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## Meeting assets for Jerry Michalski's Zoom Meeting are ready!

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### Meeting summary

#### Quick recap

The group explored the evolution and impact of social platforms, discussing their development and the role of AI in potentially replacing traditional software applications. They examined challenges around sharing and processing AI-generated content, including issues with email communications, attribution, and the value of human versus machine-generated content. The discussion concluded with conversations about tools and platforms for knowledge collaboration, ontological modeling, and the importance of designing user-friendly interfaces that accommodate diverse human interactions with technology.

#### Next steps

- [Shawn](#) to schedule a demo of Thinkertoys with interested OGM members, using the Calendly link he shared.
- [Gil](#) to coordinate with Shawn on setting up a time for the Thinkertoys demo next week.
- [Shawn](#) to deploy the latest version of Thinkertoys and invite OGM members individually by email.
- [Jerry](#) to rediscover and share the name of the AI-assisted focus group app he mentioned.
- [Klaus](#) to continue sharing his AI-generated content with brief summaries and links to full conversations rather than pasting entire conversations.

#### Summary

##### Social Platforms' Evolution and Challenges

The group discussed the evolution and impact of social platforms, with Stacey highlighting the positive aspects of Facebook's original community-focused development, contrasting with Jerry's reminder of its controversial origins. They explored the role of AI in potentially replacing traditional software applications, with Gil noting the trade-off between quality control and the speed of AI development. The conversation also touched on the challenges of monetization and sustainability for

online communities, with Gil questioning whether volunteer labor can sustain projects without falling into the "siren call of monetization."

### **AI Conversation Sharing Challenges**

The group discussed challenges and opportunities around sharing AI conversations and insights. John shared his experience about the difficulty of digesting and sharing lengthy AI exchanges, prompting a discussion about the value of the conversation process rather than just the output. Alex raised concerns about email length and readability, while Jerry and others discussed the potential for AI tools to help summarize and participate in future conversations. Shawn announced he was developing a new tool called Thinkertoys that enables real-time knowledge collaboration with AI, and Jerry suggested organizing a pop-up call for people to try it.

### **Enhancing Decision-Making Through Modeling**

Doug and Jerry discussed the importance of achieving mutual understanding and improving decision-making processes. Doug emphasized the value of mapping complex systems to create models that identify leverage points for better interventions and actions. Jerry agreed with this mission and highlighted the challenges of language and technology in achieving mutual understanding. They both acknowledged their shared goal of enhancing decision-making capabilities, with Doug noting that LM's are an enabling technology to facilitate this at a more complex and dynamic level than before.

### **AI for Enhanced Communication**

Jerry discussed his experience with AI-generated content, noting that while complex maps can be difficult for others to understand, a small percentage of people can navigate his brain independently. He emphasized curating his brain for both personal use and potential viewers, aiming for concise and visually appealing displays. Klaus shared his journey with AI, highlighting its role in personal and professional development, and expressed offense at the assumption that AI-generated content lacks understanding. He advocated for using AI to enhance creativity and productivity, while avoiding unnecessary focus on the technology itself. Both Jerry and Klaus agreed on the importance of AI in modern communication and suggested using it to summarize and crystallize thoughts before sharing them with others.

### **AI Content Challenges and Insights**

The group discussed the challenges of AI-generated content in email communications, with Jerry noting that AI-written passages might be undervalued due to readers' preference for human voices. They explored the benefits of anonymization in discussions, which Kevin illustrated with a past experience where status reversals occurred. Gil shared insights from a presentation by Earth.AI, highlighting the limitations of language models and the importance of considering biological and non-linguistic aspects of human experience.

### **AI Content Attribution Challenges**

The group discussed challenges with processing AI-generated content in Klaus's posts, with Gil expressing a preference for clear attribution of AI-generated text and finding himself skipping over Klaus's longer posts due to this issue. Shawn provided a typology of different conversation modalities, distinguishing between self-conversation, one-on-one mind-melds, LLM interactions, and multi-party conversations, while Jerry noted that Klaus's suggestion of posting conversations elsewhere and providing summaries on the list was a good approach. The discussion concluded with

Gil raising concerns about CNN's handling of Stephen Miller's statement about Trump's plenary power, highlighting the importance of context and media accountability.

## AI Models and Communication Strategies

Klaus shared his experience with AI models, recommending focusing on one core model for better customization and results. Jerry raised concerns about the OGM mailing list and its potential migration, emphasizing its importance for reaching everyone involved. Shawn discussed the dangers of over-reliance on AI, warning about weakened human connections. Stacey expressed a desire to bridge the gap between the email list and the calls, with John explaining Kevin's role in the Plex to facilitate this.

## Wiki vs Ghost: Engagement Platforms

Jerry discussed the limitations of using Ghost, a newsletter platform, for conversational purposes and highlighted the advantages of wikis for fostering deeper engagement and knowledge sharing. He expressed a preference for shifting to a wiki platform with notifications, though he acknowledged the lack of a fully functional option that meets their needs. Anderson emphasized the challenges of programmatically extracting threads from email lists and the need for tools that support structured conversations, while also touching on the experimental nature of their current efforts with AI and LLMs. Stacey inquired about the feasibility of using AI to summarize emails, and Jerry and Anderson discussed the complexity of email threading and the potential for AI assistance in this area.

## Thinkertoys: Graph-Oriented Ontology Platform

Shawn discussed the diversity of structures and models for discourse and engagement, highlighting the development of Thinkertoys as a graph-oriented, ontologically driven platform. He explained that ontologies, like [schema.org](#), allow for declarative modeling of concepts and classes, enabling no-code development of resources. Shawn also mentioned the ability to collaborate on ontologizing and real-time modeling, as well as the upcoming addition of a programming language to the platform.

## Ontologies and LLMs for Accessibility

Shawn and Jerry discussed the challenges of using ontologies in tools, noting that many people, including tech-savvy individuals, struggle to understand and utilize them. Shawn emphasized the potential of ontologically-powered environments to provide a more flexible and user-friendly experience, despite the current barrier posed by the term "ontology." Jerry and Klaus highlighted the success of LLMs in making complex concepts accessible to a broader audience, with Klaus suggesting the use of spiral dynamics to enhance LLMs' ability to translate and adapt content to different user backgrounds. Gil raised a question about the user experience of Shawn's tool, seeking clarity on how non-technical users might interact with it.

## AI Interaction Design Demo Discussion

Shawn demonstrated a new AI technology that allows flexible multimedia and LLM interactions, treating AI as an additional voice in conversations. Gil requested a group demo for next week, which Jerry suggested should be scheduled separately from OGM calls and recorded for those who cannot attend. The group discussed the need to refine user archetypes and UX design to accommodate diverse human interactions with technology, with Doug emphasizing the importance of designing for human diversity. Alex shared his experience with LLMs in text adventure games, highlighting their creative potential.

AI can make mistakes. Review for accuracy.

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Thank you,

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