

Table 4

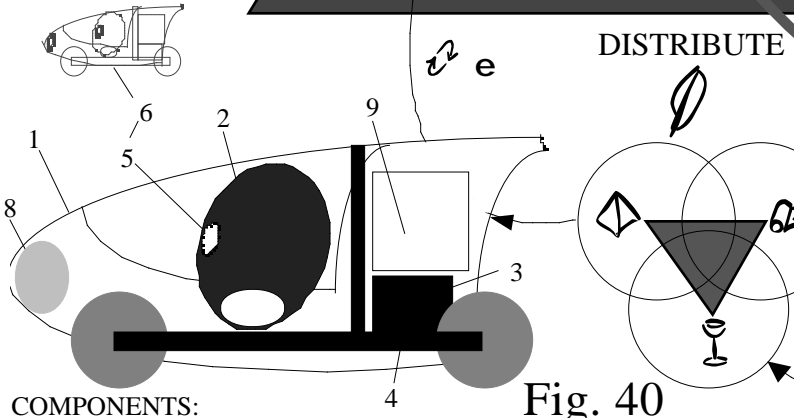
System and Method for Augmenting Knowledge Commerce

Demonstrates the System by outlining (using the language of the System) a Patch-Works Design™ process for developing the “System and Method for Transporting Agents” Component of the Invention (#4 - Page 1 of 4).

Successful PatchWork Design exercises require a robust expression of the System integrating all 6 Sub-Systems diagramed on page 1.

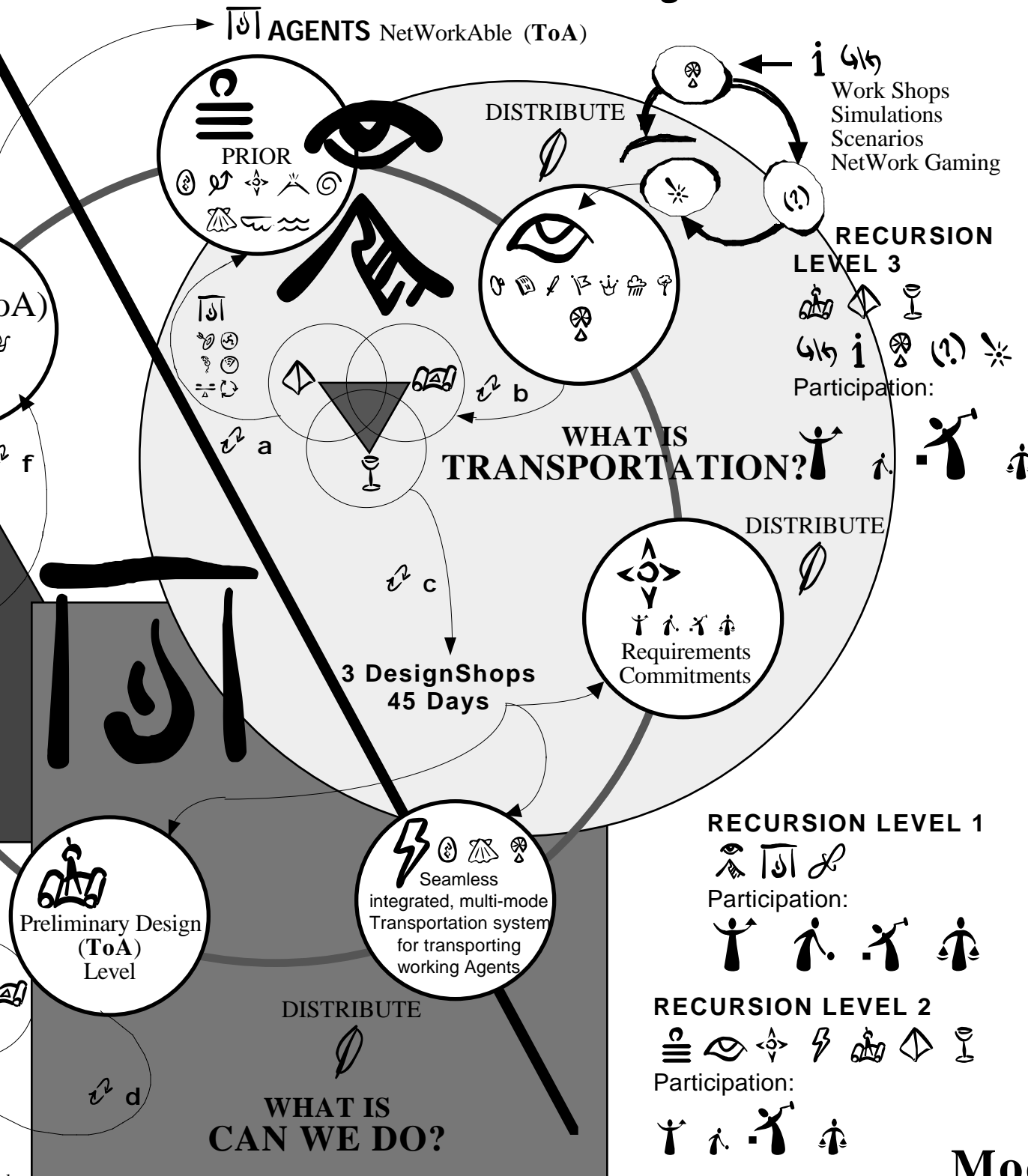
Systemic problems (or opportunities) cannot be economically dealt with using today’s tools or economic measures and instruments.

The present organization of the work fails to facilitate enough complexity to meet the Requisite Variety demands of the work being attempted in the existing environment



- COMPONENTS:
- 1 - Smart Adjustable Shrouds
 - 2 - Occupant “Egg” (s)
 - 3 - Propulsion Unit
 - 4 - Adaptive Tracking Syst.
 - 5 - Nav/GPS/Comm Syst.
 - 6 - Virtual Agent
 - 7 - Environment Package
 - 8 - Impact
 - 9 - Storage

Fig. 40



☞ ☞ : Employing a PatchWorks Design™ (ToA) for 130 organizations (10 Tier 1, 30 Tier 2 & 90 Tier 3), 8 organizations and 3 organizations with a project phase duration of 180 days and total financial resources equivalent to \$15,000,000 U.S. to develop a prototype for purposes with the in mind to a consortium to a global.

☞ ☞ : Select HumanAgents (ToA) and knowledgeObjetAgents (ToA) by RS filters (Fig. 1 Decider S3, S8). IP/IC (ToA) to deploy VirtualAgents (ToA) to transact value in the NetWork (ToA).

☞ ☞ : Remote Collaboration™, Remote Presence™, KnOwhere Store™ and PROCESS to the NetWork (ToA) through synchronous and asynchronous multiple iterations (ToA) of activities (see: e) on simultaneous multiple levels of recursion (ToA) and to provide experiences for participating designers and general public via Work Shops and the Internet as (see: b). Exercise continuously.

☞ ☞ : Employ Pattern Language (SS) from “The Art of War” (Sun Tzu) to protect and position the project in the present political/social environment. Employ a variety of design and simulation Modules (SS) in an iterative (ToA) series of DesignShops™ and Work Shops (WSR™, CHOICE™, 7 Domains™) on three basic levels of Recursion (ToA).

☞ ☞ : Build Virtual Agents as ValueTransactors (ToA) and instruments of execution. Exit the Agents (see Fig. 1) periodically for to the process and for transacting ValueExchanges (ToA) (see: f). Leverage IP/IC (ToA) on ongoing basis so as to generate IncreasingReturns (ToA) to self fund the . Create KnowledgeEconomy (ToA) among per methods of Sub-System 4 (see sheet 1 of 4)

☞ ☞ @ ☞ : Integrated Transportation System. Seamless continuity between modes (personal/public; land/air/water) accomplished by “decomposable” modular structure employing Egg Units of various sizes. Eggs dock to home, hotels offices. Eggs configure into cars, Bus, Airplanes and ship assemblages and fully employ AutoTracking (ToA).

Transportation Components are VirtualAgents (ToA) in the NetWork (ToA) seamless communication and location/tracking, variable (RealTime - ToA) cost, risk accounting and AgreementExecution (ToA), and ValueExchanges/Accounting (ToA).

Partial Description of Sub System 4 Elements utilizing a sampling of Modeling Language and Algorithms