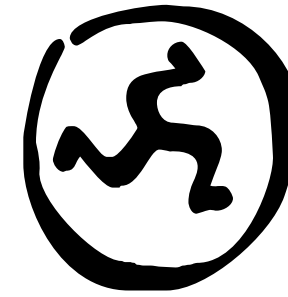


Table 1

System and Method for Augmenting Knowledge Commerce

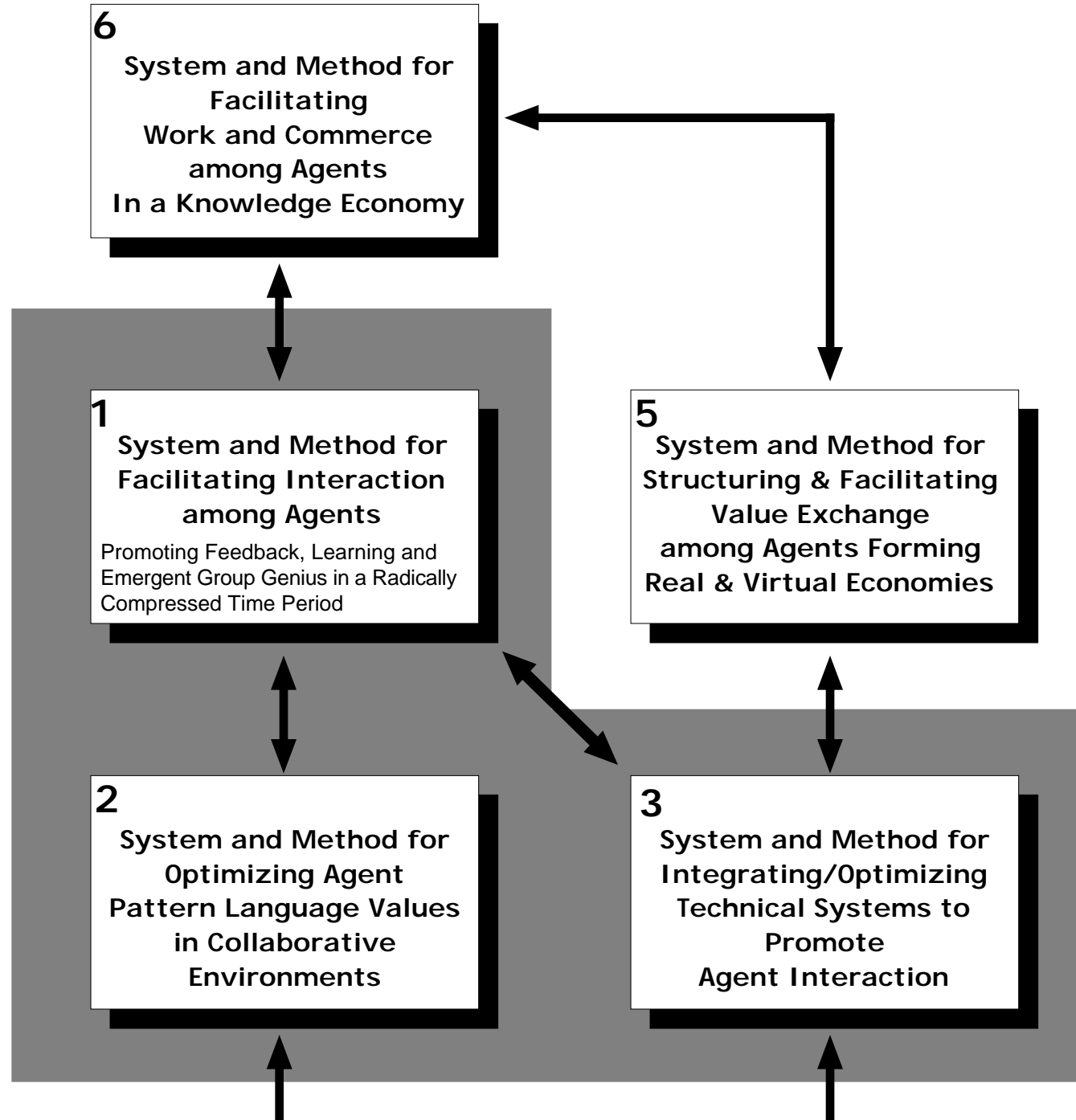


There are paradoxes and problems associated with the Knowledge Economy, and the *transition to it*, that are not addressed by existing systems and methods of work and the tools utilized for conducting commerce.

This invention creates a unified experience of work that scales from individual thought processes to the building and using of a Global system of commerce.

It integrates, into a single method, a myriad of now unintegrated tools and processes that are conducted across contradictory and non-collaborative environments.

It provides a way-of-working that unifies the value of AGENTS of all kinds: Human, machine, environmental and a wide array of tools, infrastructure elements and methods of information storage and commerce.



All six Sub-Systems of this Invention are linked, connected and integrated in a myriad of ways at many levels of recursion - the Arrows shown are the *STRONG* connections on the "top" level of the SYSTEM.

1 - AGENT INTERACTION

Dissolves many problems of numerous agents (Humans, computers, books, data bases, environmental and infrastructure elements, multimedia objects, etc.) speaking in non-compatible voices while interacting to solve complex problems associated with the necessity to stay requisite with a quickly changing and transforming environment and economy.

2 - AGENT ENVIRONMENTS

Dissolves many problems of Human (and other Agents) Architectural Pattern Language Values while accomplishing flexibility of arrangement (from workstation component level to building scale), the variety of individual and work spaces necessary for the full range of knowledge-intensive work (including collaboration of different size groups), the integration of multimedia and communication tools, yet, accomplishing a greater utilization of space and utilities than existing systems.

3 - AGENT SYSTEMS

Dissolves many problems of knowledge-augmentation by technical systems and tools for single Agent work and the collaborative interaction of Agents, both real time and asynchronously, through multi-channel and multimedia networks and tool sets.

4 - AGENT TRANSPORTATION

Dissolves many problems of seamless and integrated Agent (and agent environments) transportation providing a continuity of work and experience required by the demands of a global economy.

5 - AGENT ECONOMY

Dissolves many issues of facilitating knowledge-economy Transactions and Agent value accounting while radically reducing the multiplicity of financial instruments (in a myriad of legal environments) now systemic to the industrial-based economy.

6 - AGENT WORK AND COMMERCE

Dissolves many problems of Agent participation in a Complex Global Economy and the *TRANSITION* to it.

All of these Sub-Systems INTEGRATE into a single system and method-of-work that facilitates a seamless, continuity of effort and high-performance results across what are now partially connected systems, (at different and, often, non-communicating levels of recursion), now delivering a fragmented, expensive and lengthy experience that is not requisite with the existing (let alone future) complexity nor rate-of-change in the global economic environment.

Area of Present demonstration integrating:
 TOOLS • ENVIRONMENTS • PROCESSES
 to facilitate emergent group genius among Human Agents
 in radically compressed time periods utilizing agents of all kinds

This work is *expressed* in a variety of products and services in the market place such as DesignShop™ experiences, various Work Shops, NavCtr™ and various work environments. PatchWorks Designs™ projects will require and implement the System on "Level One."

Relationship Among Patent Sub-Systems