of concepts and phenomena, all essential for the logical wiring of our solution.

The second part focuses on the product, its core design and architecture. How the system works, what are its main functions and benefits for the users. Starting from the Informational Buildup Framework, we're proposing a new technological solution: the [FLOW] Ecosystem.

The third part is a collection of use cases to better understand the product's applications. This section's objective is to give you a much more practical perspective of the ecosystem through a series of stories in the [FLOW] language.

Radu Negulescu - Founder @ [FLOW] Base Inc. / 25.06.2020





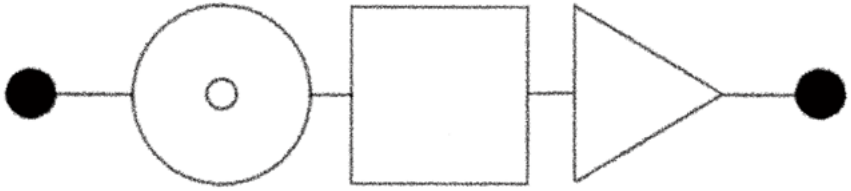
THE FIRST PART.

The theoretical model.

1. Introduction

The continuum of energy production and exchange is the fuel of life. It has been, for billions of years, the fundamental process that underlies the existence of living organisms on Earth. Although the theories about the genesis of life and the continuous exchange of matter and energy in nature are fascinating, they are not the subject of this paper. Instead, we will go one step further and focus on the informational exchange continuum.

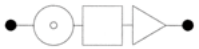
The informational exchange makes all flows of life possible. It provides meaning, coherence, predictability and complexity. There is no living cell that does not exchange information with the systems incorporating or surrounding it. This informational continuum - from its most rudimentary forms to those reaching an incomprehensible vastness - is what made life possible. This informational continuum is what allowed for the world we live in today to exist.



To be alive equals with exchanging information. It's a primary function of living organisms that ensured their basic needs and, implicitly, their evolution in time. Ever since the appearance of the initial forms of life, the exchange of information brought structure into chaos, alignment and meaning into an anarchy of disorderly elements, as well as knowledge and progress. It has facilitated, given dimension, generated evolution. History stands as proof.

The continuous exchange of information is the catalyst and binder of all aspects of life on Earth; and will remain so.

The scope of this first chapter is to explore what we call the "**Informational Buildup Framework**" in the larger context of informational exchange, further explained and demonstrated by four hypotheses.



2. **The model:** the Informational Buildup Framework (IBF)

The informational exchange - as a science and sum of processes - was broadly researched in time. It has generated a wide variety of communication models, schools of thought, axioms and theorems.

"In the most general sense, we talk about communication every time a system or a source influences another system, in this case a recipient, through alternative signals that can be transmitted through the channel that connects them."
(Charles E. Osgood, A Vocabulary for Talking about Communication)

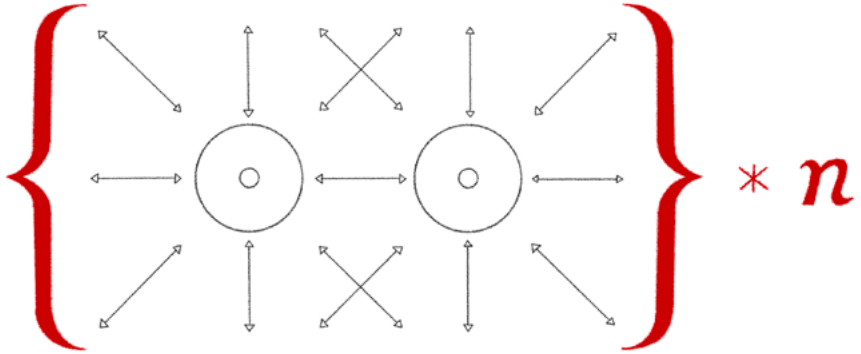
The school in Palo Alto essentialized the entire projection on the phenomenon in a thesis of an edifying simplicity: "Everything is communication". Gregory Bateson, one of the promoters of the School, launched the idea that "the world is by its nature communicative", seeing in communication an integrative vector of processes. This continuous informational exchange, therefore, dictates the rules for all the systems around us.

From a process perspective, we will refer not to a linear model, but to a dynamic one. There is, for instance, another abstract model, the one proposed by Frank Dance – also called the Helical Model of Communication – that emphasizes the uninterrupted and cumulative nature of the informational exchange. It's one of the models that resembles our vision to some extent, but in a much more simple approach to the process in time.

Following the above-stated ideas, we propose a fundamental theoretical model of information dynamics, the Informational Buildup Framework (IBF), which can be contrasted and demonstrated by 3+1 hypotheses introducing the following concepts:
a. the individuals, b. the flow, c. the buildup, d. the Artifacts

A **Hypothesis no. 1:**

There is a multidirectional informational exchange continuum between individuals at any given time.



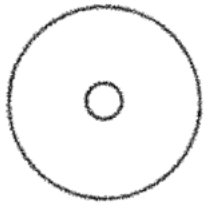
The exchange of information between individuals is not only essential for the development of all the processes that define existence, but also inevitable. The informational exchange may be more or less conscious and more or less structured, but it is constantly present in the life of each individual. They exchange huge amounts of information at any given time, always with the drive of a clear purpose.

For example, a prey moving, making a noise, or emitting a smell detectable by a predator applies to our definition of informational exchange.

In another example, the release of chemical signals is also consistent with our definition of informational exchange. Pheromones, for instance, have evolved to exchange information between members of the same species (mating, environment, bacteria, immune system, molecules picked up from other individuals in a social group etc.)

In summary, the first principle of the theoretical model states that, at any given time, there is an ongoing informational exchange between individuals. Information is continuously being exchanged, no matter the organism or species, no matter the transmitted signals or messages, and no matter the purpose or the channel.

From this point forward, this document will represent individuals by the following symbol:



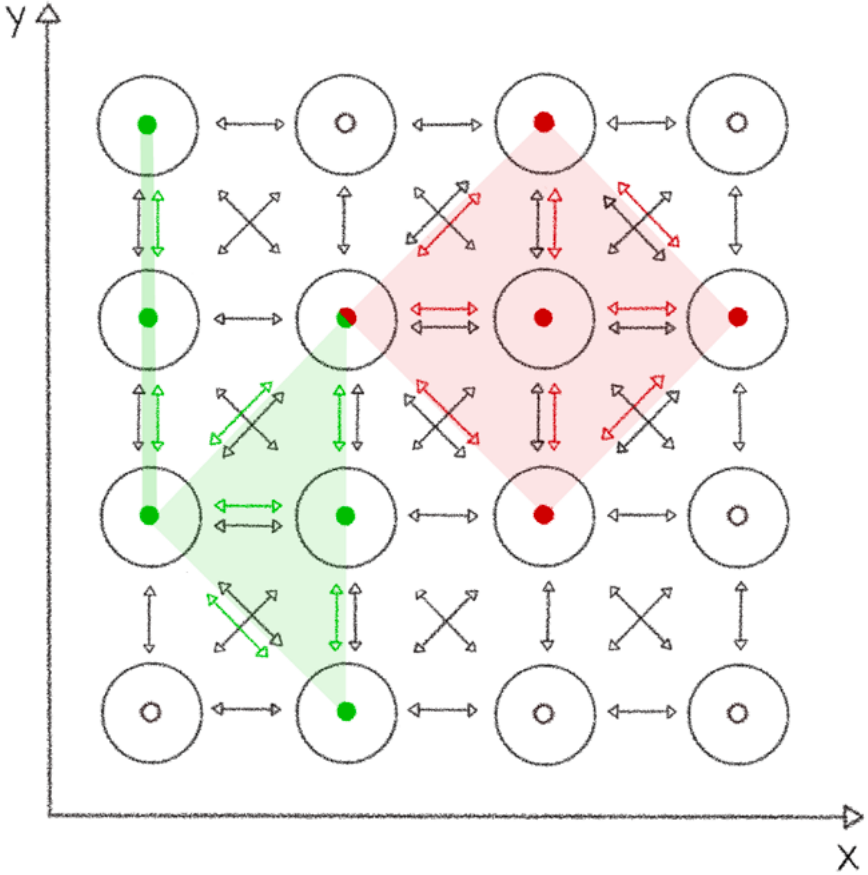
B

Hypothesis no. 2:

In certain moments of the informational exchange continuum, the exchange of information between individuals specializes. It evolves in a series of specialized interactions in a common context, which we define as flows.

This secondary hypothesis has the role of introducing in the model the factor of information specialization. In the economy of any permanent and large-scale communication exchange, there are conversations between individuals on a specific topic - progressively multiplied in various networks and clusters - that make the ideas take shape and substance.

This secondary hypothesis introduces the factor of information specialization into the model. In the economy of any permanent and large-scale informational exchange, interactions between individuals specialize in a common context – progressively multiplied in various networks and clusters – giving the informational outcome shape and substance.



For instance, the interaction of wolves hunting in a pack exemplifies a flow, as they have specialized, purpose-driven exchange of information in the context of satisfying a basic need.

Another example is of male peacocks displaying their tails to attract the attention of a female in order to mate. Females prefer mating with males with the most impressive tails,

which also constitutes a valid example of specialized information exchange between individuals sharing a common goal.
The second principle of our theoretical model therefore states that the informational exchange between individuals specializes in common contexts. This specialization leads to a more structured and consistent informational output.

From hereon, flows will be represented by the following symbol:

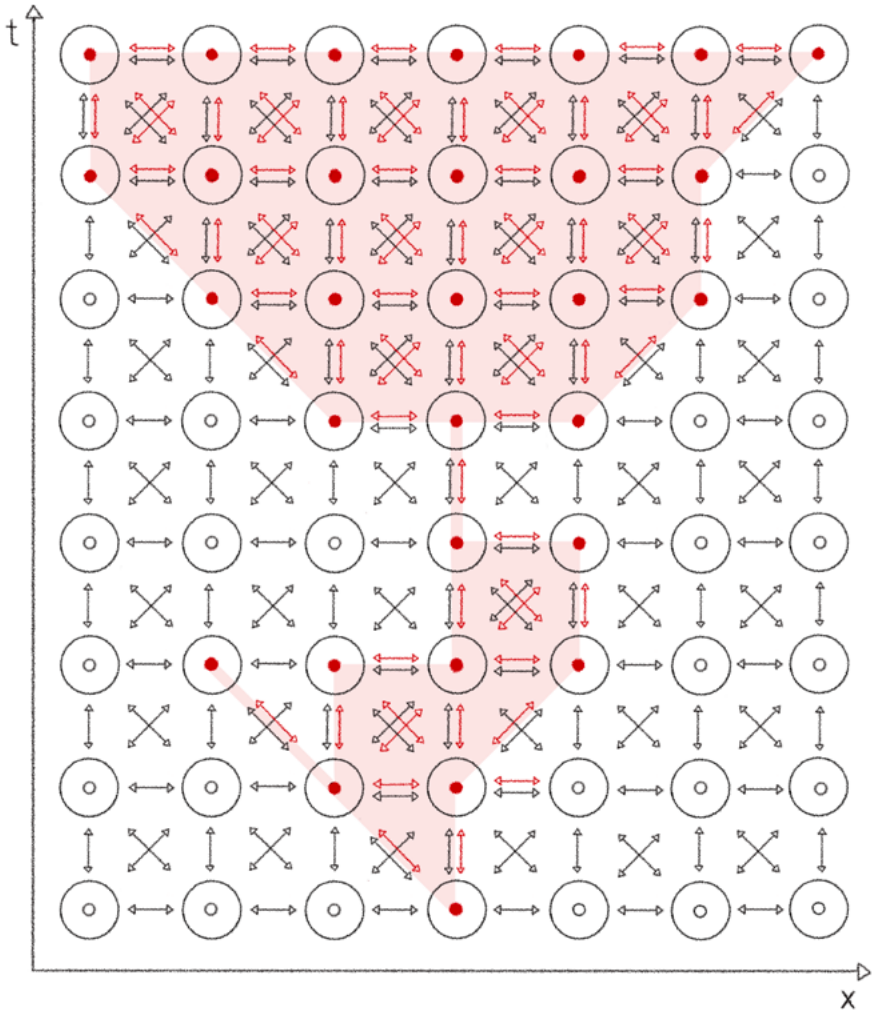
C

Hypothesis no. 3:

Specialized interactions between individuals, over time, generate historical information accumulation, which we call informational buildup.

This last statement of the theoretical model introduces the temporal factor. Changing the perspective from bird's-eye view to a three-dimensional one that includes the time axis, we will easily notice that communication flows, over time, give complexity and structure of information, generating a phenomenon of information accumulation or build-up.

Within the build-up phenomenon, the accumulation processes that we see represented above can stop at various moments from point T0 (genesis of the idea / topic). It all depends on its degree of argumentation, consistency and validation by reality. When they are no longer supported by reality, ideas collapse or are assimilated by other build-ups.



An ant colony or a beehive are compelling examples of buildups. They grow organically and constantly from specialized interactions between individuals. The information accumulated over time turns the anthill or beehive into fully functional systems based on informational aggregation.

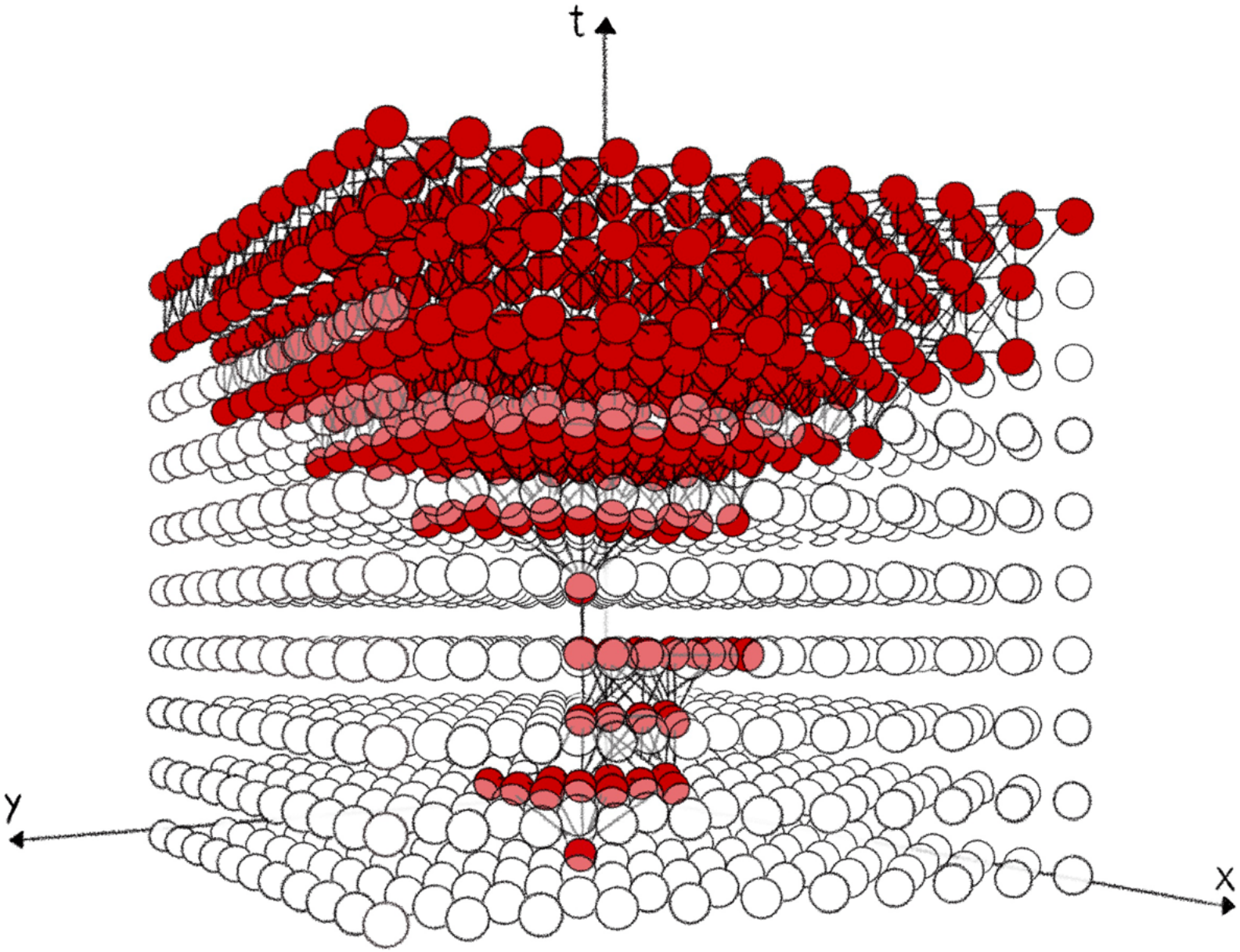
Another example is of wild male lions chasing off male cubs when they grow up to ensure they do not compete for the lionesses. Sometimes lions kill cubs – usually when they take over new territory – to stake their claim on the females. This behavior is the result of a genetical buildup, one that has been aggregated in time and in this species' DNA. It is the result of informational accumulation over long periods of time, ensuring the perpetuation of the species.

The third principle of the theoretical model states that specialized interactions between individuals lead to informational accumulation in time, which we call buildup. The buildup will be represented from now on by the following symbol:

D **IBF summary:** the three core principles

There is a multidirectional informational exchange continuum between **individuals** at any given time. Living organisms constantly exchange enormous amounts of information. In certain moments of this ongoing process, the interactions between individuals specialize. They evolve into a series of specialized interactions on specific data, in a common context (which we define as a "**flow**"). These specialized interactions between individuals, over time, generate historical information accumulations (which we call informational "**buildups**"). The combination of these three hypotheses together is what we refer to as the IBF logic.

These main principles demonstrate how the IBF logic applies to informational exchange between all living organisms. Furthermore, the IBF general framework is composed of all three core concepts (individuals, flow, buildup) and the relations between them:


t
y
x

3. Particularities of the model

In the process of information buildup based on continuous flows, derivative / secondary elements of the theoretical model can be detected, as well as notions that constitute properties or particularities of the informational exchange continuum:

The first two elements are information properties: quality (degree of support in relation to known reality) and quantity (size given by the complexity of the flow).

Quality is the information attribute catalyzing the buildup phenomenon. It is directly proportional and directly influenced by the degree of information structure. The higher the quality of the information, the faster and more complex the buildup over time.

Quantity is the property given by size. It is expanding exponentially with the advent of tools promoting the speed and ease of informational exchange. Quantity is not the absolute guarantor of buildup. It is mandatory, but not enough on its own.

In the upgraded version of this paper, additional properties and particularities of the theoretical model will be presented and analyzed. Our team is currently working on comprehensive formulas describing the process in all its dimensions. For the scope of this paper, we will however only refer to the quantity and quality of information as variables to help us define the process.

4. How humans hacked the model: the Artifacts

To begin with, let's make it clear that, from our model's perspective, people themselves are informational buildups. We are the sum of the information that has reached and impacted us in every moment of our lives. We tend to attribute the way we are constructed to notions such as "education" or "experience" when, in fact, we are rather talking about information we own. More specifically, we are referring to how we have processed and internalized this information over time, intrinsically based on pre-existing information aggregated in our family, community, culture etc.

We are cells in the great living societal system: generators and consumers of information. We receive it, process it, disseminate it and, implicitly, multiply it. Whether we accept information as such, deny it, complete it or question it, the only constant is that we run, every day, iterative evolving flows. Buildups generate buildups.

Every human concept is the result of such a buildup, evolved over time and transformed into a reference system. From societies and history, to religions and sciences, and from all the communities and cultures in which we live to the companies in which we operate.

For example, the ancient tribal societies believed that the electric discharges they saw in the form of lightning were sent by the gods, thus being the way the divinity punished them. Over time, the idea disappeared, leaving room for tens of thousands of similar hypotheses and beliefs that have undergone changes, additions, extrapolations in other build-ups. Some have evolved into the books of religions today. Others have simply disappeared by being absorbed into other buildups.

However, the growth rate of information exchange and therefore of buildups has become higher and higher over time. People have become increasingly aware that information fuels life and have constantly sought to amplify its size and its structure especially. They realize that by amplifying and structuring information, they not only ensure their basic needs but also make crucial discoveries for the evolution of the human species.

Hacking the theoretical model immediately triggers the need to introduce a new element in the landscape described above: the Artifacts. This new concept leads to a fourth hypothesis:

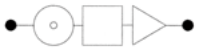
Hypothesis no. 4:

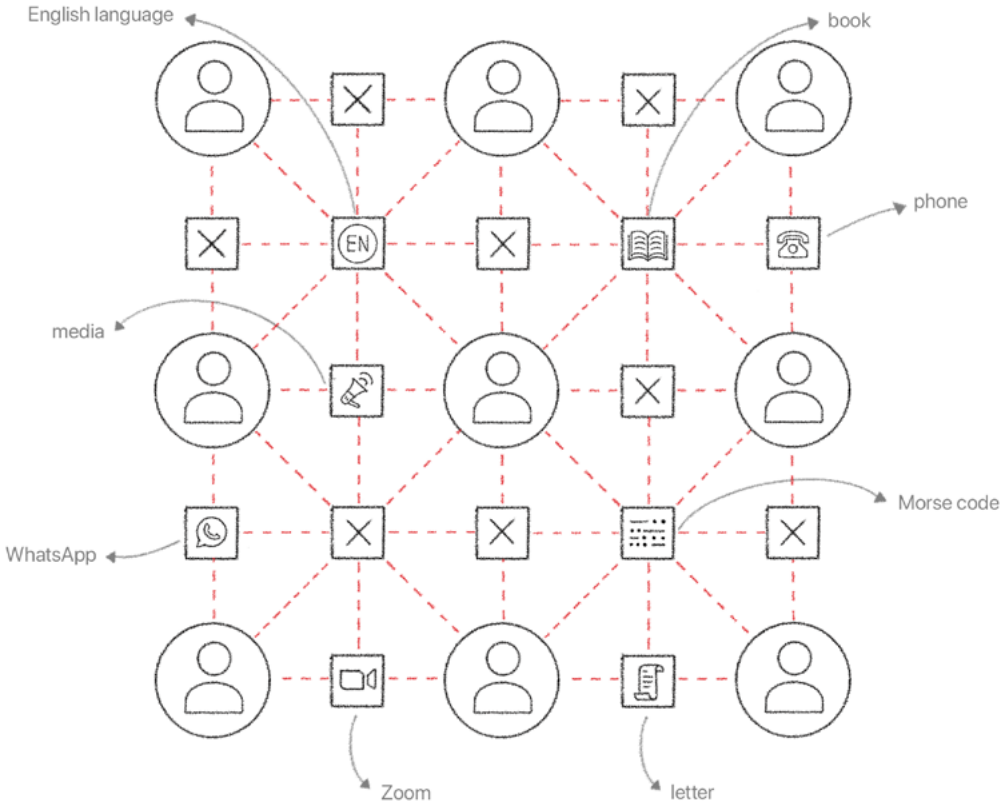
*The will to amplify the informational exchange continuum's quantity and quality has caused humans to create sets of rules, reference systems and conventions which we call **Artifacts**.*

The Artifacts built by humans over time were quantitative, qualitative, or both. It's important to note that Artifacts are also informational buildups. Evolving over time, they gather complexity, structure and generate information accumulation.

One of the most important Artifacts was born from the need for a common language that would give both breadth and efficiency in communication. Languages emerged as an ever-evolving set of conventions, allowing humans to communicate with more precision, complexity and, thanks to the eventual invention of writing, across time and space.

Languages – as both Artifacts and buildups – result from the evolution of speech from the gradual articulation and codification of a multitude of distinct sounds. With the evolution of human species and societies, the need for more customized and conventionalized notions, concepts and ideas forced spoken languages to evolve also.
In light of better understanding the roles of Artifacts in anthropology, it is interesting to note the distinctive ways in which modern languages have evolved over time in different cultures.





Chinese, for example, uses ideograms to indicate meaning and not enunciation. As a result, two people speaking different Chinese dialects can understand each other in writing, even if they cannot do so verbally. This is not the case with alphabet-based languages such as those of Latin origin, for example.

We can say that, from a functional and purpose-driven perspective, all the languages spoken today are the same artifact, but with different informational buildups. They were similarly formed and generated by the same need – to communicate more effectively with peers – but consist of different informational accumulation.
The Bible and the Qur'an are also Artifacts, but of a qualitative nature. They are reference systems for the followers of the two religions, which dictate a unitary religious conduct and practice.

"From the beginning, it must have been clear to our ancestors that whatever work was required to improve communication ability was worth the cost. The idea has proven to be true; complex language has led to all the advances our species has made. The impressive technologies we have created make it clear that the search for new and better ways to move information around and connect with other people continues to be a powerful motivating force. "

(James Lull, Evolutionary Communication: An Introduction)

The constitution of a state is another example of a qualitative artifact. It represents the fundamental law of that country and dictates the set of rules according to which the state is organized and governed.

Media and communication tools such as mail, television or telephone are quantitative Artifacts. They aim at easing communication and, consequently, increase the conversational volume. Today, the same phenomenon is happening due to the Internet and other tools such as SMS, WhatsApp, Skype, Facebook, Zoom, etc.). Since the advent of Artifacts and their continued multiplication and refinement, in just a few centuries, a huge number of communication flows have come to run worldwide every second.

In summary, we can conclude that Artifacts are sets of rules, reference systems and conventions designed to amplify the quantity and quality of the informational exchange continuum and increase the speed and quality of buildups.

By adding the Artifacts to the general IBF logic, we arrive at the following visual representation:

Informational Buildup Framework Recap

As previously demonstrated, the Informational Buildup Framework can be contrasted and represented in four sequential principles describing the informational exchange continuum in various dimensions:

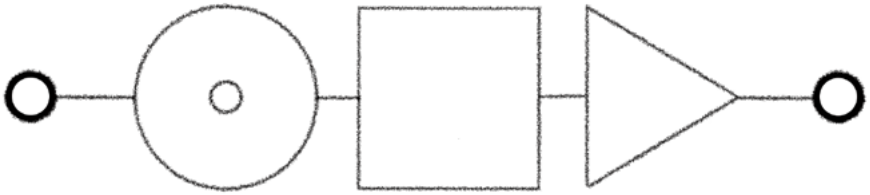
There is a multidirectional informational exchange continuum between **individuals** at any given time.

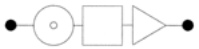
In certain moments of the informational exchange continuum, the exchange of information between individuals specializes. It then evolves into a series of specialized interactions on specific data in a common context, which we define as **flows**.

Specialized interactions between individuals generate historical information accumulation over time, which we call informational **buildup**.

The will to amplify the informational exchange continuum's quantity and quality has caused humans to create sets of rules, reference systems and conventions which we call **Artifacts**.

These four principles are the highlights of our theoretical model which applies to the informational exchange in all times and environments, and lay the logical foundation of our product presented in the second part of this paper.





5. **The trade-off:** quantity over quality

"The flow of information through human communication channels is enormous. So far no theory exists, to our knowledge, which attributes any sort of unambiguous measure to this flow"

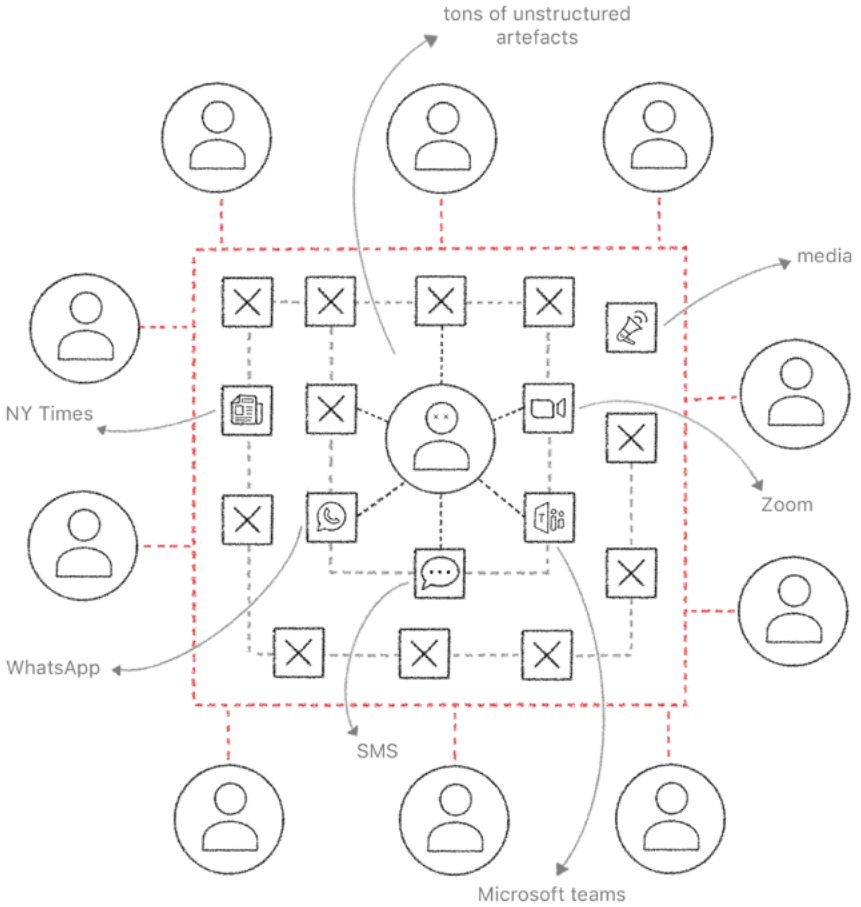
(Anatol Rapoport, psychologist and mathematician, contributor to the theory of general systems)

The proliferation of quantity over quality is a vice of the evolution of communication, a predictable and natural one, precipitated by the appearance of communication tools and the ease with which we can interact today. The "century of speed" is most strongly marked by the increase in the amount of information we consume. Communicating between us no longer costs money, time or exceptional brain power, giving the luxury of transmitting and receiving enormous amounts of unstructured information at once. Unsurprisingly, anything that is easy and can satisfy basic needs abounds under such circumstances.

In the last century, people could not afford this huge consumption of irrelevant information. An excellent example of the brevity of communication is the telegram, where the elimination of unnecessary words was a must, given the word taxation system. Telegram messages had to be reduced to a bare minimum, only a few essential words for its transmission, thus eliminating any form of noise. By entering a cost criterion, the telegram forced the sender to filter information down to the most relevant.

The Internet is another example of a high impact artifact. It gave an unprecedented boost to communications and made the informational exchange's dimension explode. Its effect was opposite to that of the telegram's. Indeed, the Internet allows huge information traffic leading to an incredibly high speed in communication processes, while also causing an overwhelming amount of noise and buildup delay. In effect, the Internet became so huge that it needed further "artifactization".

Today's communication tools no longer induce restrictions or costs, directly causing the amplification of unspecialized information and communication biases. Today, these residual products of communication disrupt processes, waste time in an already information-oversaturated world, and reduce the speed of buildups. Another natural consequence is that our attention span decreases, making the need for structure, relevance and conciseness in communication imperative again.

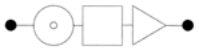


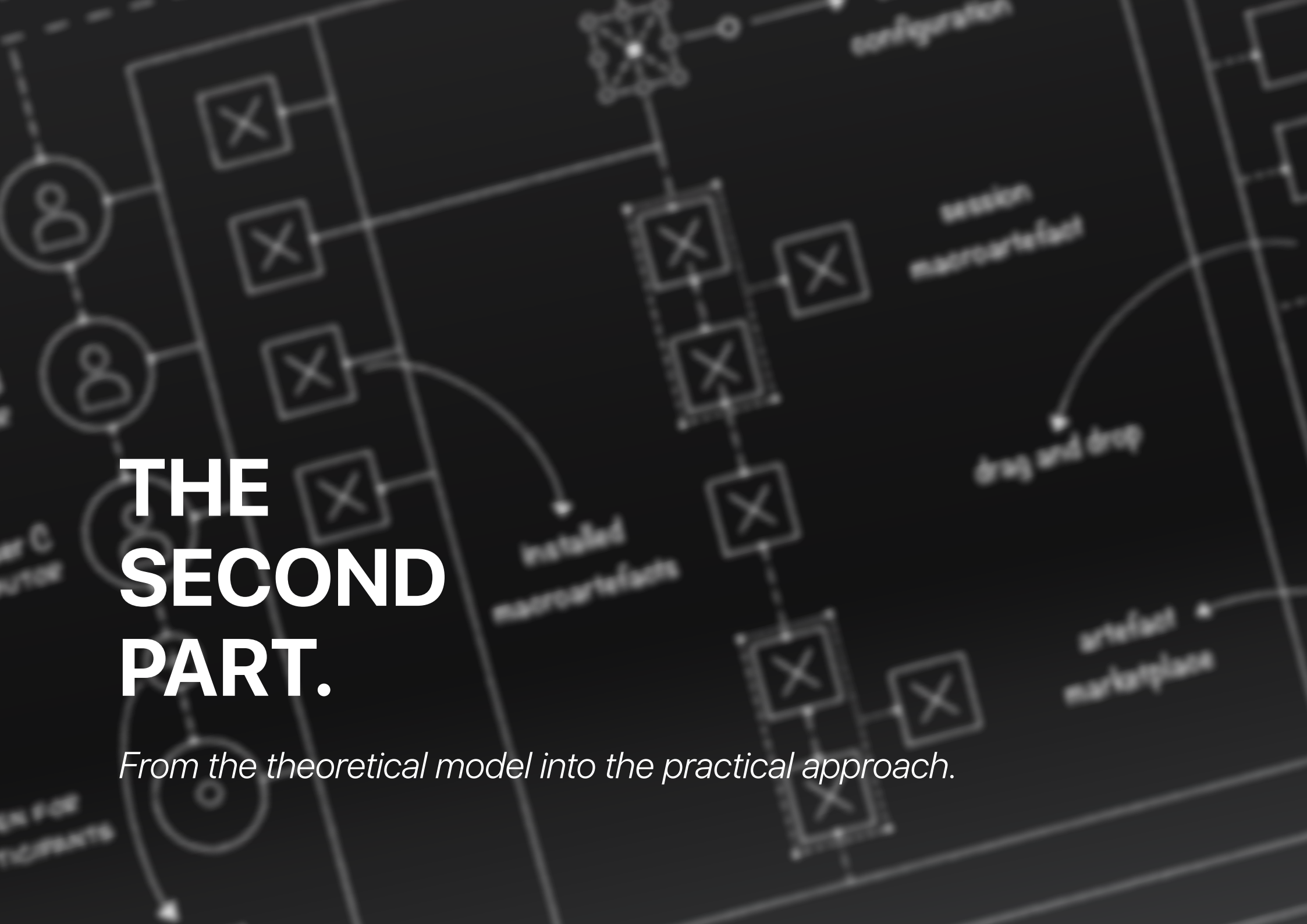
6. Conclusions of the theoretical model

We can conclude that the enormous power of Artifacts that led to the evolution of the human species and the consolidation of civilizations is beginning to turn against us today. In the continuation of our collective history, we argue that it is necessary to return to Artifacts, albeit this time exclusively for the purpose of structuring information and increasing the quality and productivity of our work. The reality we live in today requires such reinvention, so that the accumulation of information and buildups that define our species do not disappear over time, risking the slow extinction of our civilization.

In this paper's next chapter, we shall smoothly transition from the theoretical model to a practical ecosystem – the technological solution underlying our vision for approaching the informational exchange continuum in present times.

The four concepts that represent the IBF foundation and their corresponding principles are key elements of the **[FLOW] Ecosystem**. Our solution is an artifact in itself, by which we are aiming, once again, to bring structure into chaos, alignment and meaning, as well as knowledge and progress into today's communication processes around the globe.





THE SECOND PART.

From the theoretical model into the practical approach.

1. Introduction

Stemming from the Informational Buildup Framework, we're proposing a new technological ecosystem, a new artifact: the **[FLOW] Ecosystem**.

An artifact of Artifacts. A meta-ecosystem with a radically simple purpose at its core: to mega boost the qualitative structure of informational exchange (communication) between us, without compromising the quantitative volumes. In a world of noise, we essentially try to provide a much more comfortable, smooth and friction-free environment to better collaborate and communicate. Regardless of purpose, but always with a purpose.

Following the theoretical model, our artifact, the [FLOW] Ecosystem has:

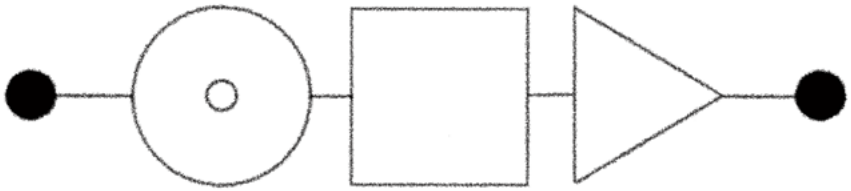
1) *individuals* in a perpetuum of informational exchange (users with different objectives and roles);
2) *flows* as configurations of users in a common context;
3) *Artifacts* (in huge amounts);
4) historical accumulations of information (*informational buildups*) resulting from the interaction between users – facilitated by Artifacts – inside a flow.

The management of this ecosystem is extremely intuitive thanks to a series of apps described in the following chapters, with a special focus on the [F] Designer, the power tool of the [F] Ecosystem.

For the most friction-free immersive experience possible, we propose our own devices. However our app ecosystem will nonetheless be available on all major platforms, devices and operating systems from day zero.

An AI-driven assistant is part of the system. This assistant will give you the power to operate the entire ecosystem, in its entire complexity, only using your voice. Combined with an AI-driven interface, the smoothness of the overall experience will be mind-blowing.

Finally, [FLOW] will be an 100% inclusive ecosystem. With the power of [FLOW] SDK (Software Development Kit) and [FLOW] API (Application Program Interface), our ecosystem can be theoretically infinitely extended.



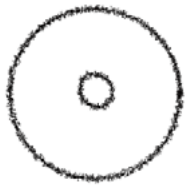
2. Translation of IBF core concepts into the practical model

As previously mentioned, every core concept introduced by the IBF corresponds to a specific role in the [F] Ecosystem:

1) The individuals are users in an informational exchange continuum (having different objectives and roles within the platform);
2) The flows are defined as interactions and configurations of users in a common context/thread within the [F] Ecosystem;
3) The Artifacts are sets of rules and conventions applicable to flows within the [F] Ecosystem;
4) The buildup is the historical accumulation of information, as a result of the interactions between users – facilitated by Artifacts – within each flow inside the [F] Ecosystem.

A The individuals

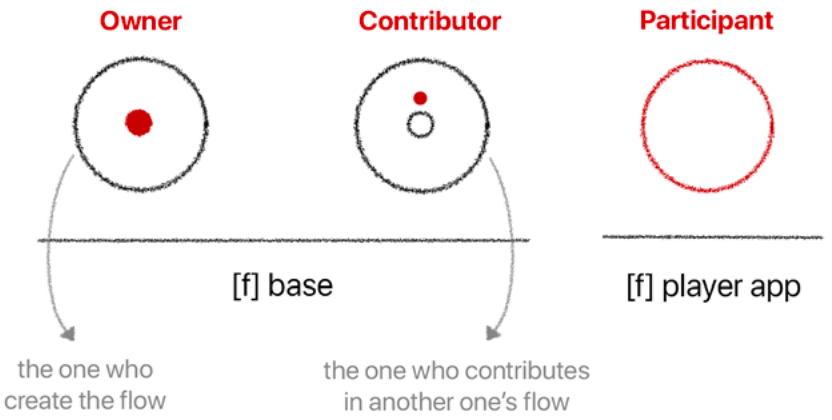
In the [F] Ecosystem, the individuals are the users. They have specific roles and purposes/objectives dictating their behavior within the [F] Ecosystem:



"Leadership is working with goals and vision; management is working with objectives."

*(*Russel L. Honoré, retired lieutenant general, best known for serving as commander of Joint Task Force Katrina responsible for coordinating military relief efforts for Hurricane Katrina).

Translating the individuals' roles into the [F] Ecosystem reveals many experiences common to them. They can vary from solely absorbing information to designing and structuring the entire conversation itself, using a set of tools provided by the ecosystem. Each user can evolve, regarding his permissions and/or responsibilities during a flow. With end-individuals in mind (consuming or generating information), the quantity and quality of each flow will be tailored by the owner.



The **[F] Owner** can be seen as the administrator of the flow. It is their responsibility to organize, anticipate and configure a flow in such a way that the rest of the individuals can easily consume or contribute to it. A practical example can be seen in an organization's business management structure organizing employees to achieve the desired goals and objectives of the business. In this comparison, we can translate the [F] Owner as the CEO of the flow.

Just like every business where decision-making roles are carried out by the executives, any flow has a structural need for an effective way to channel decisions. The executives' workload is therefore divided into management subroles. In a similar way to how we

compared the [F] Owner to the CEO of the flow, we can further translate the subroles of executive management as the contributors.

The **[F] Contributor** is a role (or a collection of roles) passed down by the [F] Owner to help the flow's administration process.

Now that we have articulated the executive and management team's roles, we need to define the rest of the flow's team members. The individuals who need to be informed in order to contribute to the flow's processes are like employees in a business. They are named **[F] Participants**. The structured contributions of the [F] Participants, managed by the [F] Owner and the [F] Contributor, defines the informational essence of all interactions taking place in the flow's ecosystem.

The participants can be associated with a business management scheme, having goals, objectives and participation as common processes terms.

"No experience in this world has ever been cathartic without the willing participation of the individual. Life does not automatically bestow wisdom or growth on anyone just for showing up."

(Elizabeth Gilbert, author best known for her 2006 memoir Eat, Pray, Love which, as of December 2010, had spent 199 weeks on the New York Times Best Seller list).

B The flow

As stated in the theoretical framework, flows are interactions between individuals specialize in particular data, in a common context, giving the informational outcome shape and substance.

The process in which individuals are relating one to each other is based on communication. Communication, as defined in the previous chapter as any type of informational exchange, can occur by speaking, writing, or using any other medium of transmission.

The lack of communication, or poor communication, in any kind of relationship is the main cause of conflictual behavior. Misinformation generates tension which can lead to low morale, poor results and a drop in interest. If a speaker has incoherent communication tools, their audience will inevitably have a limited attention span, regardless of how compelling they may be as a speaker. It therefore comes as an important responsibility for the speaker to organize his/her speech, in a quantitative and qualitative informational perspective, in order to achieve his/her objectives.

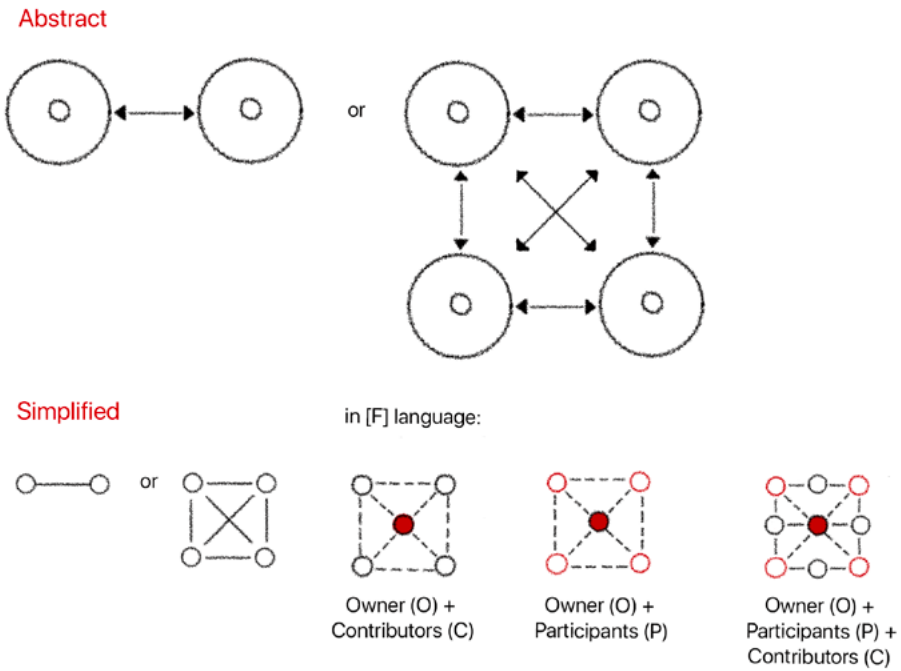
For example, the CEO of a company who wants to create a new brand needs to explain his/her new vision to each of his/her executives, based on their specific role in the company. The informational process includes a general overview and the specifics are discussed with each of the responsible parties. The CFO creates a budget topic involving his/her team, the CMO creates a marketing topic with his/her team, the CSO creates a sales topic and so on. Each of these streams further develops under the administration of the executive leader and their results will then be presented back to the CEO.

Translating this behavior into the [F] Ecosystem, we call this stream a flow. Within [FLOW], the **[F] Flow** is a communicative relation in which all involved parties contribute to a main objective, based on specific rules.

How do we apply the flow in real life?

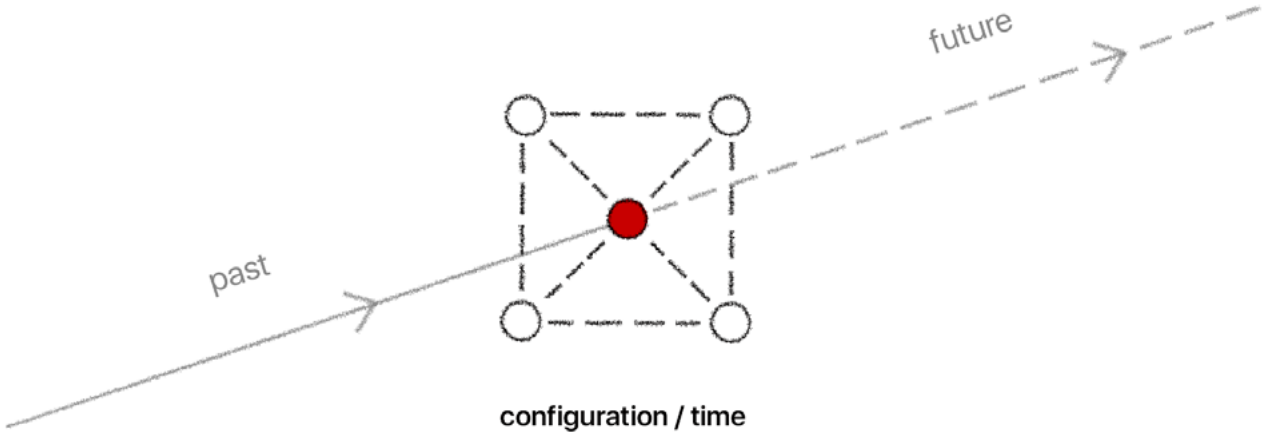
Expanding on the above example, the CEO who is targeting a new market needs his/her team to create a new brand. This requires some meetings:

1) A board meeting where he/she will present the concept and outline to the executives what they are expected to do – [F] Owner → [F] Contributors;
2) Workstream meetings where executives act as coordinators to put the idea in action – [F] Owner → [F] Participant;
3) A town hall meeting where the CEO and his/her executives explain the direction to the entire organization – [F] Owner → [F] Contributors → [F] Participants;



For each of the three types of meetings a context is required. The context is therefore the guideline for the discussion. Both the rules and the regulations of the topic will be presented as a context from which every meeting will be quantitative and qualitatively efficient.

From a perspective point of view, a context will represent a general truth but its implication on the flow will be measured during a period of time.

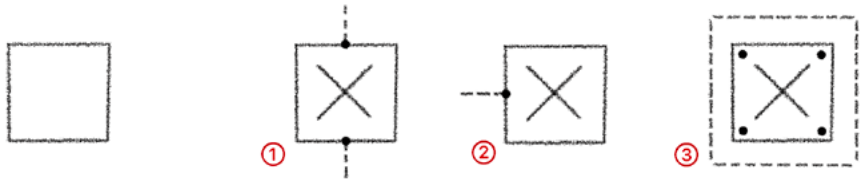


Time Axis

C The Artifacts

As we have already concluded in the IBF description, Artifacts are sets of rules, reference systems and conventions aiming to amplify the quantity and quality of the informational exchange continuum.

Defining a context for a flow is not always a single-threaded process. Aiming for the most efficient interaction between individuals, the [F] Owner has to create as many rules as required. Keeping in mind that both information and time are infinite by definition, the goal of a flow is to extract only the most conclusive information for the active topic in a known period of time. From the IBF perspective, we call these rules **Artifacts**.



① Micro Artifacts - Serial set of rules in relation to the flow axis
② Macro Artifacts - Perpendicular set of rules in relation to the flow axis
③ Meta Artifacts - Immersive set of rules

The **[F] Artifacts** are the tools that the [F] Owner uses in order to create the context of a flow. A flow can have its specific set of Artifacts, depending on its purpose. Each artifact dictates the flow's direction on the information/time coordinate system, in turn improving the quality of the information. An artifact can be seen as a water pipe in a context where the running water is the flow. The water's shape and velocity is dictated by its interaction with the artifact. The more complex the pipe system, the more transformations are applied on the water. Just like a flow, the water can be viewed as perpetual information exchange.

There are three types of Artifacts in the [F] Ecosystem that can adjust the information exchange during a flow:

1) **[F] Micro Artifacts**: configured to act in a linear series of successive applications on the flow. Only one [F] Micro Artifact can be active at any given moment of the flow.
2) **[F] Macro Artifacts**: configured to act perpendicularly to the flow without any time constraints. They are relevant to the entire flow and follow a parallel rule of continuous applications from other [F] Macro Artifacts.
3) **[F] Meta Artifacts**: immersive environments used as they are (not configured).

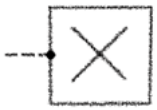
[F] Micro Artifacts

Every pipe that transports a water molecule at any given moment is configured in such a way that the distribution of any given volume should be distributed in an informed manner. A new pipe should only be added in awareness of existing pipes' previous results. This is called the relevant successive application.

We can imagine an [F] Micro Artifact as a pipe. It ensures the informational exchange at a specific given moment.

As you will see in the use cases chapter, you can use a Slide [F] Micro Artifact to augment the impact of an online presentation and configure a Q&A [F] Micro Artifact to automatically jump in after the presentation finishes. This allows you to capitalize on your audience's attention span, using relevant [F] Micro Artifacts in an intentional linear flow.

[F] Macro Artifacts



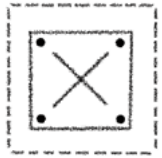
With this kind of distribution system in place, the [F] Micro Artifacts allow us to control the flow in a human-relevant process. Nevertheless, there are cases when the water stays static, in a perfect balance with the flow. In these situations, a pump is needed to not only start the flow but also control its quantitative aspect.

We can imagine an [F] Macro Artifact functioning like a submersible water pump. It can be part of the flow but its effects impact the entire flow.

Imagine that you need to record an entire presentation session including slides and a Q&A. You most likely won't know the Q&A's length in advance and will therefore need an artifact acting in perpendicular to the flow, such as the Recording [F] Marco Artifact which makes the entire flow available for replay from your [F] Buildup.

The same logic applies to billable flows. In effect, the Billable [F] Macro Artifact allows every [F] Participant to pay as long as they are part of the flow, without requiring other processes.

[F] Meta Artifacts

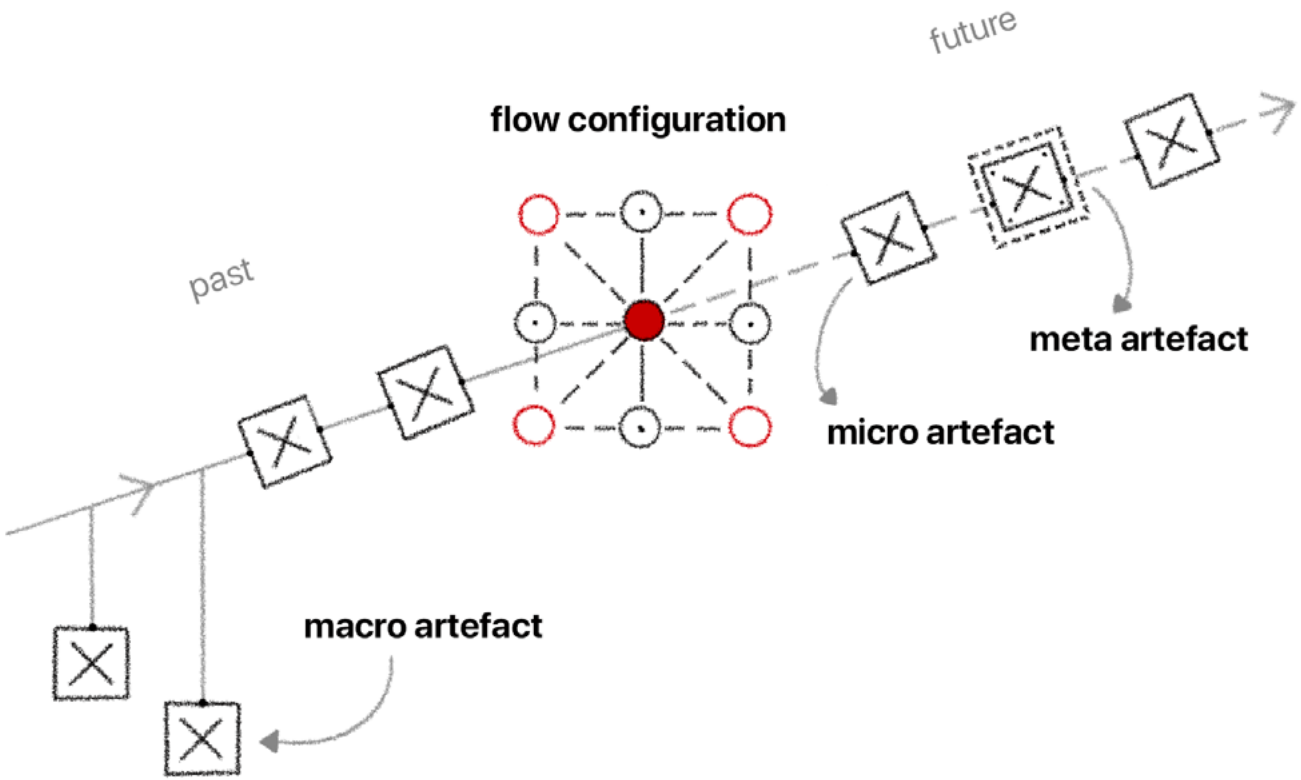


Having applied all the required principles known so far to start the water stream through the pipes, we then design a methodical approach to compare the implications of a theory with the conclusions of its real-life applications. This is the logic behind science.

We can imagine the [F] Meta Artifact as an extra layer over the [F] Ecosystem, able to interpret other platforms, systems or devices. It is essentially an immersive experience or environment.

Google Drive provides a useful example as a potential [F] Meta Artifact. While everyone is more or less familiar with Google Drive, most of us cannot conceive how such a tool is made and, more significantly, few want to understand how it was made. For the most part, people just want to use it. In its current form already, Google Drive can easily become an [F] Meta Artifact on a flow where [F] Participants would contribute directly on the drive's files.

In another example, a development project UI team working on some mockups can use a Wireframe [F] Meta Artifact to join a collaborative working session. The [F] Owner has to configure the meta artifact as a work environment while still being able to continue using all of the other types of Artifacts.



Having organized the time-relevant tools, the parallel structure in which we control information distribution and the meta layer that is dictating the value of the system, we've finally cracked the traditional software development process. Any [F] Ecosystem that transfers and/or manipulates information from online to offline for users can be seen as an [F] Artifact itself.

As a gamer in the [F] Ecosystem, you can stream your game ([F] Meta Artifact) session for hours using an [F] Macro Artifact and are able to record it and even generate a more relevant short video using the [F] Micro Artifacts. You don't have to stream on Twitch for five hours straight, edit the recording and then upload it on YouTube. The [F] Artifacts do that for you.

As a scrum master in the [F] Ecosystem, you don't have to write all the memorandums during meetings. The [F] Artifacts do that for you.

As a business owner in the [F] Ecosystem you can now keep track of your employees' efficiency. The HR admins don't have to bother integrating any third-party services to keep track of people's labor. The [F] Artifacts do that for them.

As a human being in the [F] Ecosystem, you don't have to try each app or website to find which one fits you best. Instead, your specific needs are translated into the business logic for your relevant [F] Artifacts.

D The buildup

The theoretical model already defined the buildup as the historical accumulation of information in time. It's an ongoing process resulting from the continuous flows that take place between individuals and are shaped and boosted by Artifacts.

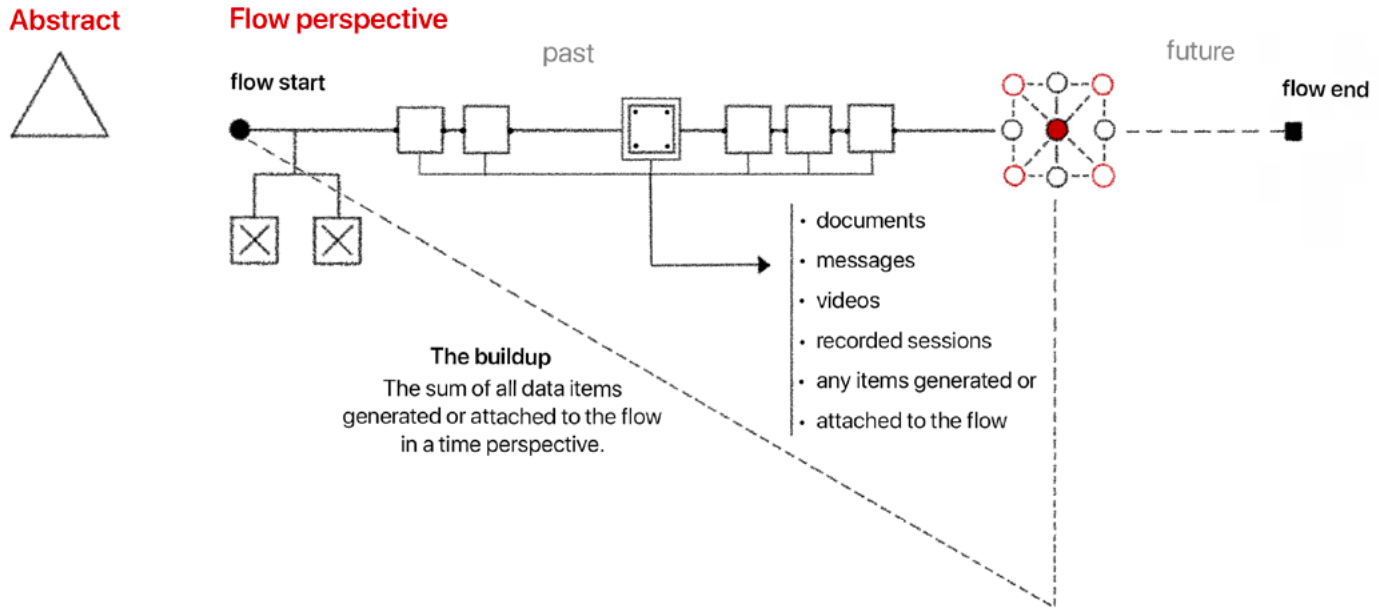
Once a flow is configured towards a specific goal, individuals start to consume or generate purpose-driven information inside it. When all the Artifacts are in place, similarly to a lego construction, the individuals are guided on how to contribute throughout the entire flow. Following this guideline, each individual contributes to the flow, either independently or in group initiatives, all together resulting in a historical informational buildup. Inside the [F] Ecosystem we refer to this as the **buildup**.

The [F] Buildup is the storage location for all flows, combining the flow configuration, the Artifacts logic, the individuals' contributions and the complexity resulting from their interactions.

In anticipation of the frequent need to access or reiterate specific [F] Flows, every [F] Flow is not only stored in the [F] Buildup but also has all its Artifacts automatically translated on a meta level there as well. This results in a well-structured storage from which any specific information, automatically saved during a flow, can be easily accessed later or at any given time.

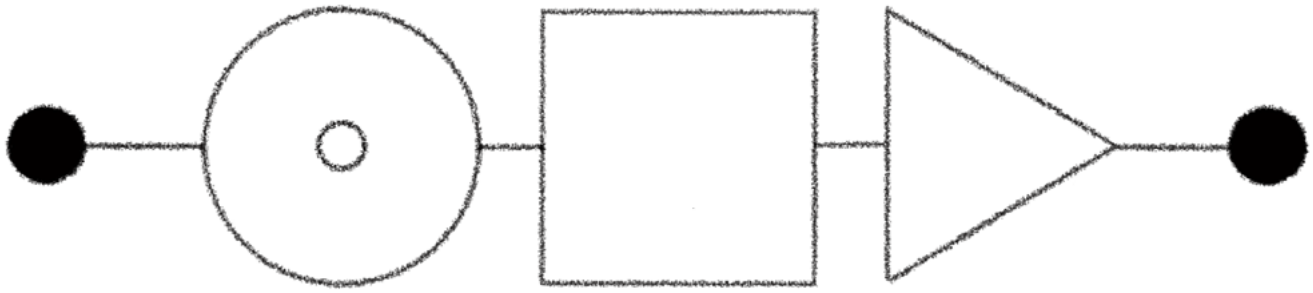
In addition to its storage function, the [F] Buildup also offers a reporting feature. The flow configuration, the Artifacts logic and the individuals' contributions are constantly generating data. This data is continually saved in a relational framework which allows every piece of information to be viewed in relation to each other.

This reporting feature generates a history of conversations, gestures and habits within a specific individual or a group of individuals, accessible through the [F] Buildup and which can be conveniently analyzed and reported about. This tool can help organizations to optimize their processes based on their logged activity during a specific time period.



E. IBF conclusions

Having defined the IBF's main components, we now have all the tools needed to define the technological ecosystem. These above-mentioned four core concepts define the new language in which we may continue the following subchapters.

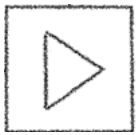


3. Introducing the [FLOW] Ecosystem

Moving structured flows into practice using currently available tools can be a challenging process. The flow owner has to book a meeting, select a streaming platform suitable to all participants, invite each of them onto it, create an agenda, transpose it to that particular platform (when that's possible and if not as a separate file) manage the discussion based on the agenda, take notes, share a storage link for files and so on and so forth. Structured flows can be successfully built using current tools but the effort for the owner is colossal.

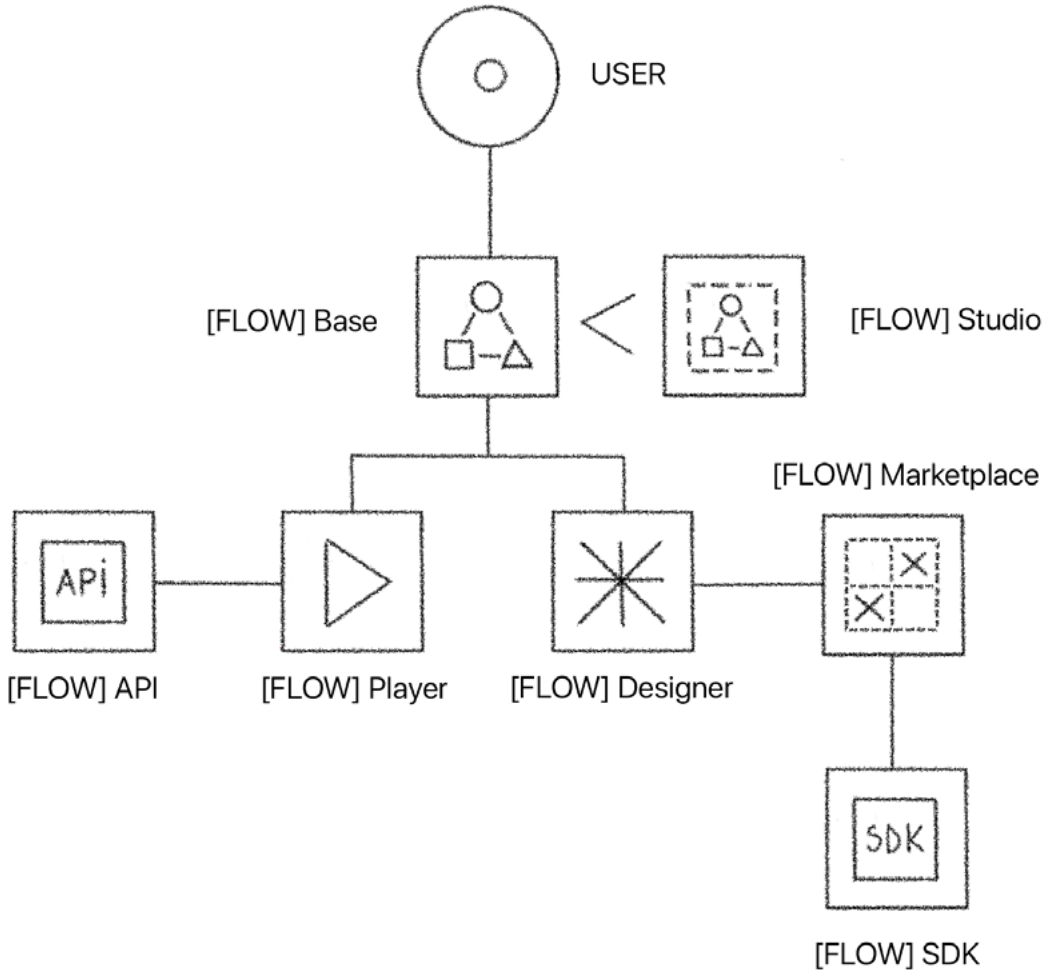
It's in response to this need for structured flows, easily manageable from different stargeted parties, that we introduce the [F] Ecosystem. This system is a conceptual model that presents every action from which a flow can be generated and/or administrated and/or consumed as an interplay between three core concepts and their subcomponents:

[F] Base



[F] Player

[F] Designer



The [F] Ecosystem is to be available on all types of PCs, smartphones, tablets, smart TVs, wearables and for all operating systems. We are not only integrating those third-party devices but also creating new devices, running exclusively the [F] Operating System.

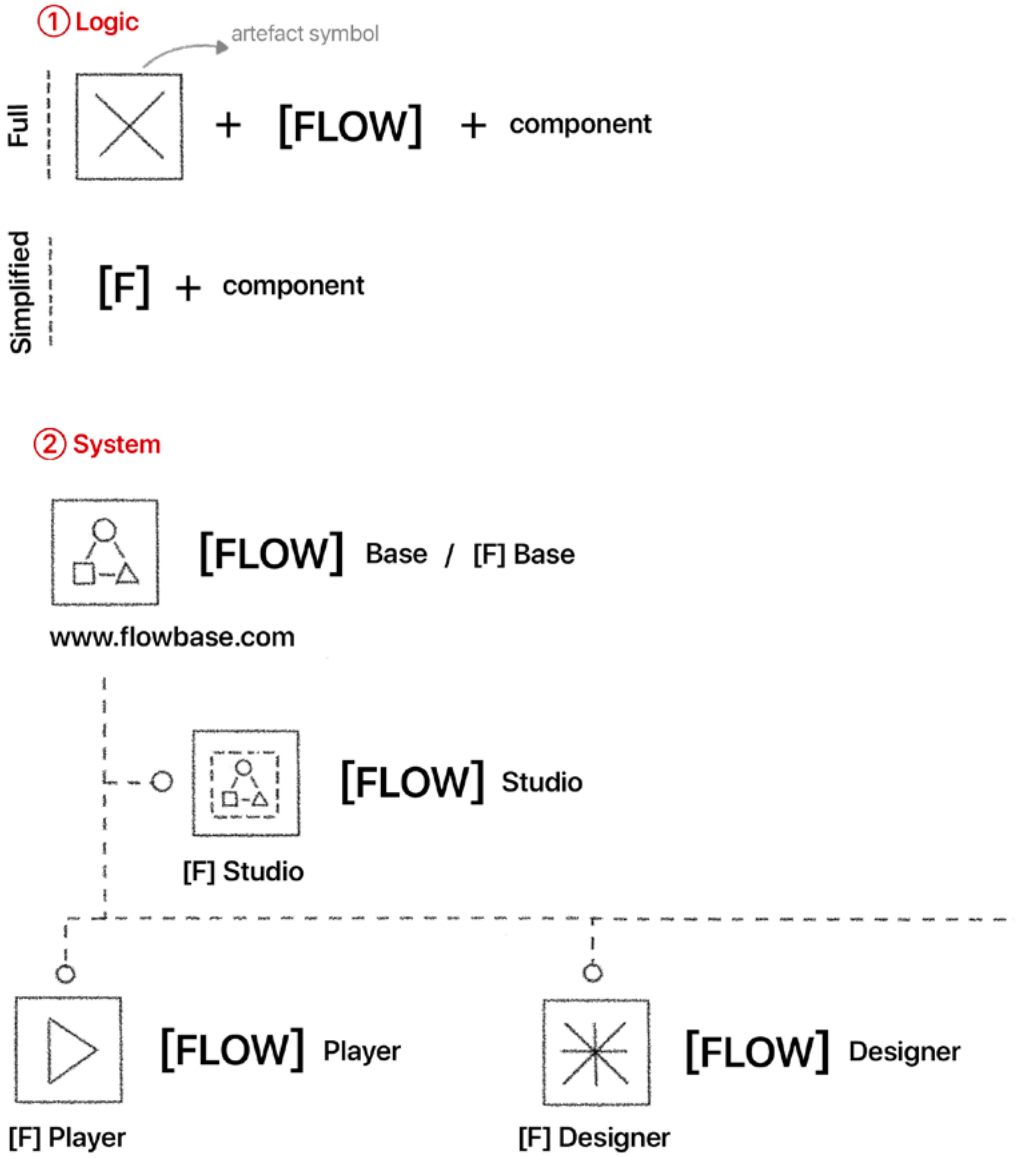
4. The system components

We designed the system components to be as legible and understandable as any other common language. Every component contributes to the big scheme of [FLOW] and allows users to interact with it by providing the technical functions below.

A Brand system

Our brand identity system, based on the system components themselves, builds consistency and brand recognition.

Brand system and system components explained:



B. Technology

"Communication works for those who work at it."
(John Powell, English composer)

The purpose behind the **[FLOW] Base** – the base product – is to facilitate communication between users through video, audio and text in order to create a social framework on a global scale and to boost its users' collaboration and productivity. Its focus is not on any of these specific channels and, on the contrary, the [FLOW] Base has the capacity to serve as any or all of those combined, acting as the entering gate to the [FLOW] Ecosystem.

The [F] Ecosystem revolutionizes the way organizations operate. It allows every experience to be carefully crafted in order to help users operate on a day-to-day basis. It is a cross-platform – web and native – designed in such a way that you can start a flow on your phone using the app, switch it to your laptop via browser if needed, or even on your watch if you're on the move.

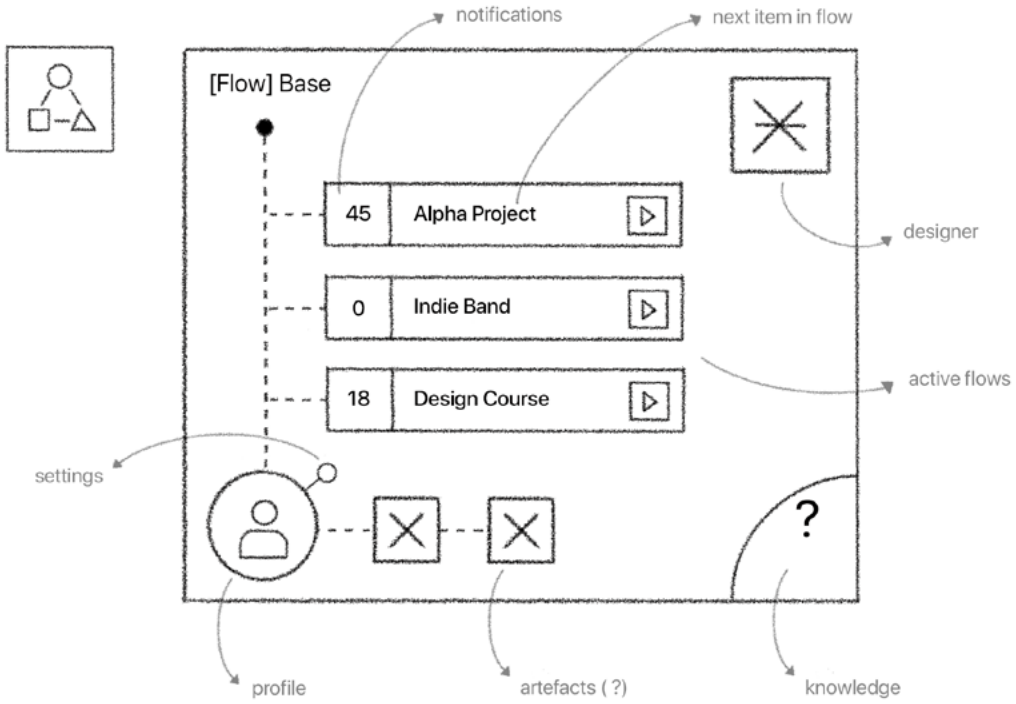
C. [FLOW] Base

The [FLOW] Base is the place where everything starts. Every flow which a user is part of is present in the [F] Base. In a practical analogy, we can imagine the [F] Base as the operating system of your smart TV. You can download an app and install it, open a television channel, set your TV to notify you when a new show launches and configure all of this by simply talking to a smart voice assistant. This is exactly how the [F] Base will help you, albeit on a far larger scale.

As in the smart TV case, where you land on the operating system main page after opening and can control all its functionalities from there, the [F] Base is the starting point for the [FLOW] experience. From the list of flows, each with their own notification system, to the profile settings and accessible links to the [F] Designer section, everything is designed for you to conveniently "Join the [FLOW]".

Once you are part of the [FLOW], you can imagine the entire experience just like watching Netflix. You join a well-structured journey, with everything in place for you to absorb and/or generate information. The only difference is that you're working the entire time, and not just binge-watching.

In an [F] Base experience you will be able to create a maximum of 10 [F] Flows and receive a limited storage container for the [F] Buildup. The [F] Base experience is commonly known as a standard user experience.



[FLOW] Studio

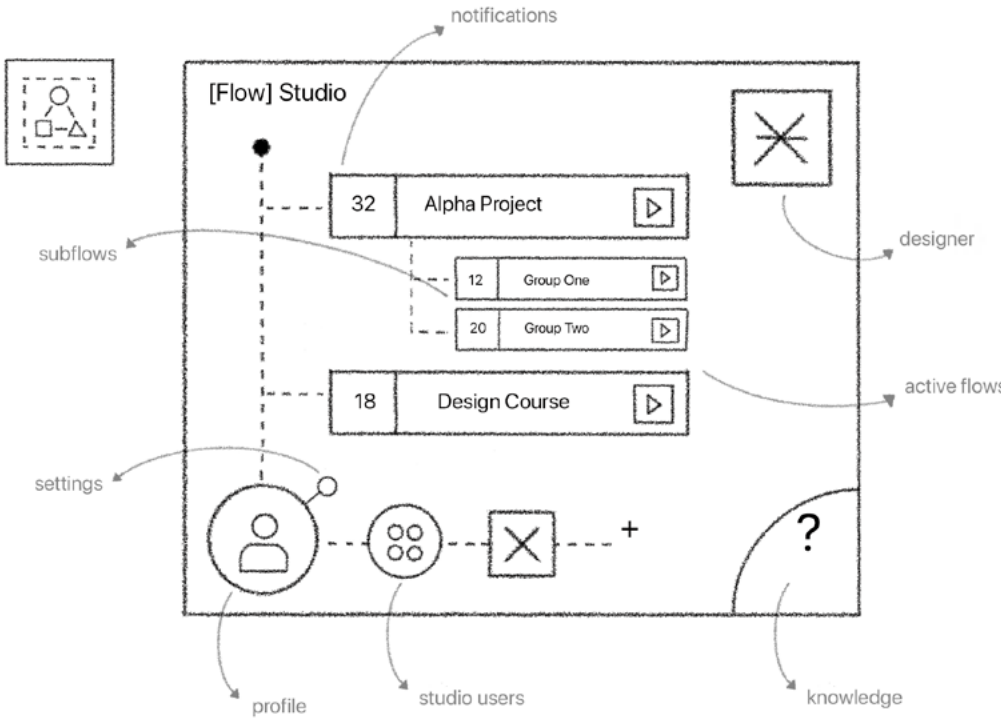
The **[F] Studio** is the upgraded version of [F] Base. The [F] Studio allows [F] Subflows, unlocks up to 100 [F] Flows as well as a bigger storage container for the [F] Buildup. This is commonly known as the Pro user experience.

Having now defined what a flow is and how one can be accessed from the [F] Base, let's imagine a practical example.

John is the CEO of a new startup which just received a major financial investment. The goal is simple: the company needs to start generating revenue in six months. John knows how to achieve that but he has to organize and explain his plan to the whole team. He has to involve the company's entire staff to help him achieve their collective objective. He needs to know, at any given moment, the overall status of their progress. The company staff from different departments, meanwhile, need to know their specific task during the entire journey.

John names this set of objectives the "Alpha Project" and creates an [F] Flow for it. This [F] Flow becomes his tool from where he can constantly watch the project's overall progress. What about the company's other departments' flows? How are they to manage their specific jobs in the Alpha Project? This is where **subflows** come into play.

An **[F] Subflow** inherits all the flow's functionalities but only as a child of its parent flow. John and his department leaders must therefore create subflows for each workstream, allowing every team to contribute to its specific scope, without the noise of the other workstreams.



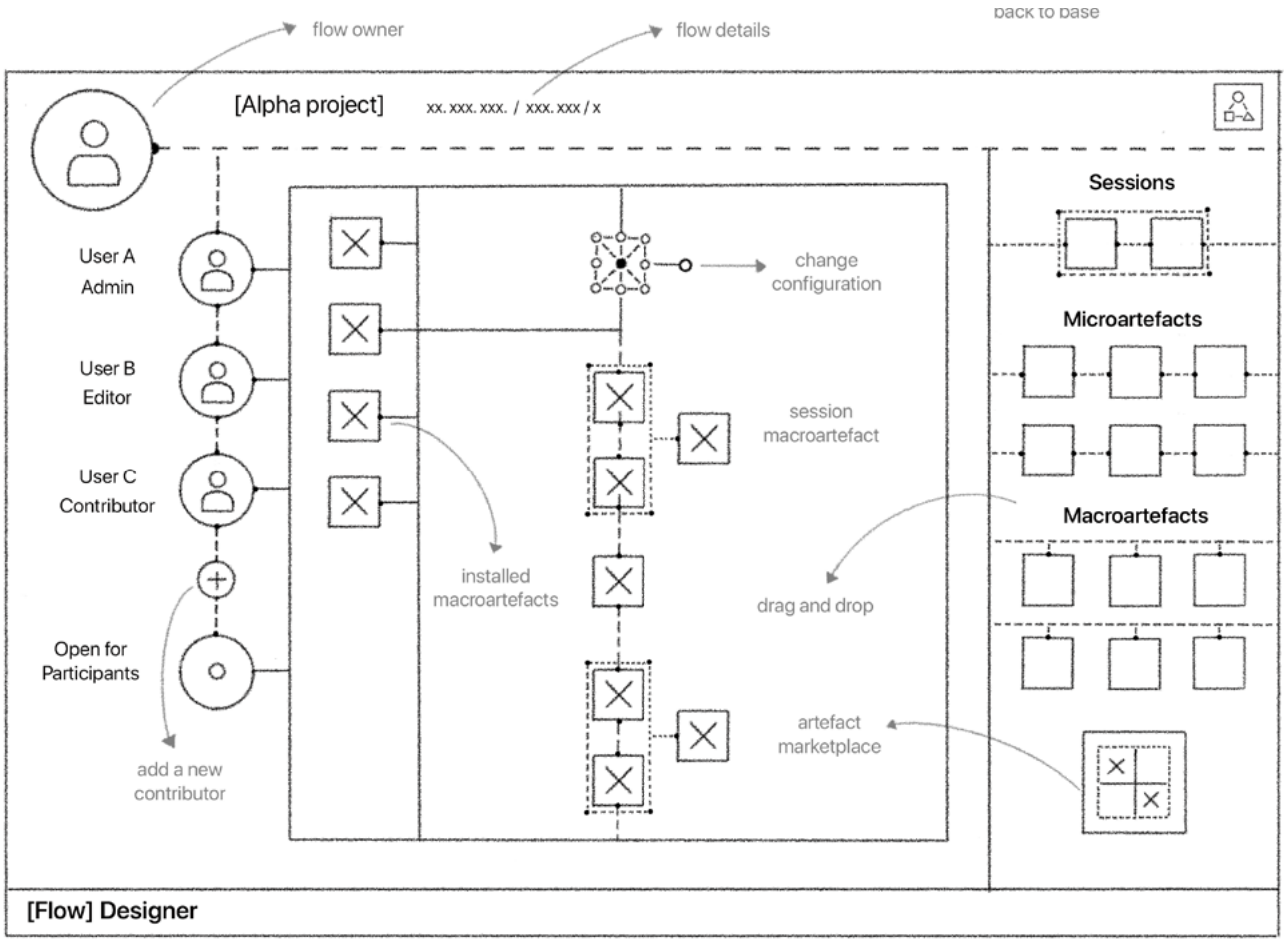
D. [FLOW] Designer

I. Introduction

Every conductor needs an orchestra to play the best music. In our [F] Ecosystem, just like in music, every [F] Owner needs his orchestra to create the best possible flows. Our orchestra is the [F] Designer. It is the power tool of the [F] Ecosystem, the future context modeler and the IBF enabler.

It can be configured in an infinite number of ways resulting in highly personalized flows.
The [F] Designer is the place where John and his team can design the "Alpha Project" [F] Flow and all its subflows. Using the precision of their Artifacts they will provide to all employees a clear overview of the effort that they will have to support during those six months.
John acts as the [F] Owner and his team leads become [F] Contributors. Within each subflow, the team leads act as [F] Owners and the rest of their team as [F] Contributors or [F] Participants, depending on their particular roles.

The smoothness of a flow depends on the [F] Owner's design, which can easily be planned to render the flow experience just as smooth as watching Netflix.



II. [F] Sessions

In order to maintain a clear context throughout the entire flow, the main logic needs to be designed on a time-dependent scheme.

"The only reason for time is so that everything doesn't happen at once"
(Albert Einstein, theoretical physicist who developed the theory of relativity)

Technically, the flow could happen in a fraction of a second but we, as humans, wouldn't be able to understand it. This is why we need to define a time dependency. We call this time dependency during a flow a **session**.

In practice, the **[F] Sessions** are meetings that can be configured in the [F] Designer. They can also be viewed as a customizable tool in which every configured artifact acts in an organized timeline. Imagine if someone could put all the prerequisites of a meeting in an extremely easy-to-use and constantly interactive way, but on a familiar conference tool. How would that experience boost your productivity? No more noise, no more time-consuming tasks requiring third-party softwares and no more redundant information. In the [F] Ecosystem, everything is planned and configured by the [F] Owner so that any [F] Session plays as smoothly as a Netflix show.

III. [F] Marketplace

Just like any operating system, the [F] Designer comes with default, free Artifacts covering the most common needs. The [F] Marketplace, essentially a growing marketplace for [F] Artifacts, offers more complex and specialized Artifacts, working similarly to Apple's App Store. Or for those familiar with the Microsoft model, the [F] Marketplace is the equivalent of Windows' operating systems which are issued for use by OEM computer manufacturers, via the Bundling of Microsoft Windows.

The [F] Marketplace allows the [F] Community to constantly grow and expand the [F] Ecosystem by proposing their own [F] Artifacts. This is the new generation of supply and demand schemes, designed in a bimodal operations model. The first model is a linear one, whereby developers from our partnership program develop Artifacts for the [F] Community (formerly known as apps, websites, services etc.). The second model, exploratory and nonlinear, allows for any artifact to be boosted by the [F] Community, regardless of who made it, using the macro and meta Artifacts to facilitate agility and speed.

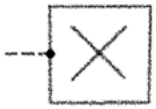
If you choose to develop your unique [F] Artifact, based on your needs, you may enter our partnership program and sell your [F] Artifact through the [F] Marketplace. We will discuss this feature in greater detail in the [F] SDK chapter.

Every type of [F] Artifact is available on the [F] Marketplace:

1. [F] Micro Artifacts

Designed to solve specific problems in relation to an [F] Flow. They can be attached to a specific [F] Session or act as independent Artifacts. For instance, someone else in the [F] Community may develop an artifact that works perfectly for your [F] Session, such as a Q&A [F] Micro Artifact which queues participants and gives them equal and organized speaking time. Instead of building it yourself, you may simply enter the [F] Marketplace, purchase it and use it immediately.

2. [F] Macro Artifacts



Designed to solve general problems in relation to the [F] Flow. If you are, for example, a consultant paid by the hour, you can purchase the Payment [F] Macro Artifact and configure it to your own flows. This [F] Artifact allows your flows to automatically calculate your total minutes and you will receive the exact payment due without needing any other calculation process.

3. [F] Meta Artifacts

Our collaborations with other tech players will result in high-level hybrid implementations. These [F] Meta Artifacts will be available as a collaboration between us and a selection of other partner platforms.

In conclusion, every artifact's scope will configure a flow with everything in place before it starts. No more third-party apps or websites, no more noise and, especially, no more unknowns. Everything is ready for play.

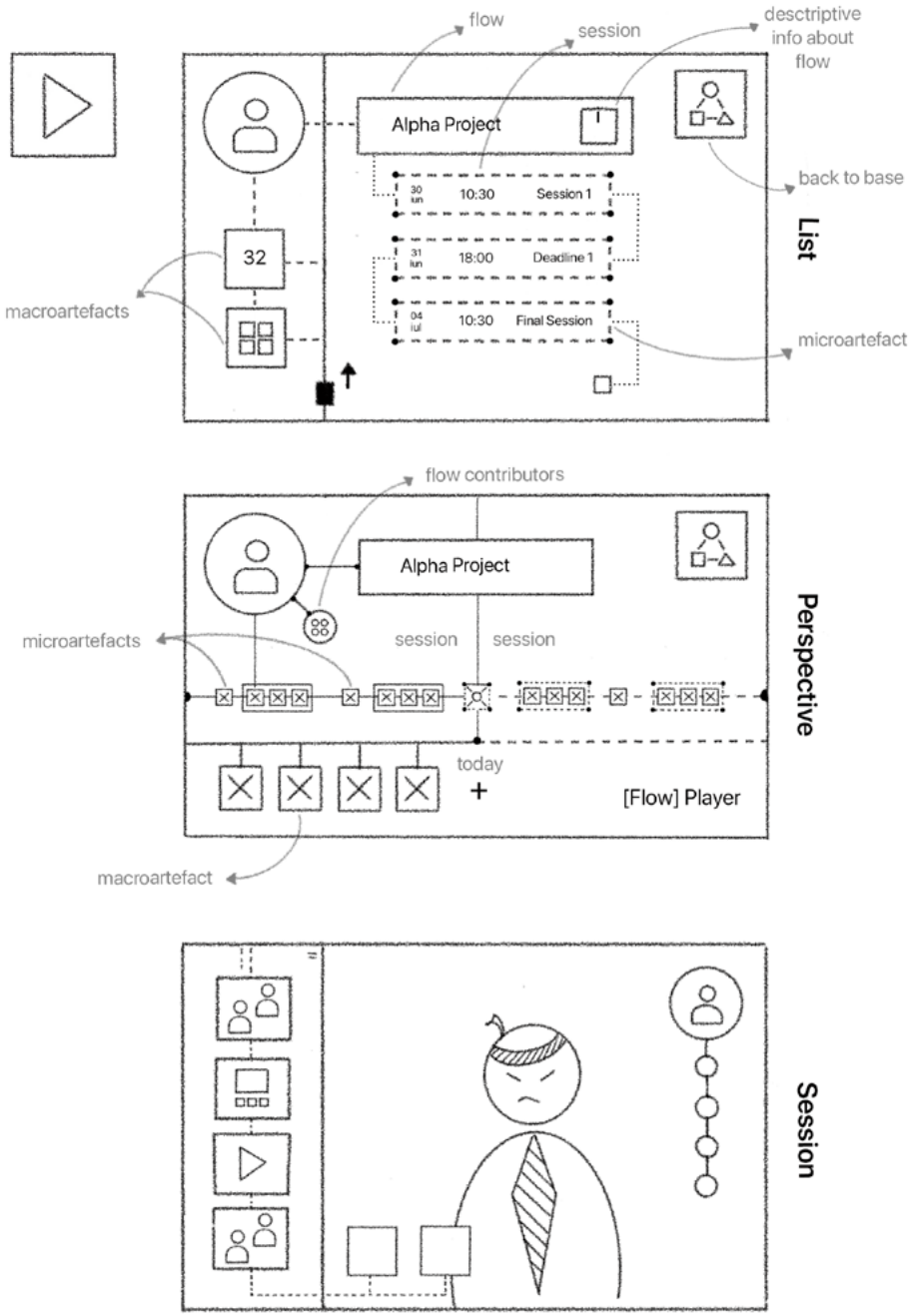
E. [FLOW] Player

"I don't believe in magic," the young boy said. The old man smiled, "You will when you see her."
(Titus Pomponius Atticus, 110-32 BC, Rome)

Of course, this citation is about a girl, about love and about how being in love makes you believe that there is something magical in us humans. This is also the case with the [F] Player. It sounds like magic for most of us, especially for practical people who are focused on results, measurable data and can't waste time on stories about magic. On the other hand, the [F] Player is precisely aimed at solving countless day-to-day, practical and measurable problems and saving time for these very people. We are nonetheless not to judge anyone who won't trust our words and dismisses this as "fairy tale", but we maintain our prediction that the **[F] Player** is the reason any sceptics may start believing in magic.

As the boy who discovers what love means in an instant, users will believe in the [F] Player's magic when they see it. It will become an integral part of their lives and help them organize on a far deeper level than any software ever has.
John will also fall in love with the [F] Player the moment he'll realize that his colleagues can efficiently contribute to his flows without him even knowing. Indeed once the flows are designed, the [F] Player will constantly help his employees to work in clear streams, keeping them on task in his place.

The more precise the [F] Owner is organizing the [F] Flows in the [F] Designer, the smoother the experience in the [F] Player will be. The [F] Owner and the [F] Contributors are still responsible for a certain level of work but the most successful meetings are determined by the amount of work already set in motion in advance. The [F] Ecosystem is proposing, for the first time, a clear separation of these two processes. We let the [F] Designer do the hard work and the [F] Player be just that: a player. A tool allowing every user to log in and be part of any flow without risking any chaotic design and player software hybrids.



F. Secondary characteristics of the system

The practical model is designed to work with easy-to-use components previously presented while also offering near-infinite development possibilities thanks to other secondary features that we will further detail in the next version of this paper.

I. Software Development Kit / [F] SDK

This game-changing kit will make the [F] Ecosystem the place where every developer will want to be, on the front line of the next generation of development processes.

The SDK allows the development of [F] Artifacts in a way that makes the concept of mobile vs. web development obsolete. Once designed, any artifact will be immediately available on every type of device and operating system.

Currently, the average Android mobile app implements 15.6 separate SDKs, with gaming apps implementing on average 17.5 different SDKs. By contrast, we will have only one SDK for each operating system. We are able to achieve this by applying the same model behind the [F] Ecosystem: the flow.

All Artifacts will be developed according to our base framework. The four main components (the individual, the flow, the artifact and the buildup) will therefore dictate how anyone can develop an artifact. Our focus being on building an ecosystem means that all Artifacts from the [F] Marketplace will be created with our ecosystem principles.

II. Application Program Interface / [F] API

We want the [F] Player to be an accessible experience from any other existing platforms. As previously mentioned, we are not a social network but there are cases in which an [F] Player would be a great extension to an existing Facebook group. This is why we support any type of integrations with any potential partner through the API.
Our infrastructure supports and contributes to the integration of as many partners as possible in order to make the [F] Experience widely available and accessible.

Let's say that we just developed a highly secure voting [F] Artifact. We can create flows and invite as many [F] Participants as needed but, surely, not everyone will be keen to create a new account on the [F] Base just to be able to vote. This is why we will be able to integrate our [F] Player on any and every existing platform where users may already have an account.

III. The reporting model

Since the [F] Buildup is designed to store only qualitative information from a specific context, the bigger the context, the bigger the buildup. We therefore aim to offer an entire set of functionalities, based on the [F] Artifacts metadata stored inside any buildup. This allows to not only store an entire flow but also interrogate data such as "what X answered when Y asked something".

IV. AR2R – Voice assistant

Think of AR2R (Arthur) as the personification of the [F] Ecosystem. He is the voice-based virtual assistant who uses natural language processing to respond to your queries and commands, and provides assistance as you need it. Being himself built from [FLOW] language, AR2R speaks it as fluently as our languages, making it extremely simple for him to translate our communications in a ready-to-use model.

AR2R will be available during the entire experience on the ecosystem as a free default integration. A more powerful AR2R will also be available on [F] Mono Headsets. This paid version of AR2R will transform it from a primarily transactional function to an intelligent entity capable of profound conceptual and contextual understanding.

For example, if you want AR2R to help you create a flow in the [F] Designer, your conversation might look like this:

John: Hey Arthur, please add a new flow!
AR2R: Of course, would you want it to be related to an existing one?
John: No.
AR2R: Do you have a name in mind? If not, just know that I can be really creative.
John: Call it "Alpha project" and please add all the executives as contributors. Also, please set up a meeting for tomorrow morning with them inside the flow.
AR2R: Sure, is 10 o'clock ok for you? You have no other session at that time.
John: Yes, thanks!
AR2R: Can I help you with anything else?
John: No, that's all.
AR2R: Great. If you need anything else, I'm here.

V. AII

Conversational AI is widely expected to become the next big thing in user interaction, bringing AR2R to the forefront of this game. Although conversational AI offers customers a more natural and streamlined way to interact and engage with a product, it is not enough. Big streams of data still need to be threaded by UX and UI experts in order to be accessible to all types of users. Even Tony Stark and his Jarvis assistant draw elements inside Iron Man's goggles.

This brings us to introducing AI Interfaces (AIIs): an engine that enhances user interfaces employing a new principle of showing data. Forget about the pixels of an element and the responsiveness rules regarding its behavior on different types of screens. Everything is now part of the flow. Every element is aware of the other elements around it and the context in which it is presented. Let's say you configure an artifact for your flow. It will be drawn in the [F] Player as a beautiful widget but what happens when you resize the screen? Or when you open the flow from your smartwatch?

This is precisely how AI Interfaces work. The only input in their equation is your screen size. We don't design a specific use case, we design its behavior, so that when you change the input, everything will be recalculated depending on your new screen size.

VI. [F] Configurator

The [F] Configurator is a tool designed to help [F] Consultants quickly implement the [F] Ecosystem. The artifact allows the quick configuration of client flows (either individually or in bulk) through standard, per-defined templates. The [F] Configurator can import relationships, text, media files, documents, calendar items, credentials and other relevant data from local files or from other software (Slack, Microsoft Teams, Zoom etc.). Once uploaded to the [F] Ecosystem, the imported data is transposed into [FLOW] format - flows, Artifacts and buildups.

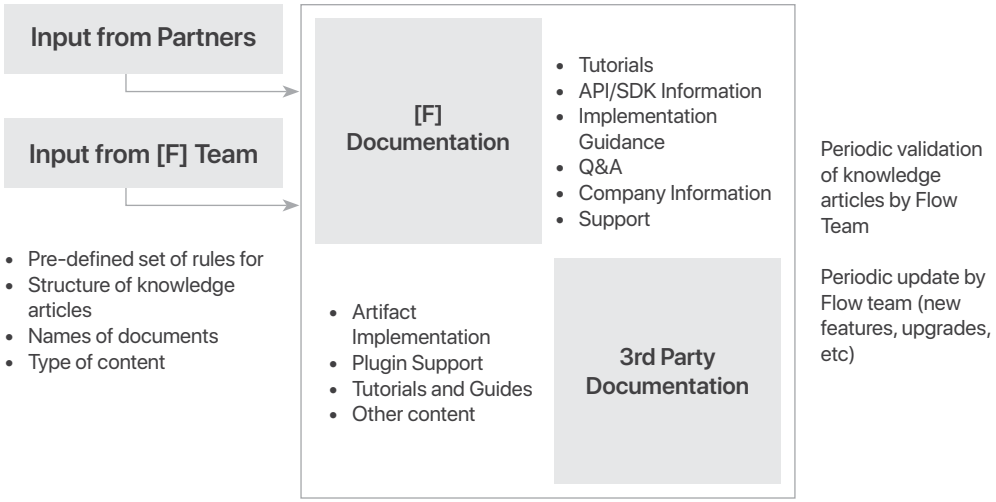
The [F] Configurator is available for free, as part of the partnership agreement, on the [F] Marketplace.

VII. [F] Public Library

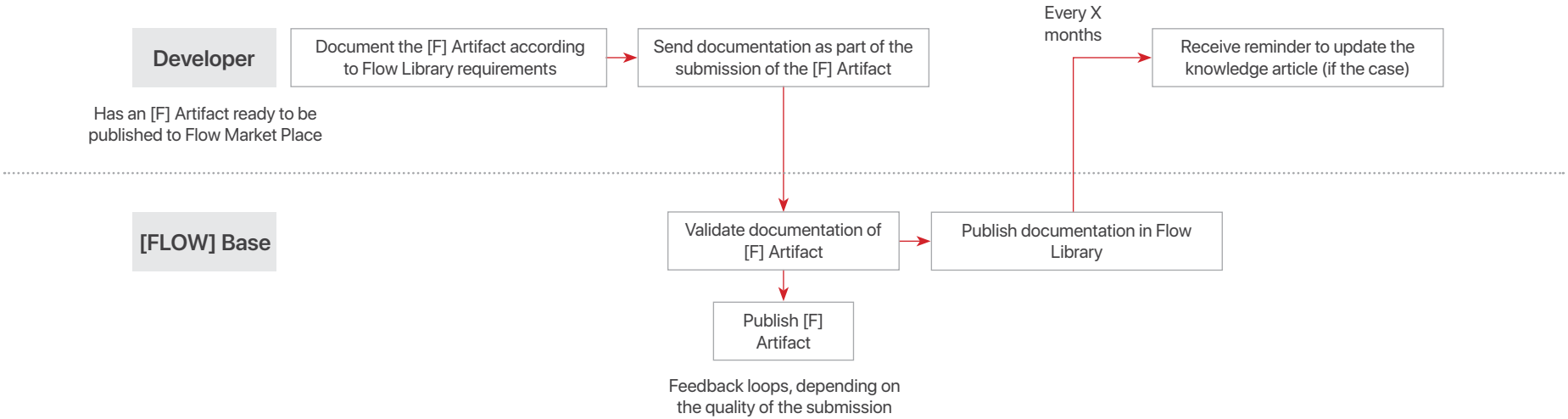
The [FLOW] Public Library brings together all the information needed for users to understand and utilize the platform to its maximum potential.
Clear rules and procedures for uploading knowledge articles will help maintain a high-quality level and coherence across the [F] Public Library.
Knowledge articles can be created by two types of stakeholders:

- [FLOW] Team: articles about the system, description of functionalities, best practices, ready-to-use templates, etc.
- [FLOW] Partners: documentation uploaded by developers upon submission of their [F] Artifacts to the [F] Marketplace

[FLOW] Public Library high-level overview:



Documenting an externally-developed [F] Artifact (simplified):



5. Devices

A Introduction

The entire [F] Ecosystem is designed to work with any kind of device. We want to fill the gaps resulting from all the differences in existing operating systems and browsers. By contrast, the [FLOW] experience is built to be seamless, regardless of context.

The success of this goal will be ensured by strategic collaborations with the biggest tech players but, as explained in our conceptual model, we don't believe in or rely on dependencies. The informational exchange continuum can't depend on anything else but the flow. This is why we have created a series of [F] Devices that are specifically designed and developed in awareness of the flow.

This is the first series of devices designed for the [F] Operating System. Over time, more devices will be launched, designed for specific roles. Imagine a 5G camera that can stream your Enduro performance live, with a big audience or a drone which can be configured as an [F] Participant and controlled by the [F] Owner during a live session in the [F] Player.

Now that we have presented the [F] Ecosystem, let's get to an even more practical approach. Let's see how we can apply the model on some real-life cases.


flow
Monday Jun 21
Flow series A round
Intro
Video presentation
Slide presentation
Q&A session


VR

B [F] Board

This is our proprietary smartboard, similar to Cisco Webex or Microsoft Surface, but on steroids. Using the [F] Base as its operating system, it will be perfectly integrated in the [F] Ecosystem.

The [F] Board is offered in two standard sizes: 65’ and 75’ and will have the following characteristics:

[F] Board 65”

Operating System	[FLOW] OS
Display	4K Display, Resolution 4K (3840 x 2160) Touch technology: capacitive with Direct Bonding
CPU	Qualcomm Snapdragon ARM 4 cores
GPU	Qualcomm Adreno
DSP	Hexagon 683
ISP	Spectra 340
Memory	8GB
Connectivity	802.11ac/b/g/n Wi-Fi Bluetooth 4.1 USB C
Modem	RJ45 1000 Mbps Quick Charge 3.0 LTE 5G
Audio	Stereo speakers & Microphone
Storage	128GB
GNSS	A-GPS, GLONASS, GALILEO, BDS
Video	Webcam 4K (30 fps)

[F] Board 75”

Operating System	[FLOW] OS
Display	4K Display, Resolution 4K (3840 x 2160) Touch technology: capacitive with Direct Bonding
CPU	Qualcomm Snapdragon ARM 4 cores
GPU	Qualcomm Adreno
DSP	Hexagon 683
ISP	Spectra 340
Memory	8GB
Connectivity	802.11ac/b/g/n Wi-Fi Bluetooth 4.1 USB C
Modem	RJ45 1000 Mbps Quick Charge 3.0 LTE 5G
Audio	Stereo speakers & Microphone
Storage	128GB
GNSS	A-GPS, GLONASS, GALILEO, BDS
Video	Webcam 4K (30 fps)


flow
Monday Jun 21
EVENT AGENDA
Intro
30
Video presentation
30
Slide presentation
30
Q&A session
30
UPCOMING EVENT
Flow series A round
9:30 - 12:00
Join the Flow
9:20
For a better experience we recommend that you activate your microphone and camera

C [F] Pad

The [F] Pad is a tablet with an important twist: it comes with the [F] Base as operating system, perfectly integrated in our [F] Ecosystem. This way, the experience is inherently immersive.

It cames in two standards sizes, 7’ and 10’ with the following characteristics:

[F] Pad 7”

Operating System	[FLOW] OS
Display	7 inch - min. 1080 x 1920
CPU	Qualcomm Snapdragon ARM 4 cores
GPU	Qualcomm Adreno
DSP	Hexagon 683
ISP	Spectra 340
Memory	8GB
Storage	128GB
Audio	Stereo speakers & Microphone
Modem	LTE 5G
GNSS	A-GPS, GLONASS, GALILEO, BDS
Video	Webcam 4K (30 fps)
Connectivity	802.11ac/b/g/n Wi-Fi , Bluetooth 4.1
Battery	4500 mAh, Wireless Charging

[F] Pad 10”

Operating System	[FLOW] OS
Display	10 inch - min. 1600 x 2560
CPU	Qualcomm Snapdragon ARM 4 cores
GPU	Qualcomm Adreno
DSP	Hexagon 683
ISP	Spectra 340
Memory	8GB
Storage	128GB
Audio	Stereo speakers & Microphone
Modem	LTE 5G
GNSS	A-GPS, GLONASS, GALILEO, BDS
Video	Webcam 4K (30 fps)
Connectivity	802.11ac/b/g/n Wi-Fi , Bluetooth 4.1
Battery	4500 mAh, Wireless Charging


flow
EVENT AGENDA
Intro
30
Video presentation
30
Slide presentation
30
Q&A session
30
Monday Jun 21
UPCOMING EVENT
Flow series A round
9:30 - 12:00
Join the Flow
Radu Negulescu
9:20
New York, USA
For a better experience we recommend that you activate your microphone and camera
[F]PAD

D [F] VR Headset

The [F] VR Headset is the experience-focused power-device of our entire ecosystem. The [F] VR is perfectly aligned from a tech perspective with all our other components, giving our users the maximum content-experience synergy on market.

[F] VR

Operating System	[FLOW] OS
Resolution	1280 x 1440 per eye (2560 x 1440)
CPU	Qualcomm Snapdragon ARM 4 cores
GPU	Qualcomm Adreno
DSP	Hexagon 683
ISP	Spectra 340
Memory	8GB
Connectivity	802.11ac/b/g/n Wi-Fi Bluetooth 4.1 USB C
Modem	RJ45 1000 Mbps Quick Charge 3.0 LTE 5G
Audio	Stereo speakers & Microphone
Storage	128GB
GNSS	A-GPS, GLONASS, GALILEO, BDS
Video	Webcam 4K (30 fps)
Battery	4500 mAh, Wireless Charging


[F] VR

E [F] Assistant

This is AR2R's exoskeleton. [F] Assistant sole propose it is to carry your AI driven assistant wherever you go.

With this device you will be able to operate the entire [F] Ecosystem without any screens or [F] Base accounts logged in near you, only using voice and AR2R's powers, always connected.

[F] Assistant

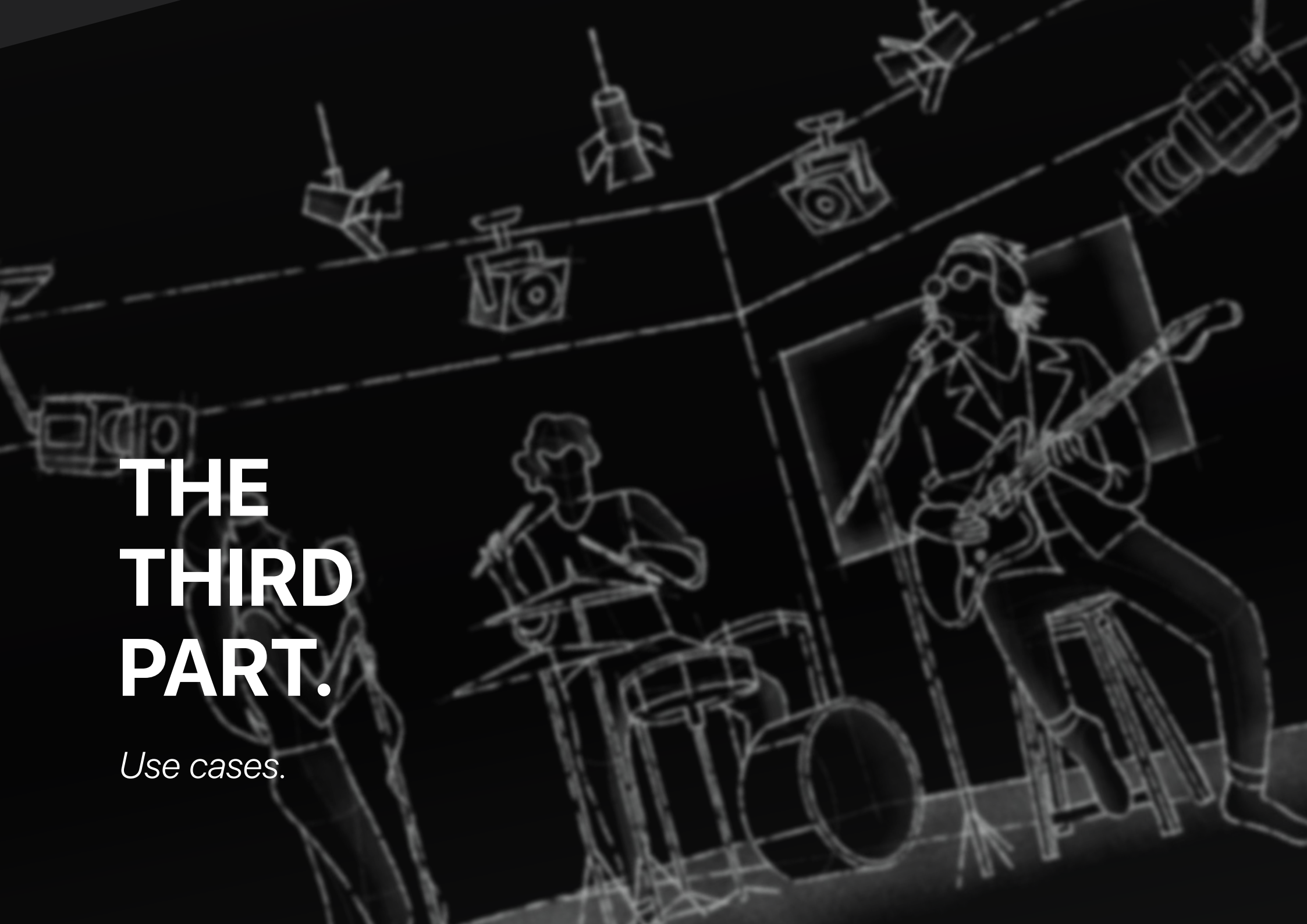
Operating System	[FLOW] OS
CPU	Qualcomm Snapdragon ARM 4 cores
Memory	4 GB
Storage	64 GB
Audio	Ear buds & Microphone
Modem	LTE 5G
GNSS	A-GPS, GLONASS, GALILEO, BDS
Battery	1500 mAh, Wireless Chargin
Connectivity	Wi-Fi, 802.11ac/b/g/n, Bluetooth 4.1
Other Features	Magnetic connection to Buds Physical button with LED for visual confirmation Haptic feedback On-chip SIM

E [F] Buds

A simple headset, but way smarter. The [F] Buds will always know which artifact to connect to, device or not. Designed in the IBF logic, the [F] Buds will always be context-aware.

[F] Buds

Compatibility	Will work as Bluetooth Buds connected to Boards or Pads, or connected to the Assistant
Connectivity	Bluetooth
Charging	while connected to the Assistant
Listen time	4 hours
Features	Haptic Feedback Physical button with LED for visual confirmation



THE THIRD PART.

Use cases.

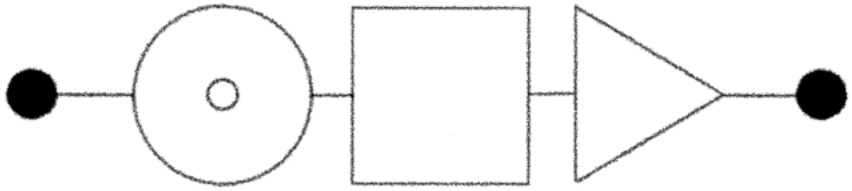
1. Introduction

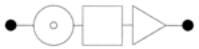
The Informational Build-up Framework (IBF) is all about individuals, their common situational contexts (or flows), the tools they are using in regard to those contexts (or Artifacts), and the historical contextual information generated by their continuous interaction (the build-up).

As demonstrated in the previous section, the [FLOW] Ecosystem is 100% based on the IBF Model. It's a framework that combines simple and intuitive tools (Artifacts) that essentially give us the possibility to design any human-to-human context, from an informational exchange perspective.

This section's objective is to provide a practical perspective on the ecosystem. In [FLOW] language, we will share a few stories about: (1) a board meeting, (2) a professional daredevil, (3) a WFH (Work From Home) start-up, (4) a bill-writing initiative, (5) an indie rock band, (6) a business coach, (7) a fully digital private school, (8) a software development project, (9) an educational content creator, (10) an online festival and, finally, (11) a judge hearing.

For the sake of exemplification, we'll close this section with an uber-complex process written only in [FLOW] language. No additional explanation, no other languages.
We bet that by that point you'll be able to read it without translation.





A board meeting

Bruce Wayne is the CEO & President of the board of Wayne Technologies, a world-renowned corporation. As a crucial part of his duties, Bruce has the responsibility to smoothly operate his board, the highest authority responsible for steering the trajectory of Wayne Technologies.

As all corporate boards, Bruce's team also has a chairman and 10 other members. Alongside them, each board member has executive assistants who support them managing the work process.

Bruce's assistant plays the role of secretary of the board with clear responsibilities which include: organizing board meetings, managing and supervising agendas and submitting conclusions.

The board meets at least once per month or anytime the chairman summons it. Generally, the board members are not in the same room during board meetings.

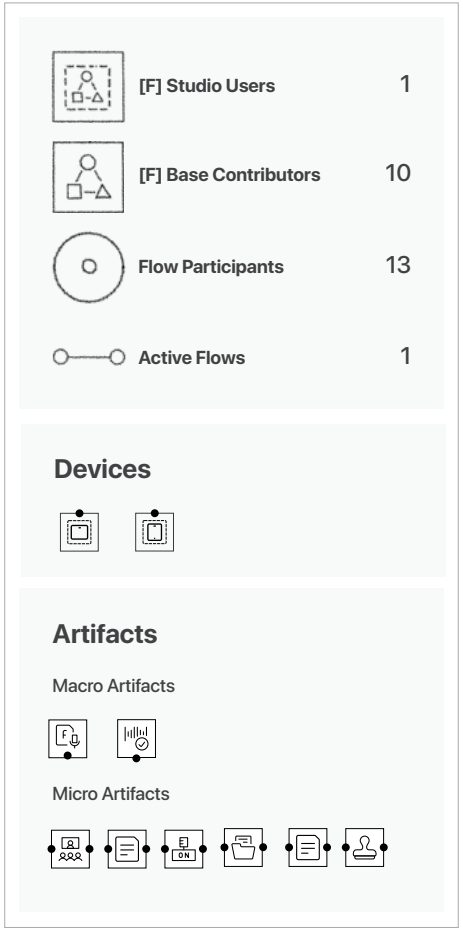
Obsessed with efficiency and how to increase the productivity of the board, Bruce decides to manage them through [FLOW].
From [FLOW]'s perspective, things are simple and straightforward: Bruce is an [F] Owner and his assistant is a [FLOW] administrator. The [F] Flow owned by Bruce and managed by his assistant is called: "Wayne Technologies / Board of Directors".

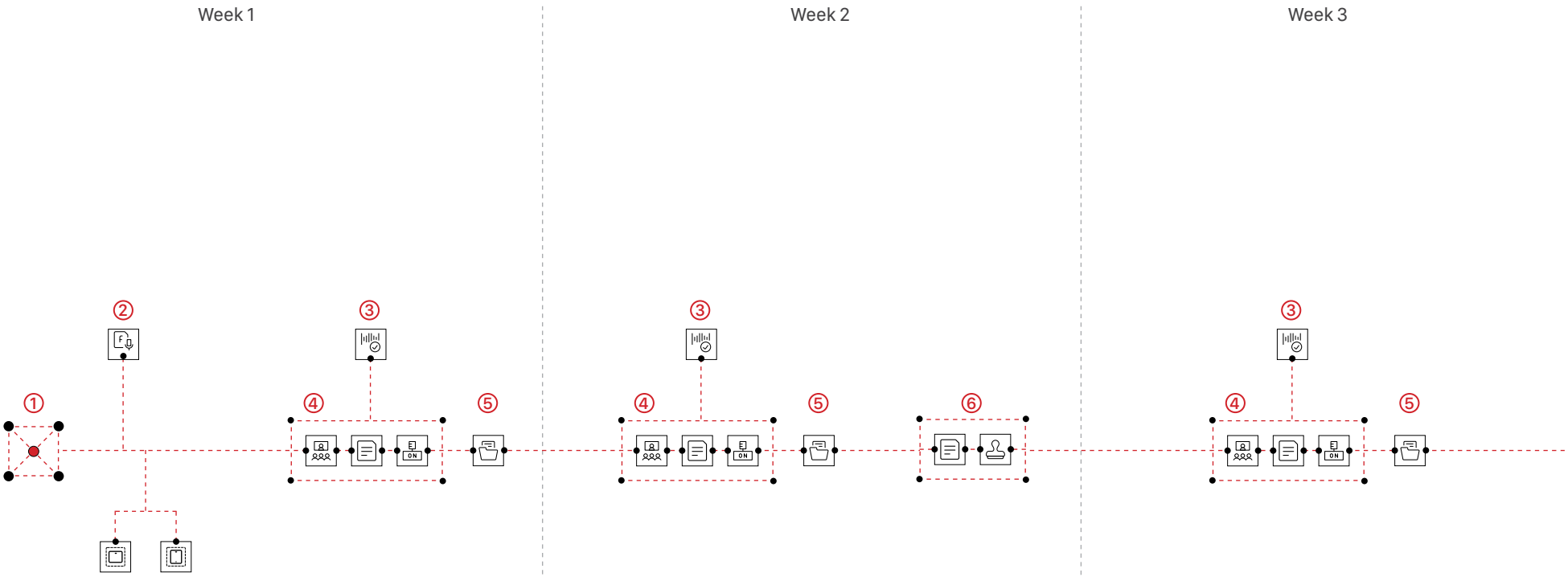
The board meetings are [F] Sessions accessed through the [F] Player. The rest of directors and their assistants are [F] Contributors. A "Recording" [F] Macro Artifact integrated to the flow allows the board members to revisit each session at any time. An [F] Macro Artifact is also integrated to the weekly sessions, automatically transforming speech into in order to produce effortless minutes for all members.

Bruce's assistant uses the [F] Designer to set up the sessions and specify how the agenda will work with the [F] Micro Artifacts. To set up the general rules like automatic minutes generation or recording functions, he uses the [F] Macro Artifacts. To speed the process up and reduce any noise, Bruce and his board members will use [F] Devices like [F] Smartboards and [F] Pads.
Once everything is set up, everybody's experience in relation to their common objective becomes predictable, smooth and crystal clear.

The meetings will take place through the [F] Player and, at any given moment, (before, after or during) all board members will have the same understanding regarding the topics discussed, the objectives, the agenda, the support materials and so on.

Configuration of the FLOW

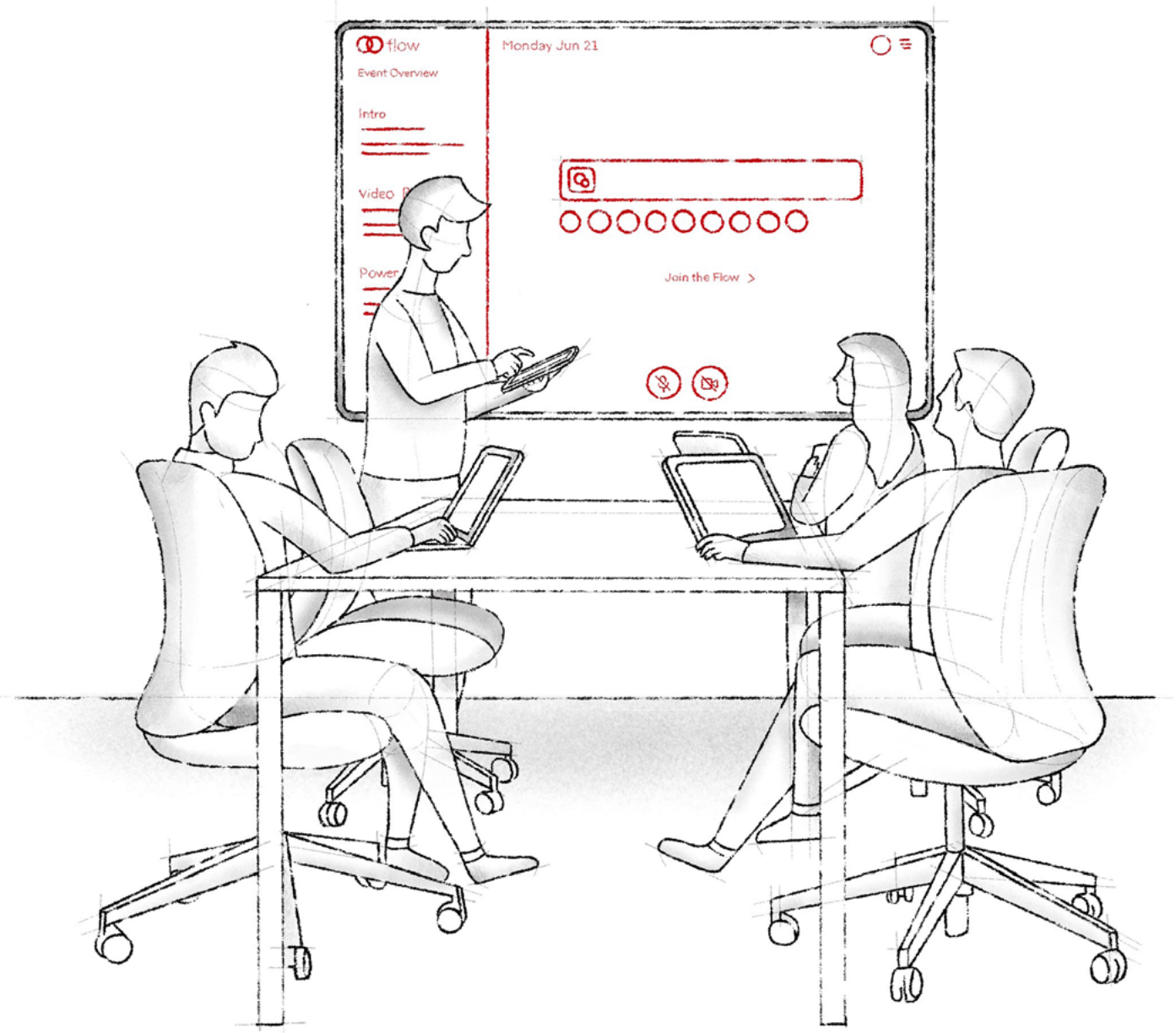




Index

1. [F] CONFIGURATION
2. [F] DEVICE / Smartboard
3. F] DEVICE / Pad
4. [F] MACRO ARTIFACT / Recording
5. [F] MACRO ARTIFACT / Speech to text
6. [F] SESSION / Weekly Recurrent
7. [F] MICRO ARTIFACT / Doc Container
8. [F] SESSION / Exceptional

Time Axis


flow
Event Overview
Intro
Video
Power
Monday Jun 21
Join the Flow >


flow
Event Overview
Intro
Video Presentation
Power Point
Monday Jun 21

A professional daredevil

Jack Napier is a retired chemist now focused on his oldest vocation: magic. He started to perform on his social network accounts (Facebook, Instagram, Twitter, YouTube and so on) and rapidly gained a huge fan base. His main concern now is how to get closer to them.

Before [FLOW], the way he maintained contact with his fans was painfully unstructured, noisy and full of misunderstandings. By using [FLOW], the relationship between Jack and his fans became smoother than ever. How does it work? Simple. Jack initiated a flow through the [FLOW] Base, the flow hosts prepaid performances and free public sessions.

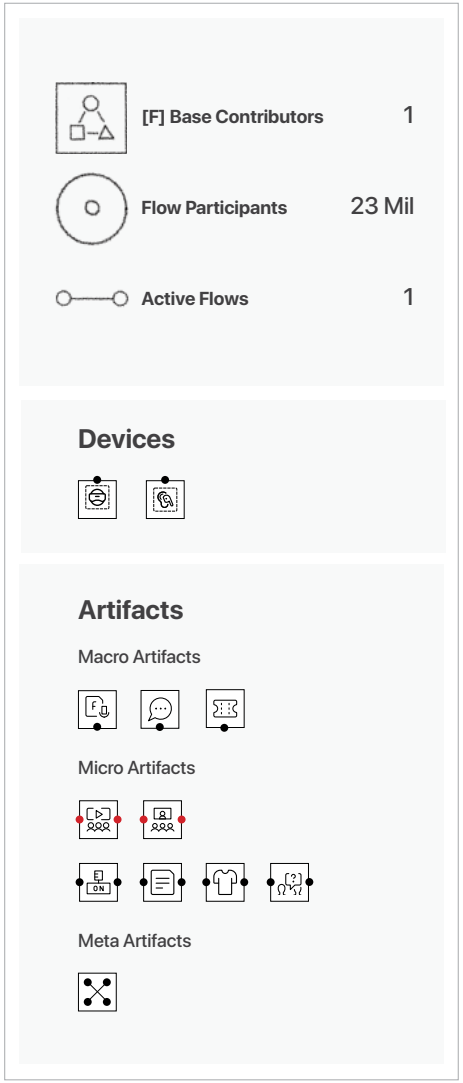
The configuration made via the [FLOW] Designer stands as follows: Jack is the [FLOW] Owner and his fans are [FLOW] Participants. The flow is governed by two [F] Macro Artifacts: "Recording" [F] Macro Artifact (Jack's performances are recorded so that his fans can watch them again anytime they want) and "Chat" [F] Macro Artifact (which provides an open channel with all his followers).

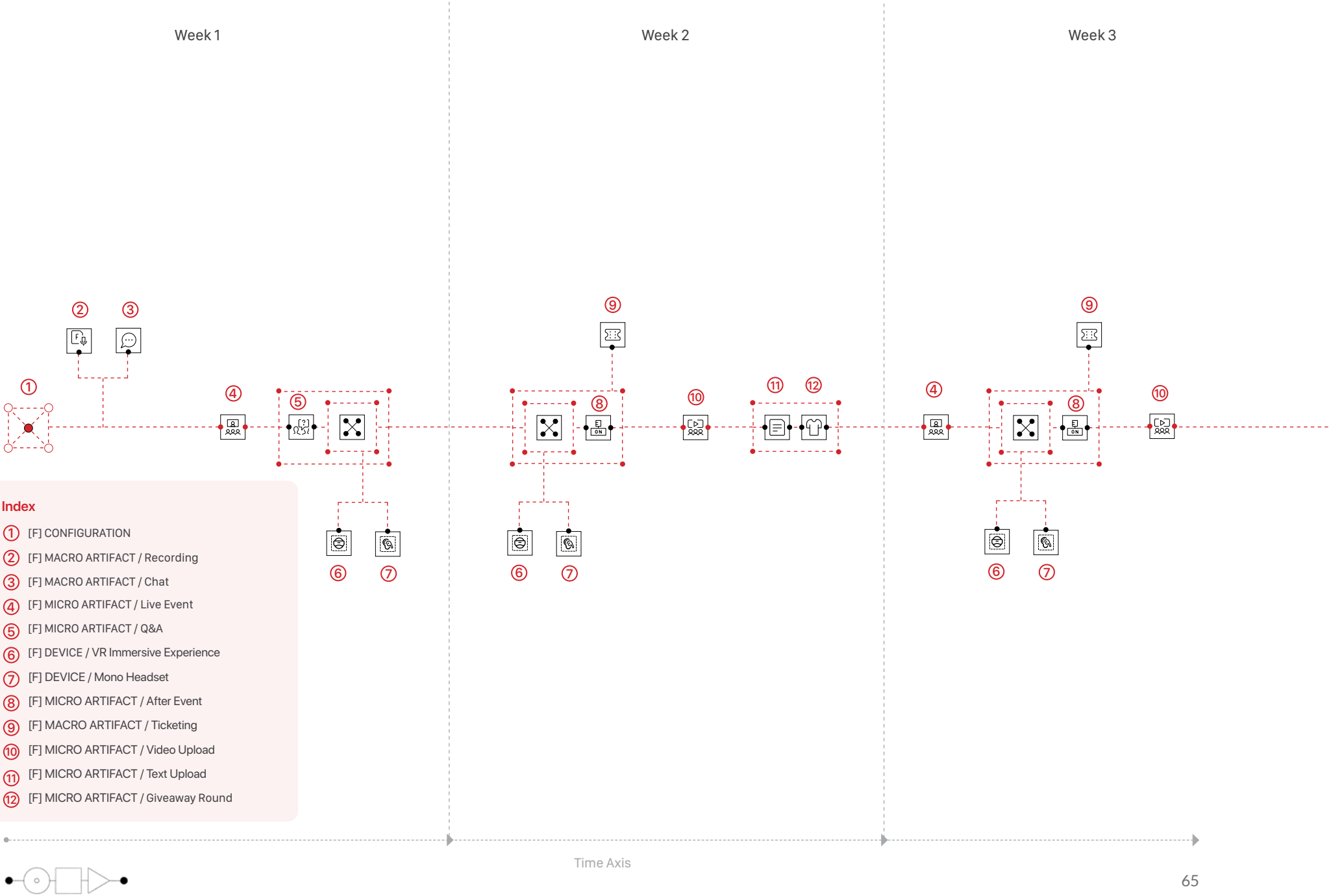
To show his appreciation for his fans' devotion, Jack creates a free public [F] Session in addition to occasional live events. Thanks to the [F] Player he can communicate with all his followers without asking for a fee. The [F] Sessions are generally enhanced by two [F] Micro Artifacts: the "Q&A Round" [F] Micro Artifact (via [FLOW] Chat) and the "Immersive Experience" [F] Micro Artifact via the [F] VR Headset and the [F] Mono Headset) in which Jack will reveal some magic tips and tricks.

Once these sessions are wrapped up, the next one starts with the performance itself, broadcasted via [FLOW] Player. As a prepaid event, it is made possible by the "Ticketing" [F] Macro Artifact. The show offers a great "Immersive Experience" [F] Macro Artifact using the same [F] Devices (VR Headset & Mono Headset) but to an entirely new level, unveiling all that magic that Jack is renowned for. After this [F] Session, Jack will be able to share his feelings and impressions about the show and make different announcements during an "After Event" [F] Flow via the [FLOW] Player.

Until or unless Jack decides to shut the flow down, it will remain open over time fulfilling his mission to fill the world with magic.

Configuration of the FLOW




Week 1
Week 2
Week 3
Index
① [F] CONFIGURATION
② [F] MACRO ARTIFACT / Recording
③ [F] MACRO ARTIFACT / Chat
④ [F] MICRO ARTIFACT / Live Event
⑤ [F] MICRO ARTIFACT / Q&A
⑥ [F] DEVICE / VR Immersive Experience
⑦ [F] DEVICE / Mono Headset
⑧ [F] MICRO ARTIFACT / After Event
⑨ [F] MACRO ARTIFACT / Ticketing
⑩ [F] MICRO ARTIFACT / Video Upload
⑪ [F] MICRO ARTIFACT / Text Upload
⑫ [F] MICRO ARTIFACT / Giveaway Round
Time Axis

A Work From Home Startup

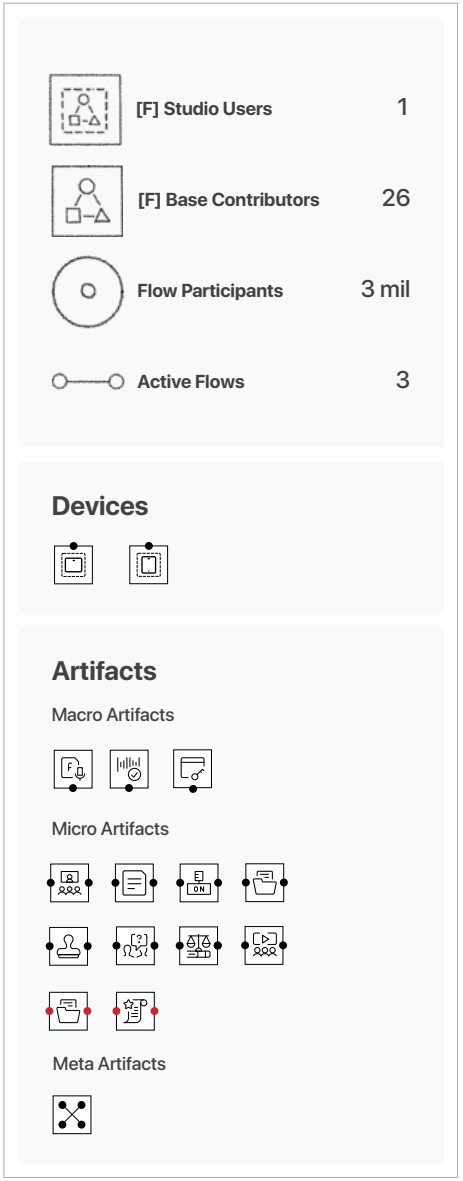
Alexander Joseph Luthor is a proficient engineer with exceptional technological prowess. He lives in Metropolis, where he is a household name in the tech sphere. Confronted with times of uncertainty, he decides to try his luck as an entrepreneur and starts LexCorp – a 100% Work-From-Home Limited Liability Company (LLC). LexCorp is organized as an aerospace engineering firm with interests in computer hardware, software and communications.

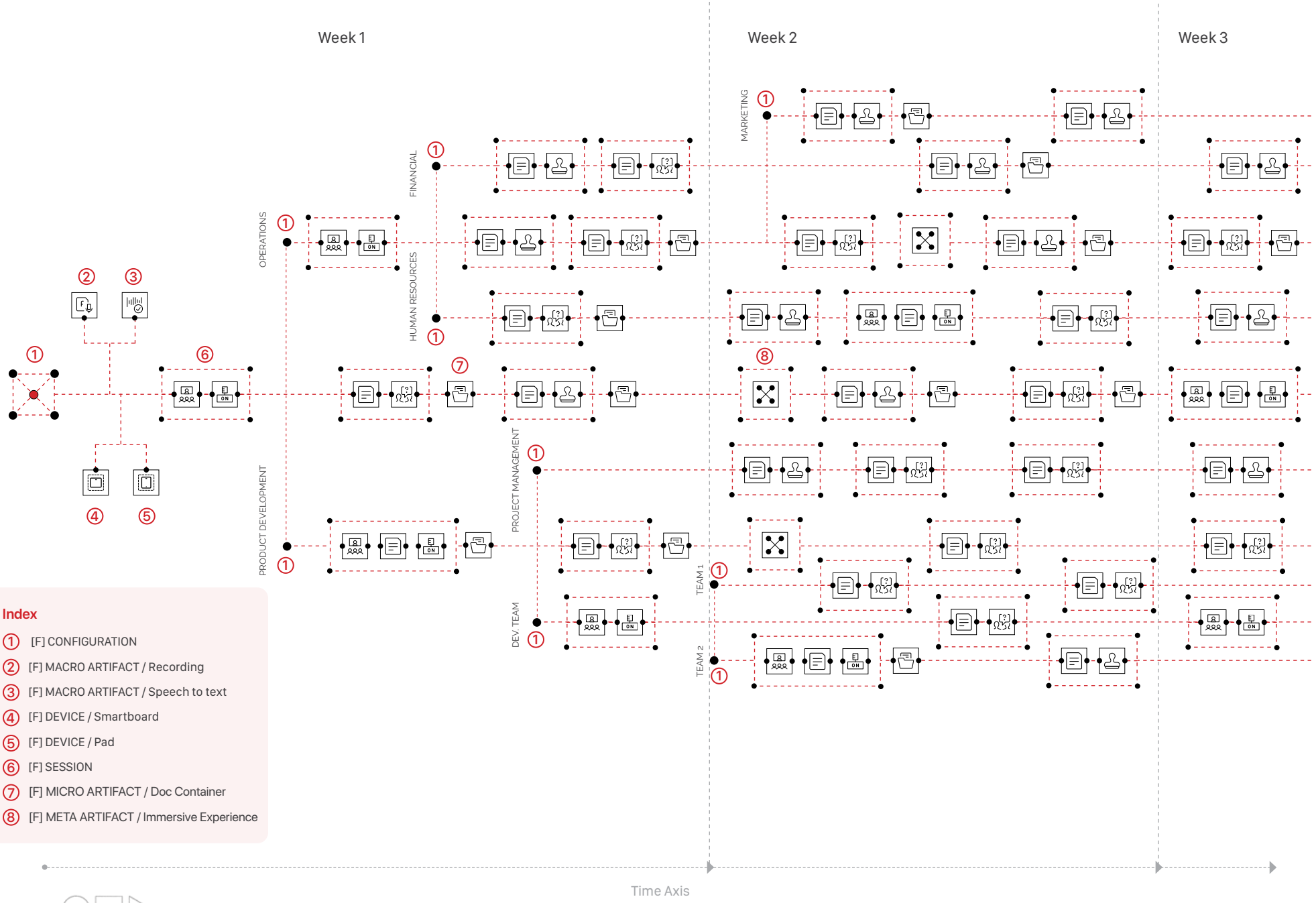
Being a rigorous and methodical man, Alexander chooses the [FLOW] Ecosystem to organize his endeavor.
From the [F] Studio he creates one main flow which will evolve to become 10 flows and, most likely, many more in the future. By adding two [F] Macro Artifacts, "Speech to Text" [F] Macro Artifact and "Recording" [F] Macro Artifact, he will greatly ease every meeting.

The main flow contains everything related to his command center and includes two kinds of [F] Devices: [F] Smartboards and [F] Pads. From there, two other flows will start: product development and operations. Later on, the product development flow will generate another two flows: "Development Team" [F] Flow and "Project Management" [F] Flow. The "Development Team" [F] Flow will eventually split up in two: "Team 1" and "Team 2" [F] Flows.
Meanwhile, the operations flow will evolve in human resources, finance and, later on, marketing. The flows will never stop growing and generating other flows.

The configuration will start with Alexander as [F] Owner and his team as [F] Contributors. Alexander's assistant will be the [FLOW] Admin over the main flow and the managers of operations, finance, HR, MK, product development, project management and development will become [F] Admins over their respective flows. [F] Sessions will take place in each and every flow, composed of [F] Micro Artifacts and broadcasted via the [F] Player. Those sessions will include: immersive sessions, keynotes, presentations, voting rounds, webinars, conferences and anything else needed in order to conduct a 100% WFH start-up.

Configuration of the FLOW





Index

① [F] CONFIGURATION
② [F] MACRO ARTIFACT / Recording
③ [F] MACRO ARTIFACT / Speech to text
④ [F] DEVICE / Smartboard
⑤ [F] DEVICE / Pad
⑥ [F] SESSION
⑦ [F] MICRO ARTIFACT / Doc Container
⑧ [F] META ARTIFACT / Immersive Experience

A bill-writing initiative

Wilson Grant Fisk, one of New York City's real estate magnates, is entering a mayoral campaign on the promise of reducing neighborhood crime. He started a bill initiative through the city council to act on his promise and amplify his campaign.
Without the [FLOW] Ecosystem, Wilson would have to opt for a classic online petition formula, involving the difficult process of trying to prove his supporters' intentions and the veracity of their signatures.

By using [FLOW], he is able to structure his political activity in order to obtain the best possible results. He opens the [FLOW] Studio and starts three [F] Flows. From the [F] Designer, Wilson assigns the following configuration: Wilson Fisk as [F] Owner, his city council team and legal advisers as [F] Contributors and the NYC citizens as [F] Participants. While still in the [F] Designer, Wilson installs two [F] Macro Artifacts, a "Speech to Text" [F] Macro Artifact and a "Recording" [F] Macro Artifact, with the purpose in mind to bring citizens closer to the decision-making process.

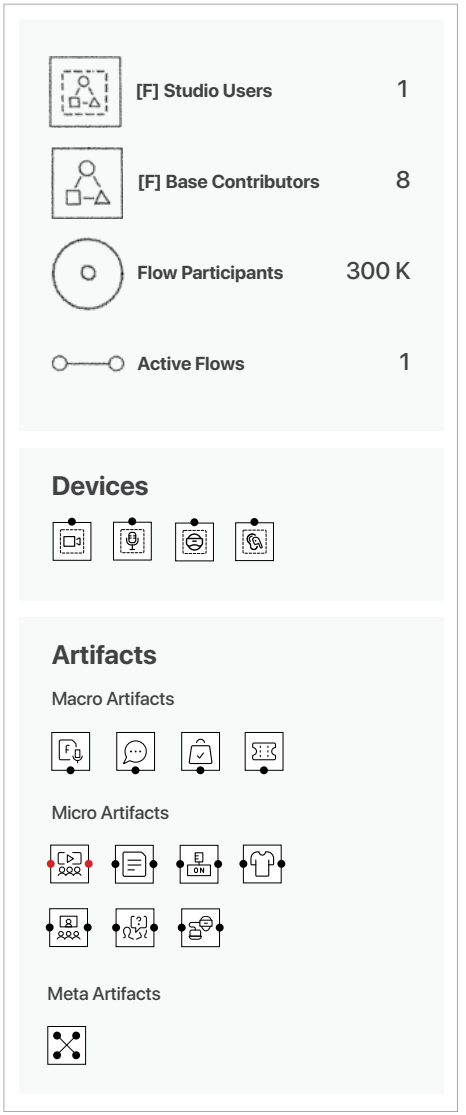
The main flow, which Wilson calls "Bill Initiative" [F] Flow, consists of many [FLOW] Sessions in which the bill will be discussed, new amendments will be proposed and third-party opinions will be revised. The flow will also have an attached "Document Container" [F] Micro Artifact to every [F] Session and, in the end, another with the bill in its final version: "The Bill" [F] Micro Artifact.

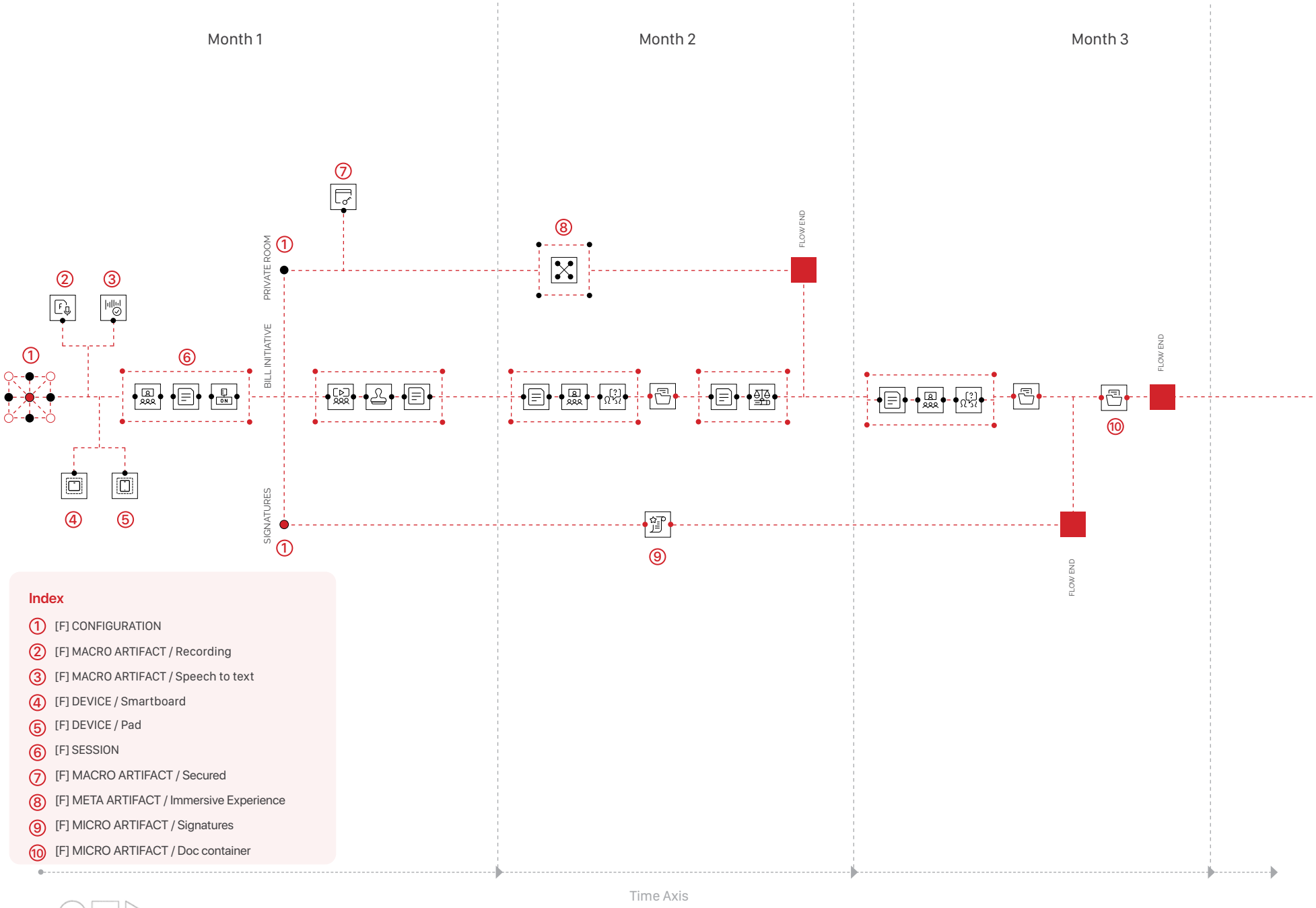
The "Signatures" [F] Flow allows citizens to have the bill-in-progress in front of their eyes and, should they wish to do so, to sign or comment on it via API. The purpose of this flow is to get the number of signatures needed in order to present the bill as a "citizens' initiative".

A "Private Room" [F] Flow has a different configuration: Wilson is [F] Owner, his closest allies are [F] Contributors and there are no participants. Only one "Secured Session" [F] Macro Artifact is added to the "Immersive" [F] Meta Artifact, in order for Wilson and his closest allies to discuss confidential strategies "behind closed doors".. While the buildup will continue in the "Bill Initiative" [F] Flow, the "Private Room" and "Signatures" [F] Flows will end when the necessary number will be reached.

The "Bill Initiative" [F] Flow will end when the bill is submitted to vote in the city council, once Wilson gathers enough support, hereby showcasing an extraordinary example of participative democracy in his community, supported by [FLOW].

Configuration of the FLOW





Index

1. [F] CONFIGURATION
2. [F] MACRO ARTIFACT / Recording
3. [F] MACRO ARTIFACT / Speech to text
4. [F] DEVICE / Smartboard
5. [F] DEVICE / Pad
6. [F] SESSION
7. [F] MACRO ARTIFACT / Secured
8. [F] META ARTIFACT / Immersive Experience
9. [F] MICRO ARTIFACT / Signatures
10. [F] MICRO ARTIFACT / Doc container

An indie rock band

The great scientist and CEO of Oscorp, Norman Osborn, became a part-time percussionist in order to release some pressure and let go of inner impulses. His heavy metal rock band adopted an ecologic stance (in tune with Oscorp's CSR) and a Halloween-themed appearance (dressing in goblin costumes): The Green Goblins.

Now, Norman's new self-imposed mission is to spread his ideas through music in a meaningful way, ergo by using the [FLOW] Ecosystem. The band will give concerts via [FLOW], so Norman starts using the [F] Base to begin a flow and the [F] Designer to put everything in place. He is the [F] Owner, his rock band colleagues and their technical team are [F] Contributors and their fans will become [F] Participants. Norman installs three [F] Macro Artifacts: "Recording", "Chat" and "Fan Shop" [F] Macro Artifacts as well as two [F] Devices: [F] Camera and [F] Microphone for ultra-high video and sound quality.

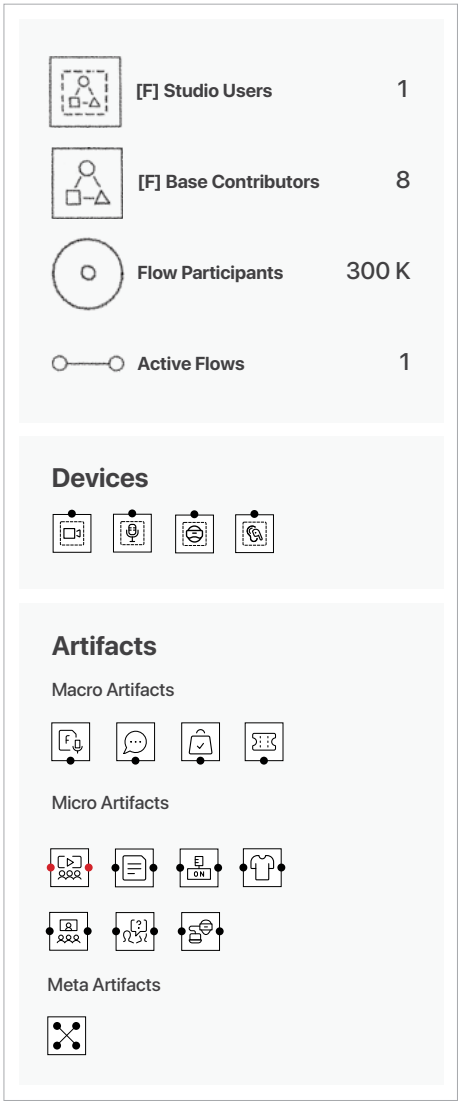
Norman and the band will communicate continuously with their fans. They will have frequent [F] Sessions dedicated to all of their fans by hosting a VR immersive experience, dropping a new music video, doing some sound tests, singing for a cause and so on. [FLOW] will allow everyone interested in listening to their music to do so for free and in a wide array of experiences.

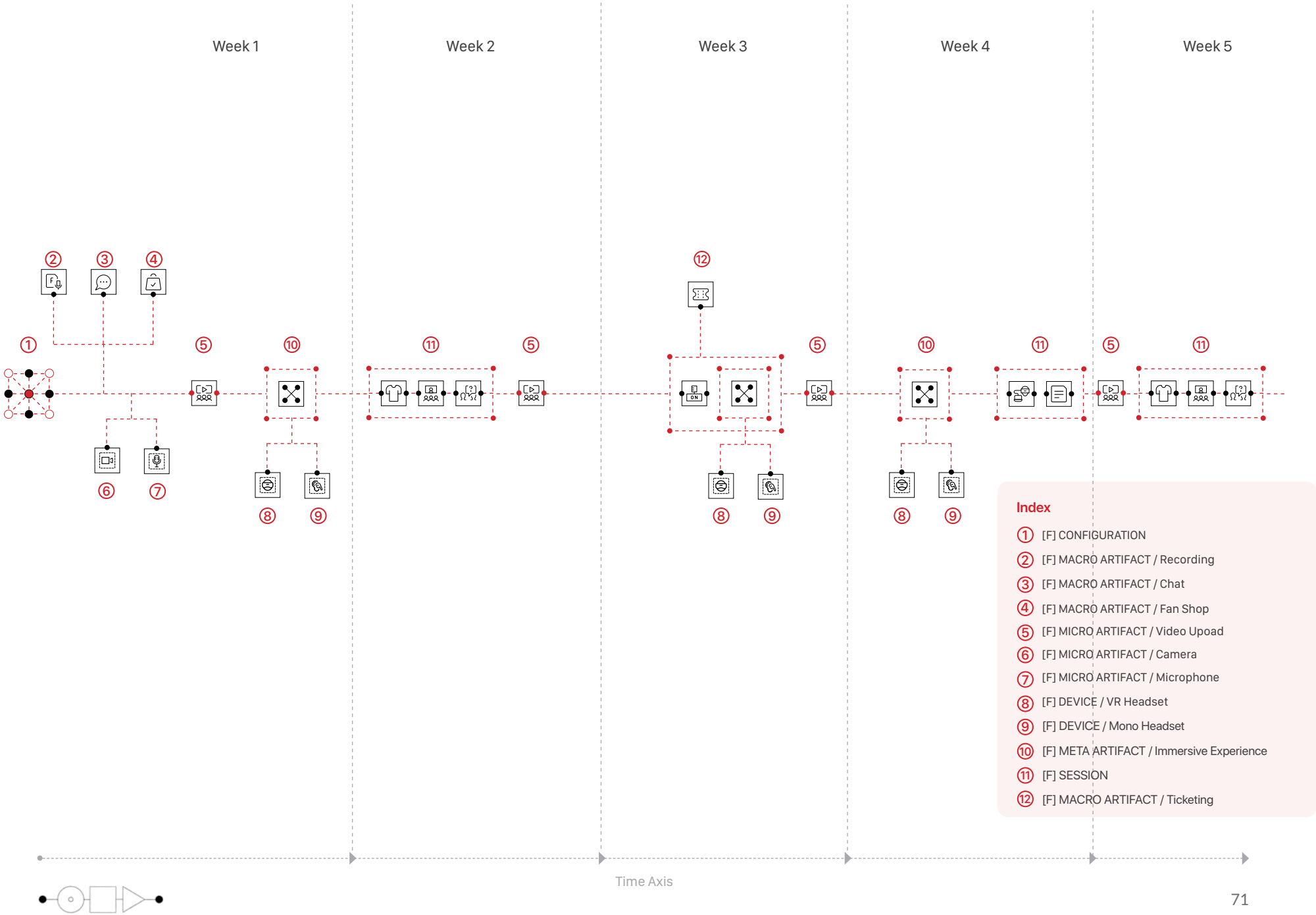
The main event in this flow is The Green Goblins' monthly concert session, made accessible to fans through the [F] Player. These concerts go far beyond classic VR immersive experiences, offering fans the ability to change camera views, go backstage virtually, change "seats" multiple times to obtain a panoply of views and enjoy everything that rock includes. This concert will be a completely new type of experience as 3D audio technology will enhance rock & roll to a whole new level. Since this is a premium event, Norman will add a "Ticketing" [F] Macro Artifact to this type of session.

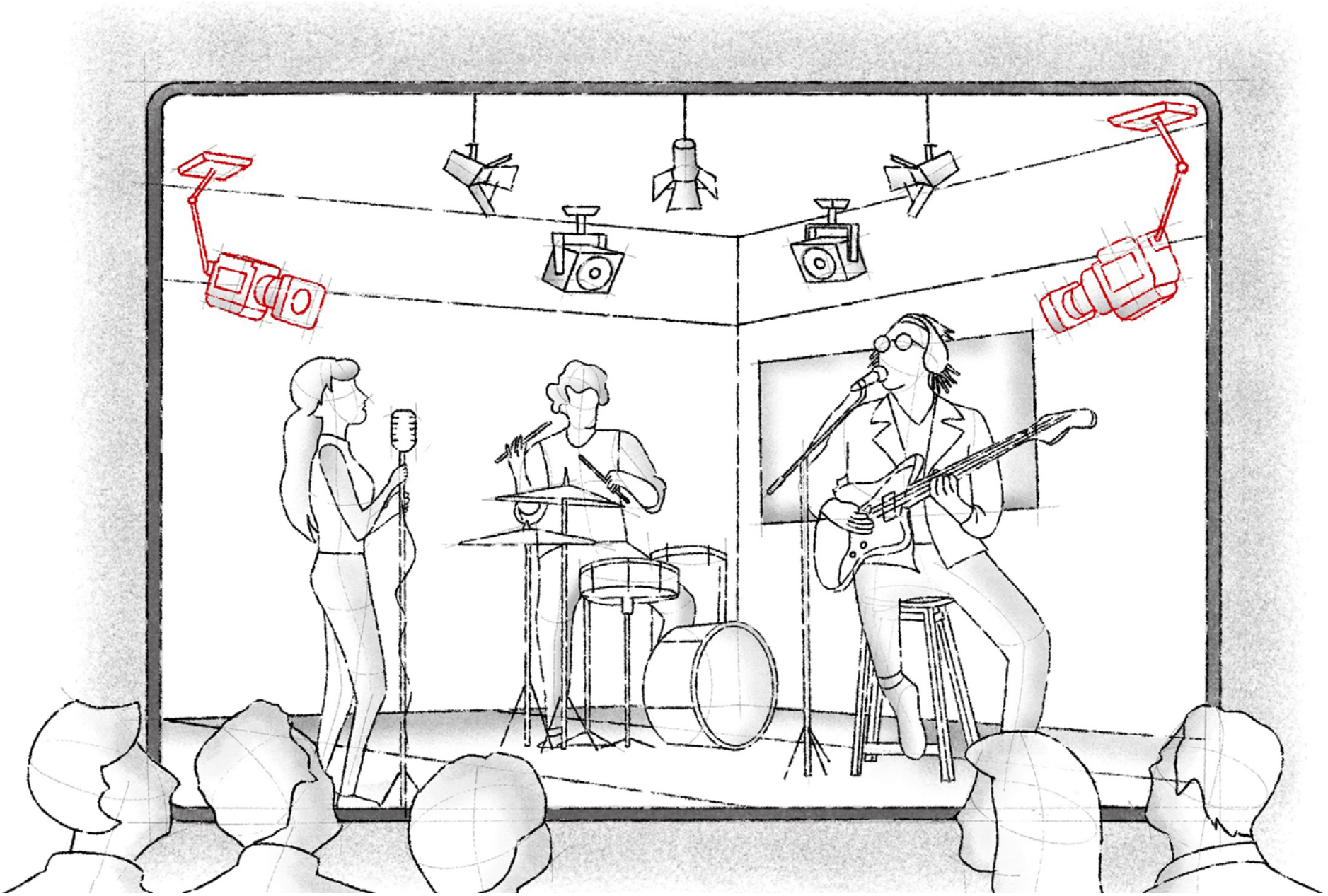
Fans can purchase merchandise in the flow itself and, 24 times a year, the luckiest fans can join a "Personal Meeting" [F] Flow with Norman and the band, via the [FLOW] Player. These meetings will be recorded so that fans can upload them on their social media accounts and get all the likes, shares and instant gratification they feel that Rock & Roll deserves.

This new way of expressing will change forever the interaction of idols with their fans. Long live Rock & Roll!

Configuration of the FLOW




Week 1
Week 2
Week 3
Week 4
Week 5
Index
① [F] CONFIGURATION
② [F] MACRO ARTIFACT / Recording
③ [F] MACRO ARTIFACT / Chat
④ [F] MACRO ARTIFACT / Fan Shop
⑤ [F] MICRO ARTIFACT / Video Upoad
⑥ [F] MICRO ARTIFACT / Camera
⑦ [F] MICRO ARTIFACT / Microphone
⑧ [F] DEVICE / VR Headset
⑨ [F] DEVICE / Mono Headset
⑩ [F] META ARTIFACT / Immersive Experience
⑪ [F] SESSION
⑫ [F] MACRO ARTIFACT / Ticketing
Time Axis



A business coach

Tony Stark is a retired high-profile executive. Some time ago, he reached what he interprets as his business career peak and decided to steer his professional career towards teaching others what he became to master in time. He became a business coach.

The model is simple. He has a limited number of clients: 24 to be accurate. He meets them on a regular basis, delivering them advice (his content) and feedbacking their progress (their content). They are paying him an hourly fee based on how much time he invested in their coaching process.

Before [FLOW], Tony had only counterintuitive ways of managing and interacting with all his clients, tracking their progress and monetizing his activity.

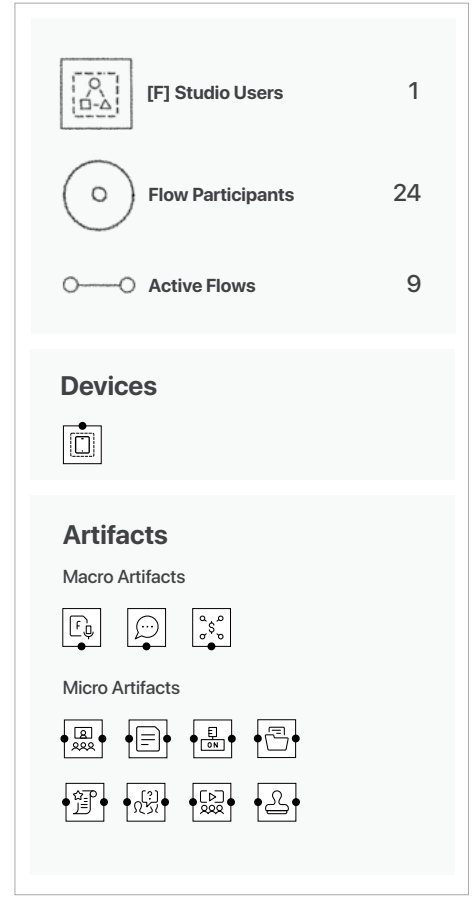
With [FLOW], everything became much clearer and highly productive for Tony and his clients. He now has the possibility to manage and interact with his clients in any extremely structured way, online and offline. He is able to structure and clearly dispatch content to his clients as well as efficiently manage the financial income for him.

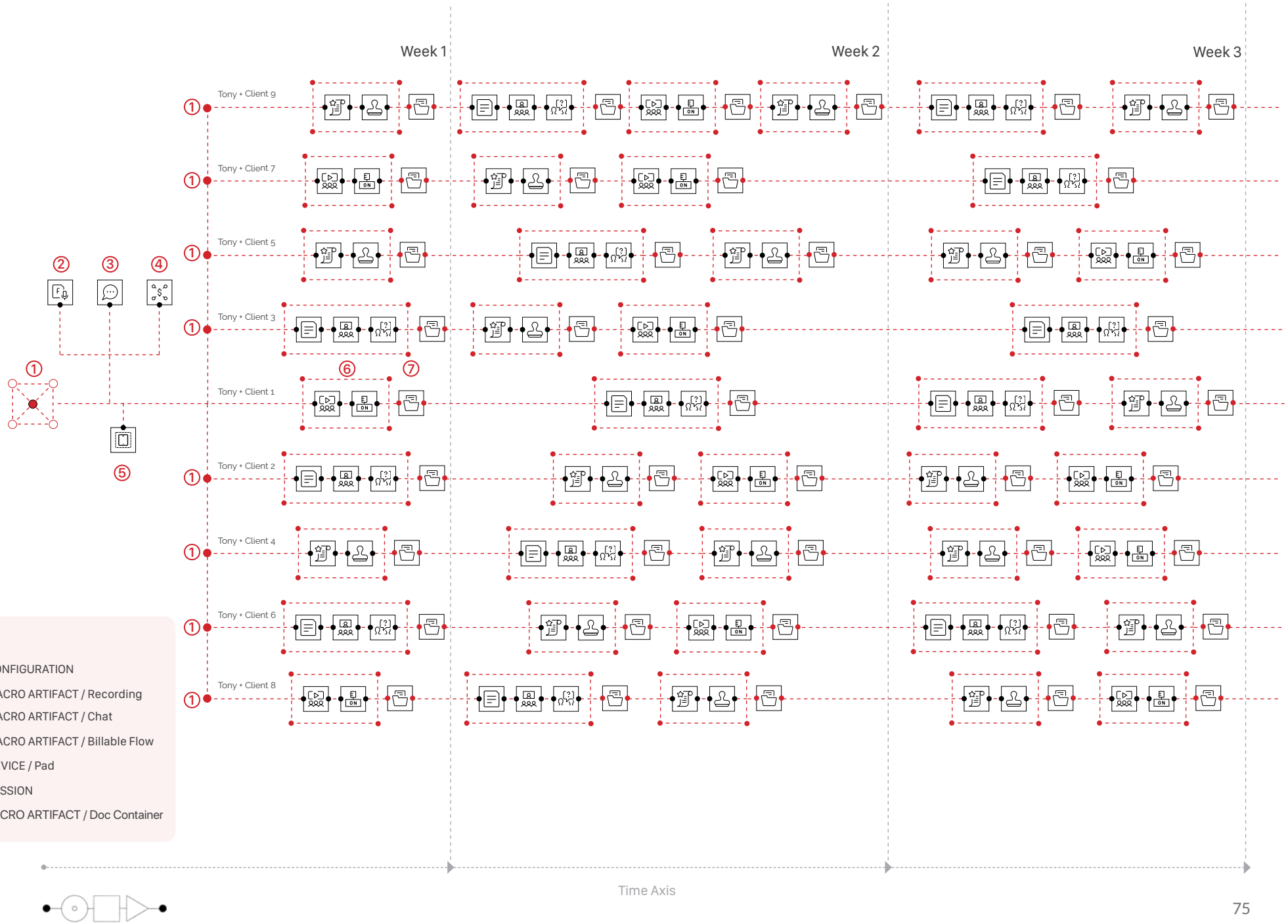
From the [FLOW] perspective, every single Tony-to-client relationship is an individual flow. To automate his income-to-client process, each flow is customized using a "Billable" [F] Macro Artifact configured according to both time and material. In this way, every activity inside a particular flow (setting up a session, the session itself or anything else) will be billable. The bill itself will also be submitted automatically to Tony's clients. Two other [F] Macro Artifacts are installed: "Recording" and "Chat" [F] Artifacts. In addition to these facilitators, Tony is also using the [F] Pad to help reduce any noise during meetings.

For each meeting Tony has with his clients, he uses the [FLOW] Session function of the [F] Designer, parameterized with the help of [FLOW] Micro Artifacts. Each meeting is a [FLOW] Session. Online or offline.

Since he opted for the "Session Recording" [F] Artifact, Tony's clients will be able to navigate backwards inside the buildup of their history with him. They will have access to all their past discussions, documents and conclusions.

Configuration of the FLOW





Index

1. [F] CONFIGURATION
2. [F] MACRO ARTIFACT / Recording
3. [F] MACRO ARTIFACT / Chat
4. [F] MACRO ARTIFACT / Billable Flow
5. [F] DEVICE / Pad
6. [F] SESSION
7. [F] MICRO ARTIFACT / Doc Container

A software development project

Raven Darkhölme is a sharp business woman and strategist. She has a talent for finding, and understanding cutting-edge technology faster than (almost) anyone.
She started a software development project in order to build a shapeshifter type of software that can mimic the appearance and voice of any person with exquisite precision.

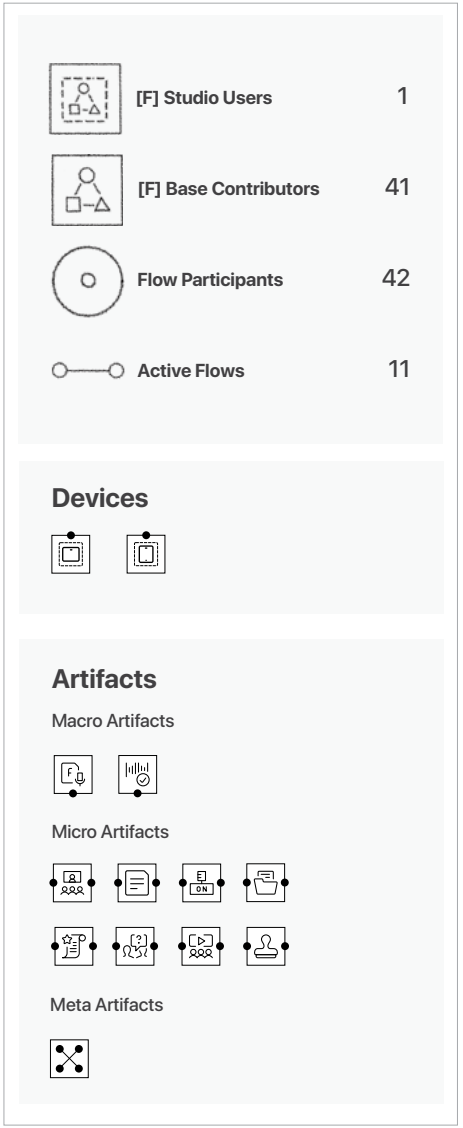
Being a great strategist and an elite tech user, Raven chooses the [FLOW] Ecosystem to manage her project. She starts an [F] Studio with one main flow, an [F] Session called "Steering Committee" and then, a first subflow called "Project Management" [F] Sublow. From the [F] Designer, she as [F] Owner invites her collaborators, programmers, developers, testers and sales representatives as [F] Contributors. Then she installs two [F] Macro Artifacts: "Recording" and "Speech-to-Text" [F] Macro Artifacts.

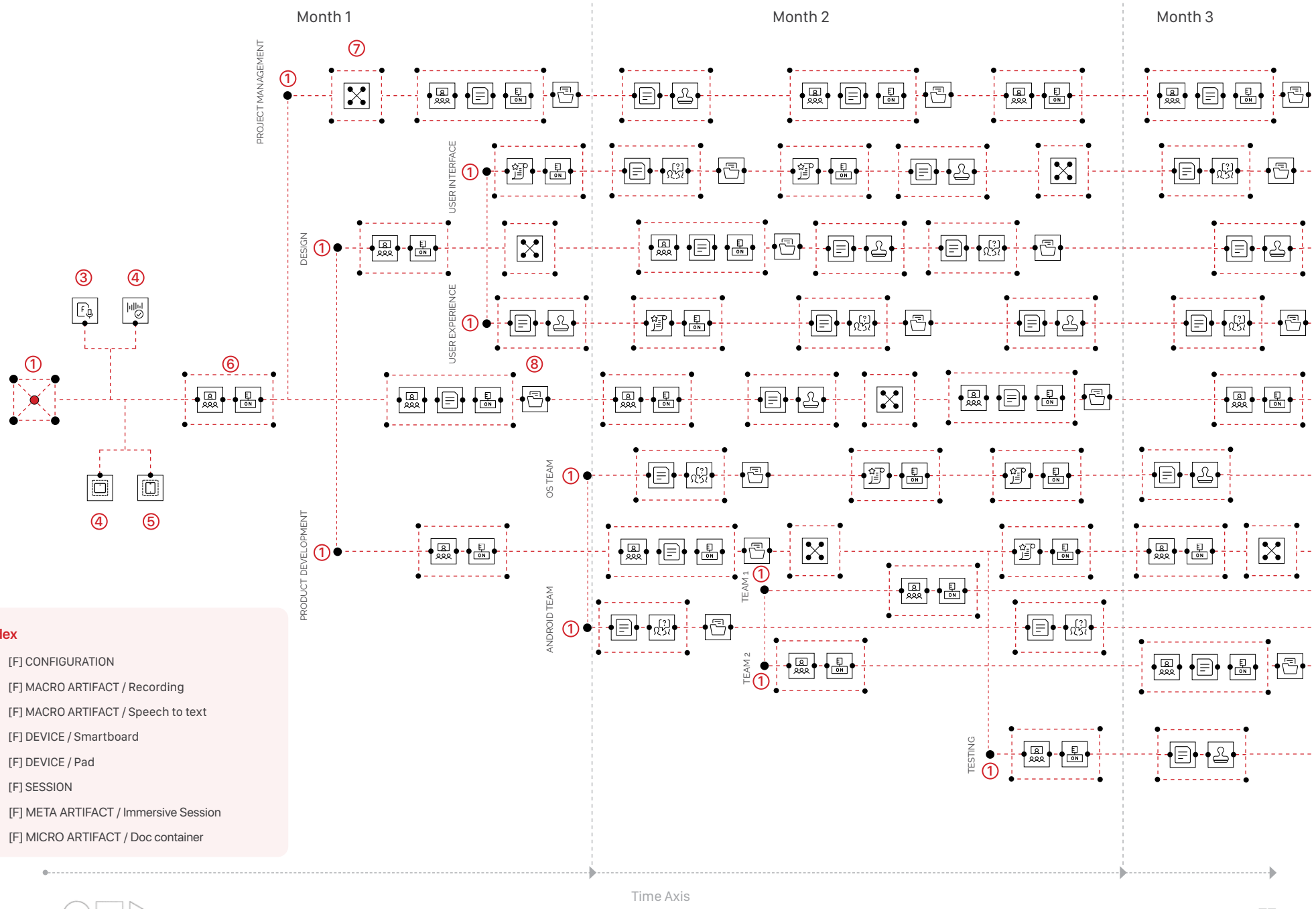
The main flow starts: "Design" and "Product Development" [F] Flows. "Design" [F] Flow will eventually lead to "User Interface" and "User Experience" [F] Subflows, while "Product Development" [F] Flow will have two new subflows regarding development teams for Android and Apple's OS. The Android flow will require two subflows in order to accommodate the resources needed and processes involved. Later on, the "Product Development" [F] Flow will lead to a new subflow: "Testing" [F] Subflow.

Every flow will be administered by its respective manager. Each [F] Session will contain discussions, presentations, decision-making rounds and so on, via the [F] Player.

Raven's [FLOW] will continue to evolve and multiply as long as she sees fit to keep it "alive", depending on the project's evolution.

Configuration of the FLOW





Index

1. [F] CONFIGURATION
2. [F] MACRO ARTIFACT / Recording
3. [F] MACRO ARTIFACT / Speech to text
4. [F] DEVICE / Smartboard
5. [F] DEVICE / Pad
6. [F] SESSION
7. [F] META ARTIFACT / Immersive Session
8. [F] MICRO ARTIFACT / Doc container

An educational content creator

Dr. Harleen Frances Quinzel is a psychiatrist at Gotham City's Arkham Asylum. She is an ambitious woman whose career focuses on understanding the nature of abuse and teaching others how to better cope with it and avoid it.

Events from her past corroborated with the rising speed of the Internet and social networks' fast-pace evolution, converting Harleen, or Harley as her friends call her, into an educational content creator. She is a celebrity on YouTube, Instagram, Facebook, TikTok and other niche platforms. Her content is highly viewed and she has a healing halo online. Her followers believe that she can help them avoid being depressed, how to fight bullying, how to emerge stronger from abuse and, overall, how to become a better person.

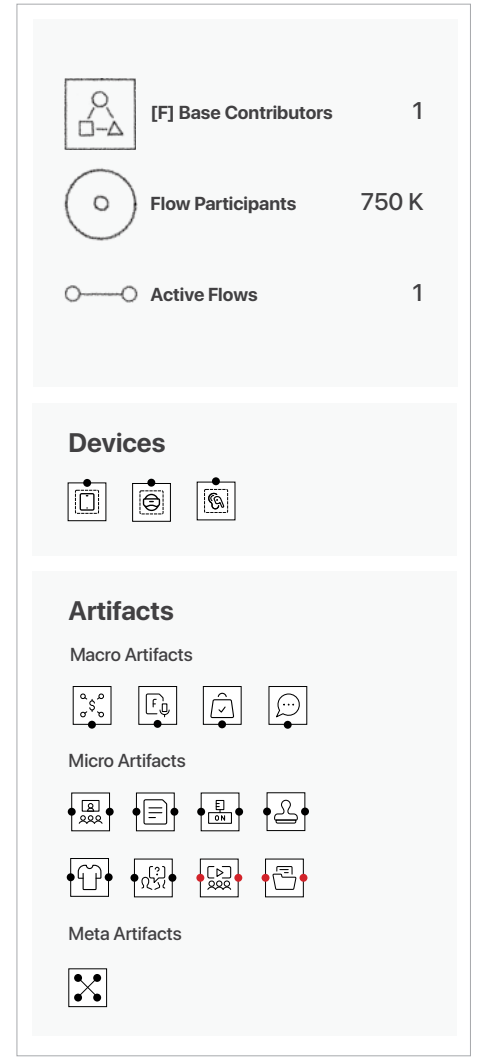
Investing all her work, knowledge and wisdom into creating educational content, she neglected her infrastructure until now, when she found out about an uber-performant platform that can help her integrate everything in one place, easing the time spent on micro-management and task coordination. She discovered [FLOW].

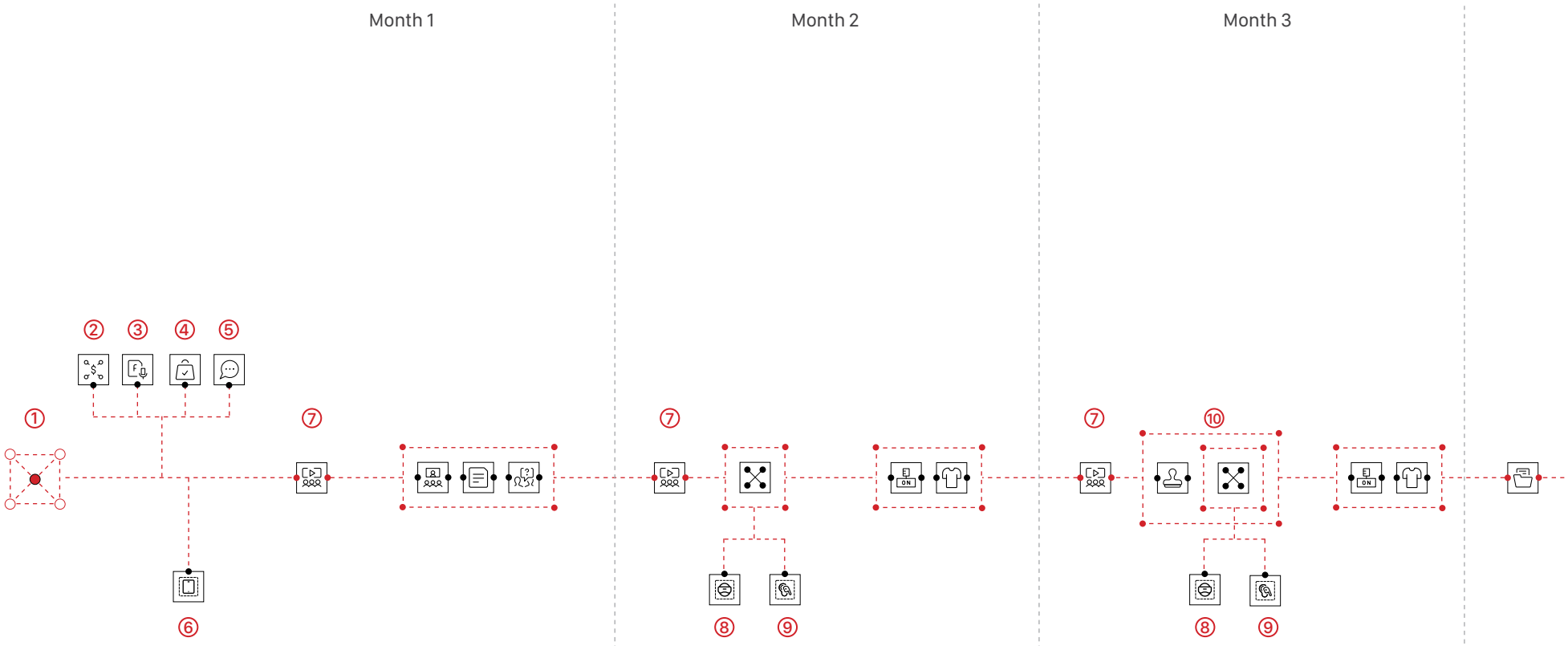
Using the [FLOW] Base, Harley starts a flow in order to give structure to her teachings. In the [F] Designer she sets the configuration as follows: she is the [F] Owner and her followers are [F] Participants. More than this, she installs four Macro Artifacts to action over her flow: "Chat", "Paid Subscription", "Recording" and "Fan Shop". Another [F] Macro Artifact will be added to the [F] Meta Artifact: the [F] VR Headset.

In each [F] Session, she will explain her way to take care of people via keynotes, webinars, presentations, demonstrations, case studies and testimonials. Occasionally, she will create a free VR immersive experience, using an [F] Meta Artifact in order to help all her followers to better absorb her teachings and put them into practice.

Harley will close the [FLOW] only when she will believe that her mission is done.

Configuration of the FLOW





Index

1. [F] CONFIGURATION
2. [F] MACRO ARTIFACT / Paid Subscription
3. [F] MACRO ARTIFACT / Recording
4. [F] MACRO ARTIFACT / Fan Shop
5. [F] MACRO ARTIFACT / Chat
6. [F] DEVICE / Pad
7. [F] MICRO ARTIFACT / Video Course Upload
8. [F] DEVICE / VR Headset
9. [F] DEVICE / Mono Headset
10. [F] SESSION / Intensive Teaching

An online festival

Stephen Strange was a brilliant surgeon who lost the ability to operate after a car crash severely damaged his hands. Now he has the idea to create a superb online festival named: "The Eye". A festival that can be seen from each and every corner of the world, that shows the truth in a new light, can bend time and reverse its course. The answer to the question of how it is possible is simple, introducing [FLOW] Ecosystem.

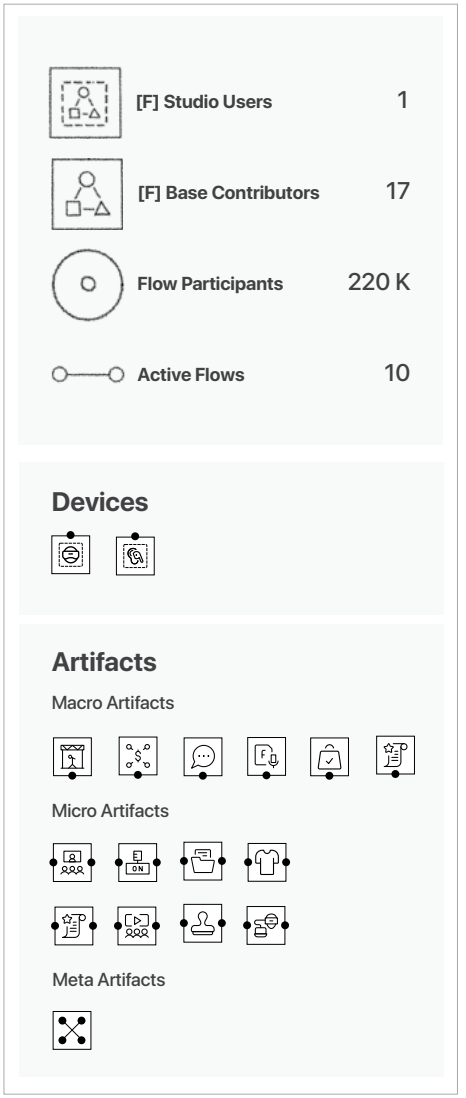
Being interested in every project that takes Time into a new dimension, Stephen discovered [FLOW] and loved instantaneously the way it shows you how to structure your journey through Time.

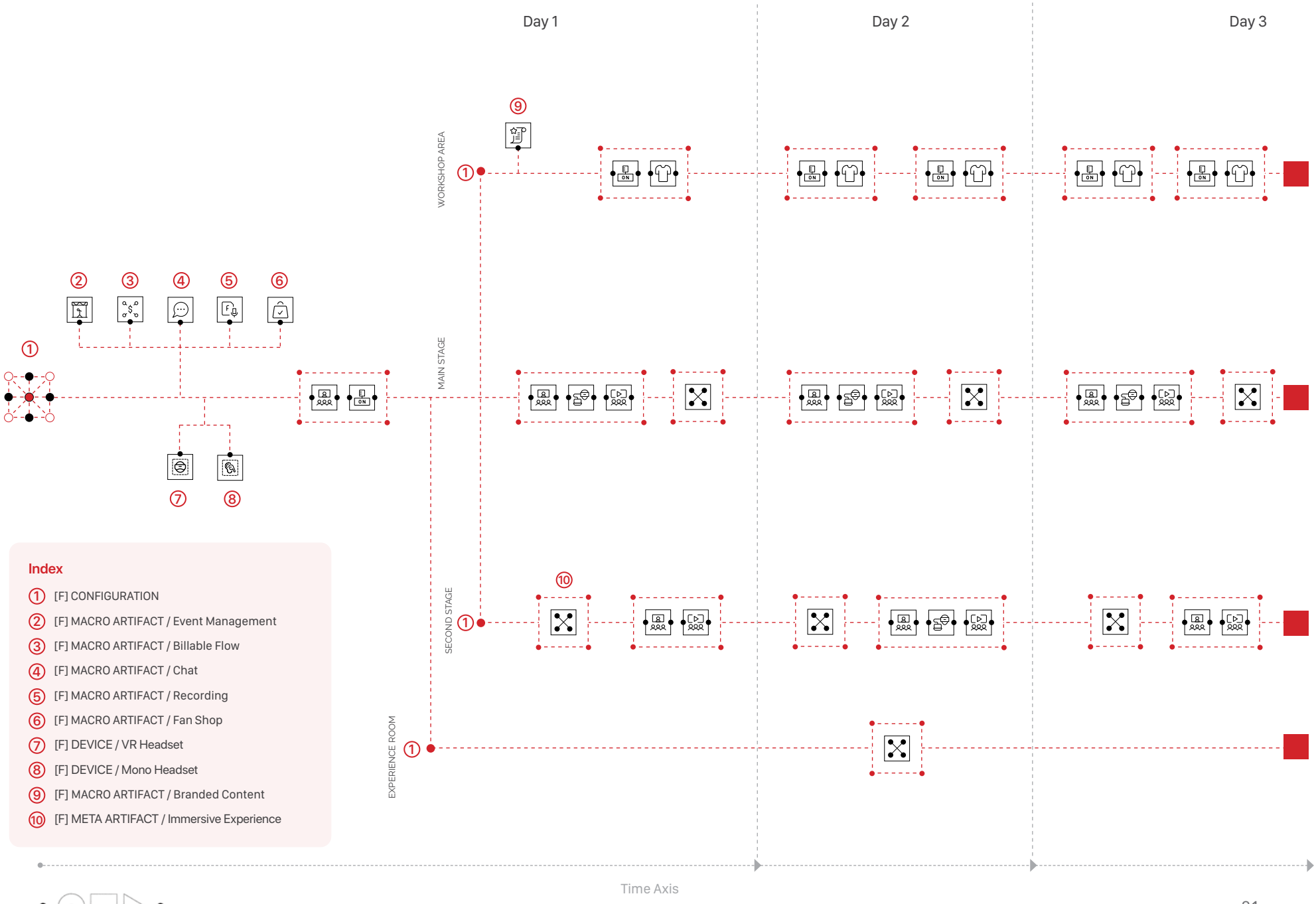
In order to establish the festival, Stephen started a [FLOW] Studio in which he put in place 3 flows. Via [FLOW] Designer he assigned himself the role of [FLOW] Owner, to the members of his team the roles of [FLOW] Contributors and to the fans the role of [FLOW] Participants. More than this, he added 5 Macro Artifacts in order to make everything run smoothly: Ticketing, Recording, Event Booths, VR Immersive Experience and Registration.

The action will take place in [FLOW] Player. The first flow, the Main Stage, will host the most important sessions - opening address, events, performances & artists. Daily, this flow will host a superb VR Immersive Experience in which the participants will penetrate deep into the depths of the event or the performance, the VRIE will be augmented by a state of the art audio experience. The second flow, the Second Stage, will be dedicated to side events and emerging artists, this flow will host one VRIE - partly similar with the one that will take place on the Main Stage. While the third flow, the Workshop Zone, will be the space allocated to the partners, they are free to carry out whatever program they want on the sidelines of the festival.

The festival will be closed after 3 days for the sole purpose of repeating it as soon as possible and as many times as possible.

Configuration of the FLOW





Index

1. [F] CONFIGURATION
2. [F] MACRO ARTIFACT / Event Management
3. [F] MACRO ARTIFACT / Billable Flow
4. [F] MACRO ARTIFACT / Chat
5. [F] MACRO ARTIFACT / Recording
6. [F] MACRO ARTIFACT / Fan Shop
7. [F] DEVICE / VR Headset
8. [F] DEVICE / Mono Headset
9. [F] MACRO ARTIFACT / Branded Content
10. [F] META ARTIFACT / Immersive Experience

A Judge Hearing

Judge Michel Danika has an important case. Although peculiar, the most important case in her career. After a global manhunt, Erik Lehnsherr, world's most wanted fugitive, was captured. Ms. Danika now has the responsibility to judge his actions & decide on their repercussions.

Mr. Lehnesherr is a strange individual with exceptional skills, bringing him to the court would not be a wise decision. Even his lawyer is not allowed to meet him in person. The main witnesses of the prosecution, like Professor Charles Xavier & his associates are also peculiar individuals. Most of them are all around the world fixing what Mr. Lehnsherr harming actions did.

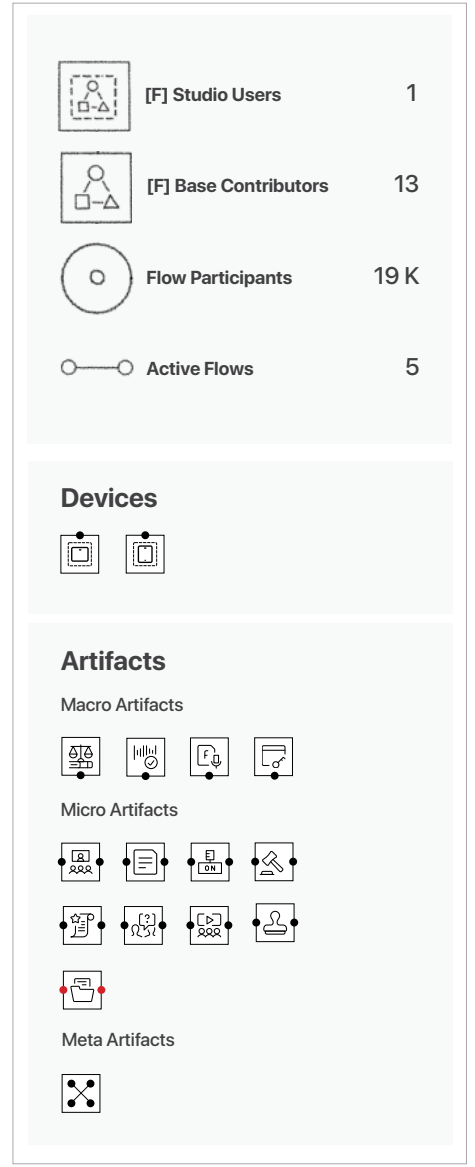
Because there's no time to waste in The World against Mr. Lehnsherr case, Ms Danika has only one solution: the [FLOW] Ecosystem. So, for this case, The New York tribunal, that Judge Danika is part of, using their [FLOW] Studio creates the following The World vs Lehnesherr flows.

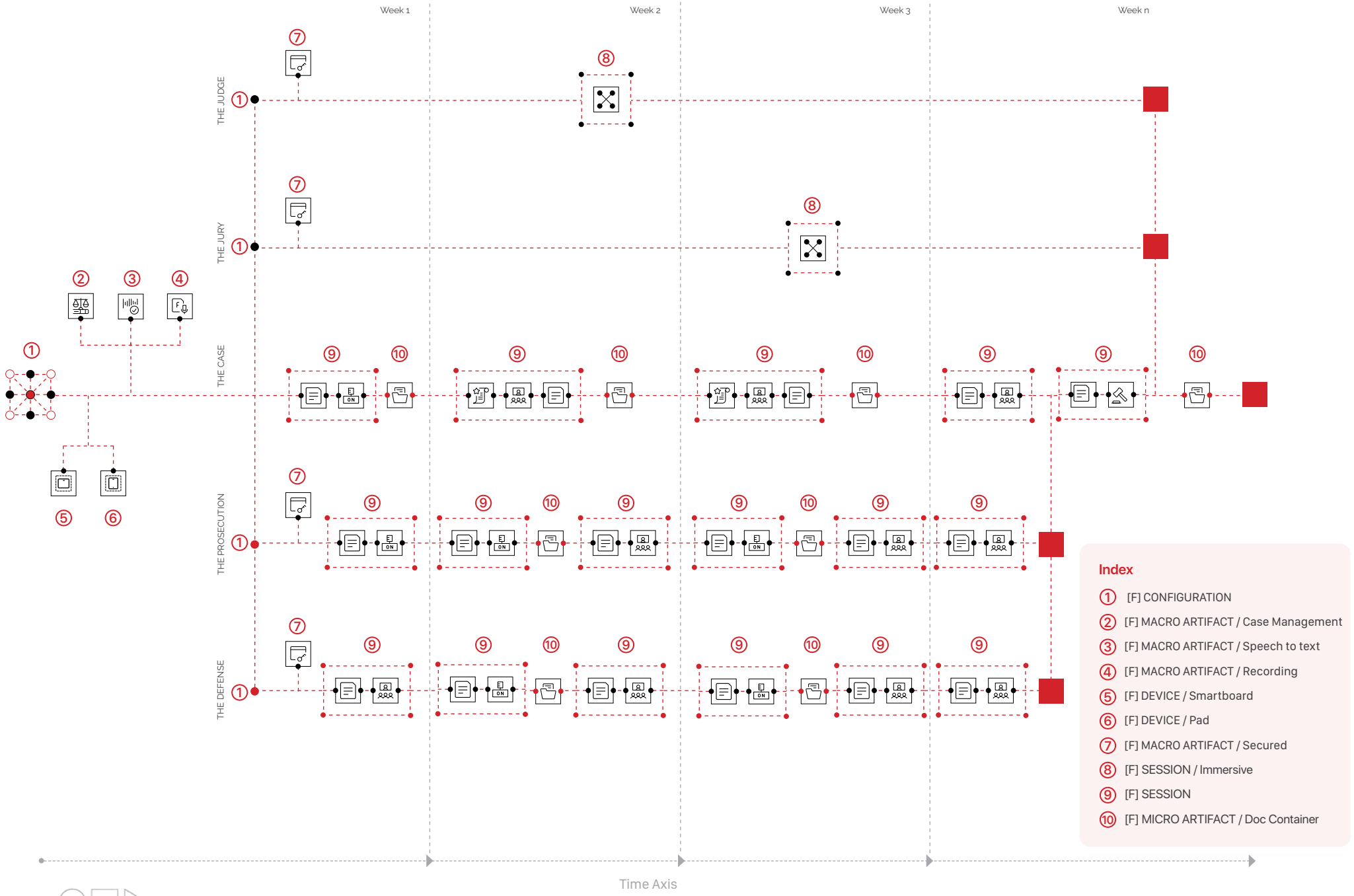
1. (The Case) - a flow where Judge Danika is the [Flow] Owner and the other participants: the prosecution (prosecutors & whiteness), the defense (the accused, his lawyers, and witness), the jury and the technical-staff are all [FLOW] Contributors with different predefined roles. As a [FLOW] Owner, Judge Danika decided & managed entirely how the flow will execute. Also, considering the huge media attention regarding the case, by design this flow will be open for public access.
2. (The Jury) - a separate private flow for the jury members, where each one is a [FLOW] Contributor. This is a private & highly secured flow.
3. (The Prosecution) - a separate private flow for all the members of the prosecution. The prosecutors are [FLOW] Contributors and the whiteness are [FLOW] Participants. This is a private & highly secured flow.
4. (The Defense) - a separate private flow for all the members of the defense. The layers are [FLOW] Contributors and the accused & the whiteness are [FLOW] Participants. This is a private & highly secured flow.

As suited, the secondary flows are customized using [FLOW] Macro Artifacts like high level flow security for privacy and auto destruction auxiliary buildup after the flows are closed.

Considering these configurations Judge Danika has the possibility to effectively organize hearings using [FLOW] Sessions & [FLOW] Micro Artifacts, but also to organize the case work outside the public hearings. The same applies to the private secondary flows.

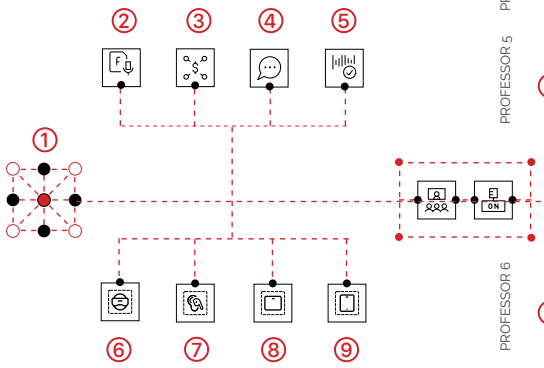
Configuration of the FLOW

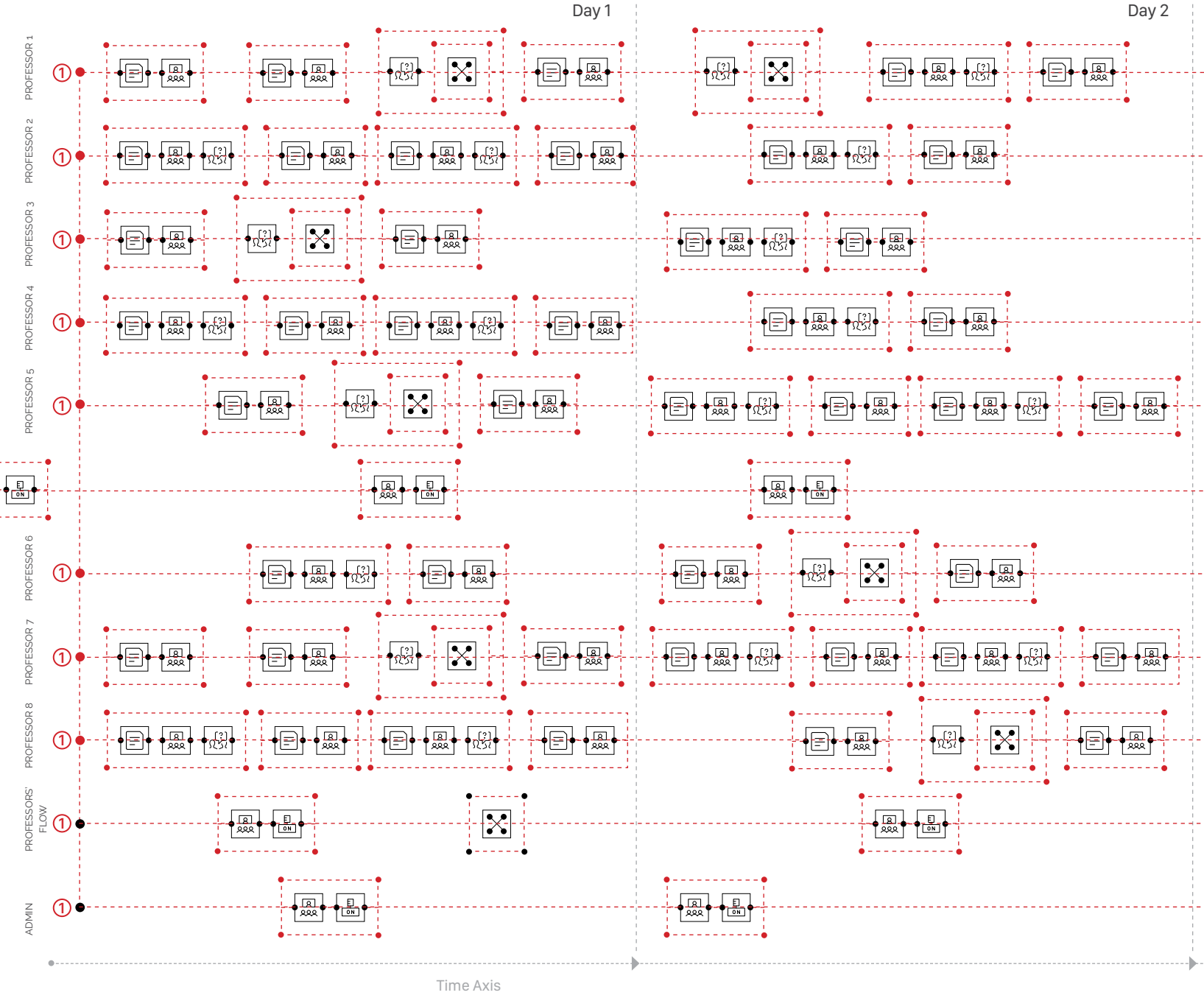



Week 1
Week 2
Week 3
Week n
THE JUDGE
THE JURY
THE CASE
THE PROSECUTION
THE DEFENSE
Time Axis
Index
① [F] CONFIGURATION
② [F] MACRO ARTIFACT / Case Management
③ [F] MACRO ARTIFACT / Speech to text
④ [F] MACRO ARTIFACT / Recording
⑤ [F] DEVICE / Smartboard
⑥ [F] DEVICE / Pad
⑦ [F] MACRO ARTIFACT / Secured
⑧ [F] SESSION / Immersive
⑨ [F] SESSION
⑩ [F] MICRO ARTIFACT / Doc Container

The scalability of the system

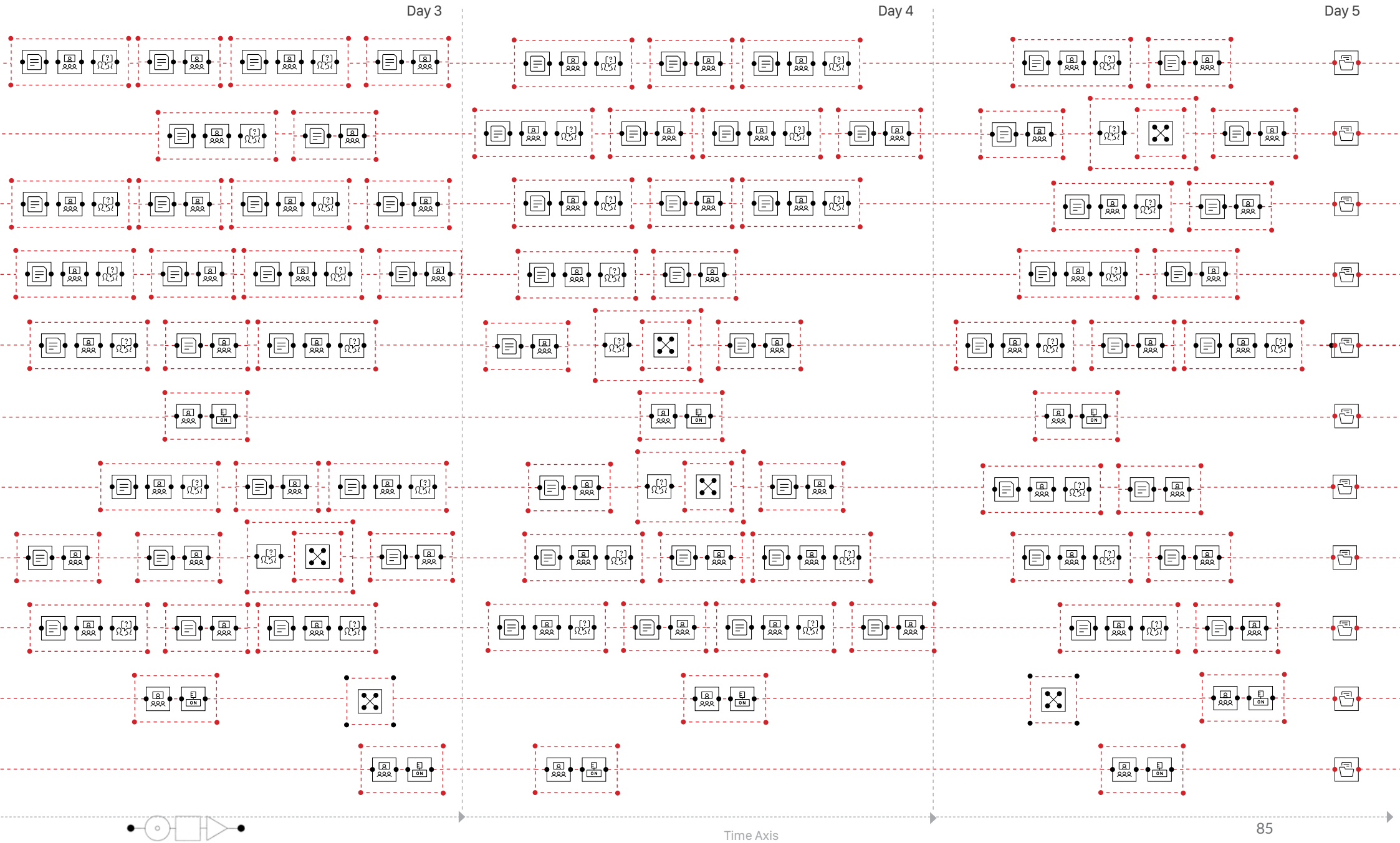
A Private Fully Digital School

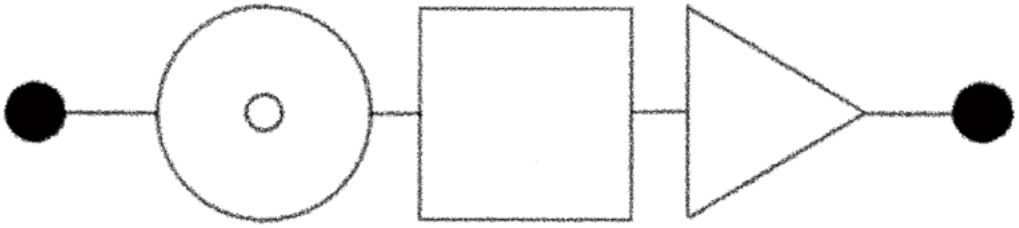




Index

1. [F] CONFIGURATION
2. [F] MACRO ARTIFACT / Recording
3. [F] MACRO ARTIFACT / Billable Flow
4. [F] MACRO ARTIFACT / Chat
5. [F] MACRO ARTIFACT / Speech to text
6. [F] DEVICE / VR Headset
7. [F] DEVICE / Mono Headset
8. [F] DEVICE / Smartboard
9. [F] DEVICE / Pad


Day 3
Day 4
Day 5
Time Axis



EXPLAIN & SUSTAIN