

The Ingenesist Project

The purpose of this video series and project proposal is to introduce a new idea about how society can reorganize itself to effectively address the social, environmental and economic challenges ahead.

The objective

To provide a deeply optimistic view of the future to inspire a new generation of entrepreneurs, developers, and communities to formalize the emerging economy of abundant “intangibles” as the most viable and humane alternative to the expiring economy of “tangibles”

The Target Audience:

Far more broad than previous Ingenesist Videos, the target audience should overlap Internet literate and financially astute high-school through the wise and conscientious elders.

Additionally, but not necessarily, an understanding of high school math (and beyond) will enhance the viewer experience. However, everyone will have a different relationship with the content based on their own life context.

Format:

The video series will be comprised of 4 introductory videos and an indefinite number of application videos. Application videos will serve as launch videos for the new pillars of the economy.

The Meta objectives:

Most videos will be under 3 minutes. The single transformational video will be up to 6 minutes long. Any viewer will be able to watch any 4 of any videos in this series and gain a general understanding of The Ingenesist Project. The 3 desirable outcomes are as follows:

1. Viewer is led back to 4 introductory videos
2. Viewer is disinterested and ignores (for now)
3. Viewer creates or joins a launch community

All work will be committed to public domain

Continuation:

Application Videos will cover every pillar of the economic spectrum. Additional videos will increase in granularity and specificity until the audience, in fact, continues autonomously in the development, application, and dissemination of associated case studies. The Ingenesist Project will continue as a think-tank and a public application production resource operating through any mix of media outlets from blogs to “Reality TV”

The purpose of the first video is:

Offer the viewer an optimistic view of the future and draw them into an investment in learning more

2:00 minutes

Video 1: Easy pill

Thesis: 3 biggest problems with world

1. competition
2. asymmetric information
3. rating systems / Hierarchy

Hook: We will solve these problems with one Simple App

The purpose of the second video is:

Introduce the idea of intangible assets vs. tangible assets. Introduce the link to innovation hence “creatives” underwriting the “new economics”

2:00 minutes

Video 2: Community Knowledge

Thesis: People are held captive by semantics

Example: engineers

Solution: common ontology for knowledge

Hook: Commons sets us free;
Applies to all creatives

The third video is transformative:

Deliver on the premises of the first two videos while opening up the discussion for applications.

It should leave people wanting to know more

4:00 - 6:00 Minutes

Video 3: Introduction to Curiosumé:

Thesis: Replace the Résumé:

1. Select Wikipedia Article
2. Self assess student to teacher
3. Curiosumé Code

Economics:

1. Supply and demand
2. Factors of production
3. Six Sigmas
4. Anonymity
5. Incentives

Hook: Reinforce 3 Pain Points
society must reorganize

The purpose of the 4th video is:

1. Diffuse objection that may arise from videos 1-3.
2. To put a common foundation beneath everyone.
3. Alleviate Fear, Uncertainty, Doubt with simple parables.

2:00 Minutes

Video 4: Collaboration in Nature

Thesis: Examples of collaboration in Nature. Philosophy of the fluid and the rock

Hook:
We must respond as a liquid and “occupy” composition of problems from within

APPLICATIONS

The purpose of the 5th video is:

To introduce the general construction of applications for Curiosumé. Application videos will follow a specific format of “the Value Game”

1. identifying a shared asset
2. identify affinity group in whose best interest it is to preserve the asset
3. Identify 5-7 process points, and connecting the cycle of sustainability.

2:00 - 4:00 Minutes

Video 5: The Value Game

Thesis: Communities can reorganize around intangible assets.

Interrelation of communities around the assets that they share

Articulating a community currency within a domain

Hook; anything “enterprise” that can be articulated in Tangibles can also be articulated with intangibles.

The objective of follow-on videos:

1. Teach entrepreneurs how to build “Value Games”
2. Demonstrate the breadth of opportunities
3. Inspire smart Contract development.
4. Report on “Case Studies” and sub-domains.

2:00 - 4:00 minutes each

Video 6: Cooperatives
Video 7: Community Currencies
Video 8: Schools and Education
Video 9: Community Insurance
Video 10: Community Banking
Video 11: Community Production
Video 11: Community Construction
Video 12: Transportation
Video 13: Data markets
Video {n}: etc.

Aggregate

Season 2; The Hedge:

Generalize Value Games
Amalgamate value flows
Measure rates of change
Assign values per WIKiD elements
Pool risk exposures
Introduce Innovation Bond

Season 2: Introduce WIKiD Tools Algorithm

Wisdom
Innovation
Knowledge
information
Data

Hook; Capitalization and Securitization of Knowledge Assets

Season 3 Social Capitalism

Sell Innovation Bonds backed by community currencies

Redistribute wealth to most productive enterprise

Dis-incent Consumption Capitalism

Season 3: When The Grit Hits The Fan

As legacy economy expires, introduce a basket of intangible goods, backed by productivity, as “black market” currency

Innovation Bond (future productivity) becomes capitalization instrument that expires debt instruments.

The Ingenesist Project Investment Scenarios

Blue Sky Projects

The projects within blue boxes below are to be considered Blue Sky Investments. There is no likely payback except to fulfill a social priorities of the investor and to catalyze the next “for-profit” step. Ideal investors include high net worth individuals who are looking for a vehicle to invest in the empowerment of their community where no other acceptable community fund meets their criteria. Affinity with a specific pillar of economic disruption would likely qualify the Blue Sky Investor. Like a founding investor, the Blue Sky investor will receive access to project details, influence, and and actionable insights that may not be otherwise available to the broader community.

Blue sky investments are also well suited for crowd funding or high volume micro funding from large communities of beneficiaries in the final product. Entry amounts can be as low as a few dollars, in-kind services, intangible assistance, or access to additional funding sources. Crowd Investors will receive access to some project details through newsletters and blog articles.

Green Field Projects

The projects in the green boxes represent green field opportunities. These are to be considered pre-packaged new-to-the-world business plans containing specific details on formulating a for-profit enterprise, (The Value Game) utilizing a strategic placement of Curiosumé, Smart Contracts, and colored currency in a value creating business method that is convertible to and from national currency, if applicable.

Rather than one business plan pitched to VC type investors, The Ingenesist Project will specify and release hundreds, possibly thousands, of new-to-the-world for-profit business plans to the public domain. Specific ROI values will be associated with Green Field Investment.

As such, Green Field Investors will gain access and strategic intelligence for disrupting legacy business constructs. Green Field Investments will not be available until Blue Sky investments are adequately funded and sufficiently productive. Green Field Investors are encouraged to begin their commitment to The Ingenesist Project as Blue Sky Investors.

Flashing Yellow Integration

As Green Field Projects become increasingly numerous and the output of one Value Game becomes the input to another Value Game, then, the integration of productivity backed currencies will begin. Some confusion, convertibility, and competing currency issues are to be expected. With sufficient density, the pooling of risk exposures will allow for the diversification of liquidity risks and moral hazard artifacts. Flashing Yellow Projects will enable the creation of more complex financial instruments such as derivatives, swaps, and options underwritten by intangible assets.

The integration will accelerate inversely proportional to the failure of the legacy economy. As such, the Yellow color indicates that the market will be operating in some degree of fear and caution of the pending weaknesses of the legacy currency. A hedge instrument will begin to reveal itself.

Blue Sky and Green Field projects will need to be broadly applied across a sufficiently diverse and relevant collection of economic pillars.

Panic Propositions

The Red Box indicates a condition of rapid decline in the legacy economy under the weight of debt or some externality. At this point, the boutique Green Field currencies will become integrated (Yellow Box) and may behave as generalized black market currencies in society. High Net Worth Individuals can no longer build a wall high enough to protect themselves from social crisis and will have little choice but to invest their resources in social resilience.

Otherwise, panic investors are not rational. Instead, they are driven to secure whatever “monetary” assets that they have left in a safe place. Society will seek to convert legacy currency to black market currency in extremely high volume over a short period of time. A fully distributed collection of shared tangible assets will transition to securities backed by intangible assets.

Blue, Green, and flashing yellow projects must be approaching full integration before the jump to a viable innovation backed security can seamlessly replace the expiring Fiat Currencies.

Green Field Case Study: Coengineers.com



COENGINEERS, PLLC

Coengineers is a limited liability professional corporation registered in the state of Washington. Coengineers operates similar to a cooperative; a collection of independent engineering professionals who collaborate on revenue generating projects. The market facing impression is much like that of a multidisciplinary professional engineering services firm.

Additionally, Coengineers is the test case for Curiosumé, Smart Contracts, and Engineering Backed Currency. Our goal is to accelerate the adoption of these technologies and disseminate outcomes to the public domain. Coengineers operates in a dollar denominated environment favoring “shared-asset” communities such as condominium association, municipalities, and public education infrastructure, etc. These client bodies represent a test case environment for all shared-asset communities. Coengineers also works in an environment of real banking, and insurance transactions as well as the peril of litigation.

Coengineers is a for-profit company. The investor in Coengineers is encouraged to provide us with suitable revenue generating engineering projects that may also serve to test the various components of the next economic paradigm in a realistic but controlled environment. Such experience will help us to deploy the practical systems and methods for Curiosumé, Smart Contracts, and intra-engineering currency.

Success in deploying these technologies will allow Coengineers to scale rapidly and broadly to disrupt some of the negative patterns in infrastructure allocation. Taken alone, Coengineers is a solid traditional investment.

Green Field Case Study: Netention.org

Netention is an independent open source development effort that has adopted the Curiosumé Wiki tagger as part of its own development effort. Netention is a platform also known to be working with relevant innovations such as ClimateViewer.com, sensorica.co, metamaps.cc, and several other projects.

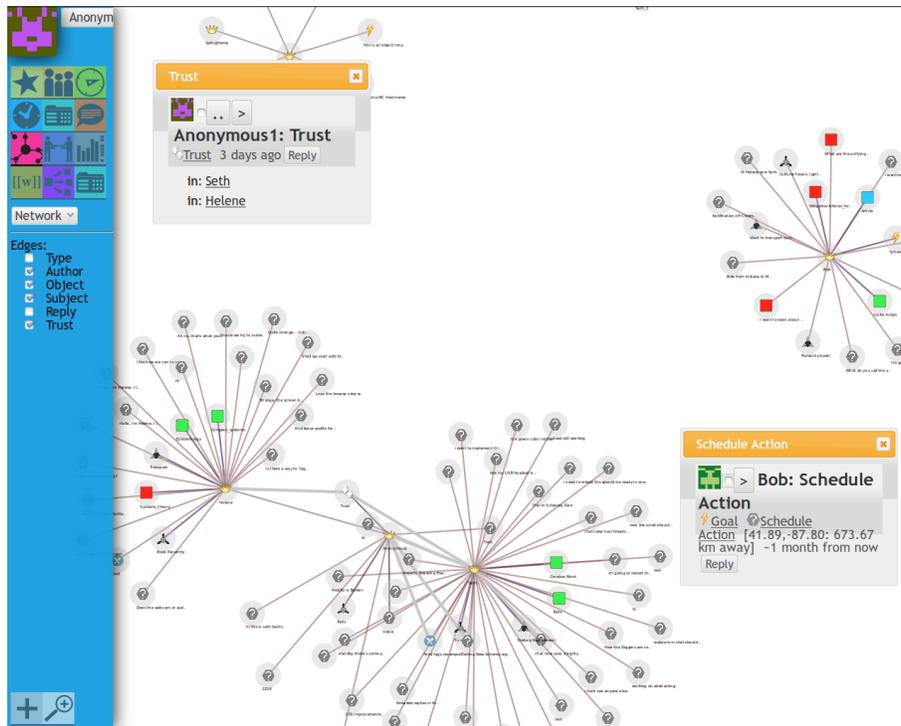
Below, please find screenshots of the Netention Integration with a demo instance of Curiosumé (demo at <http://geekery.biz>). The idea is to demonstrate how entrepreneurs would adopt Ingenesist Project Innovations to enable their own business method constructs.

In General; Netention will create a node defined by a persona (curiosumé) and add additional objects to that node in order to define it in space and time:

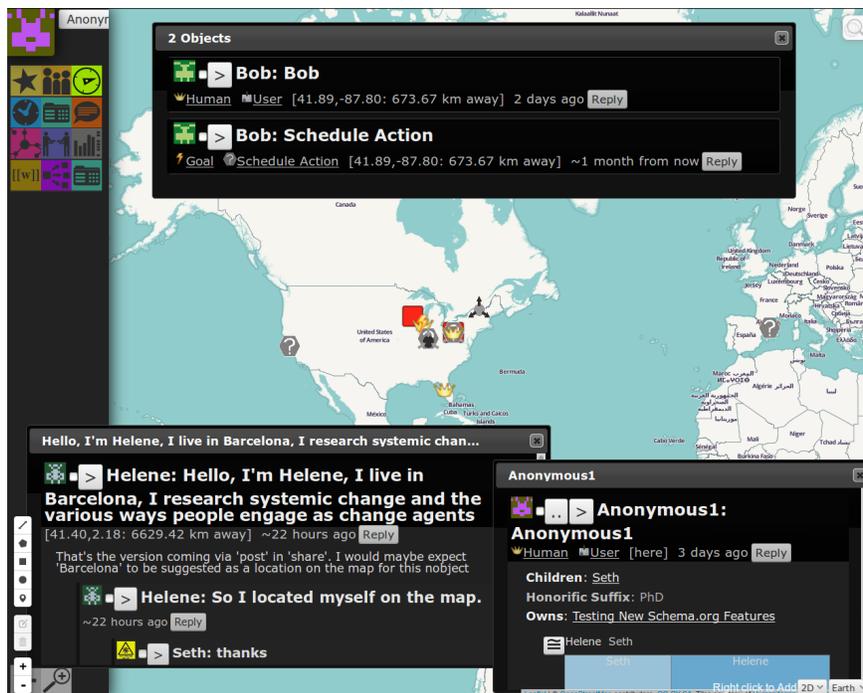
The screenshot displays the Netention.org interface. On the left is a blue sidebar with navigation icons and a search bar. The main content area shows a list of nodes and user profiles. The nodes include:

- Seth**: A crown icon, categorized as Human, User, Organization, and Government. Location: [40.43,-79.95: 4.22 km away]. ~20 hours ago. E-Mail: seh999@gmail.com. Founder: Anonymous1.
- Location of Farmers Market**: A fork and knife icon, categorized as Food, Sale Event, and Horticulture. Location: [40.44,-79.92: 6.16 km away]. ~20 hours ago.
- Trail in Schenley Park**: A question mark icon, categorized as Park. Location: [40.43,-79.95: 4.35 km away]. ~20 hours ago. Contained in: undefined.
- Helene**: A crown icon, categorized as Human and User. Location: [41.39,2.17: 6630.16 km away]. ~20 hours ago. Biography: I'm interested in systemic change, movements and the various forms of engagement, and how these can converge without being orchestrated.
- Creative Work**: A green square icon, categorized as Creative Work, Do, and Teach. ~20 hours ago.
- Seth_2**: A crown icon, categorized as Human and User. ~20 hours ago.

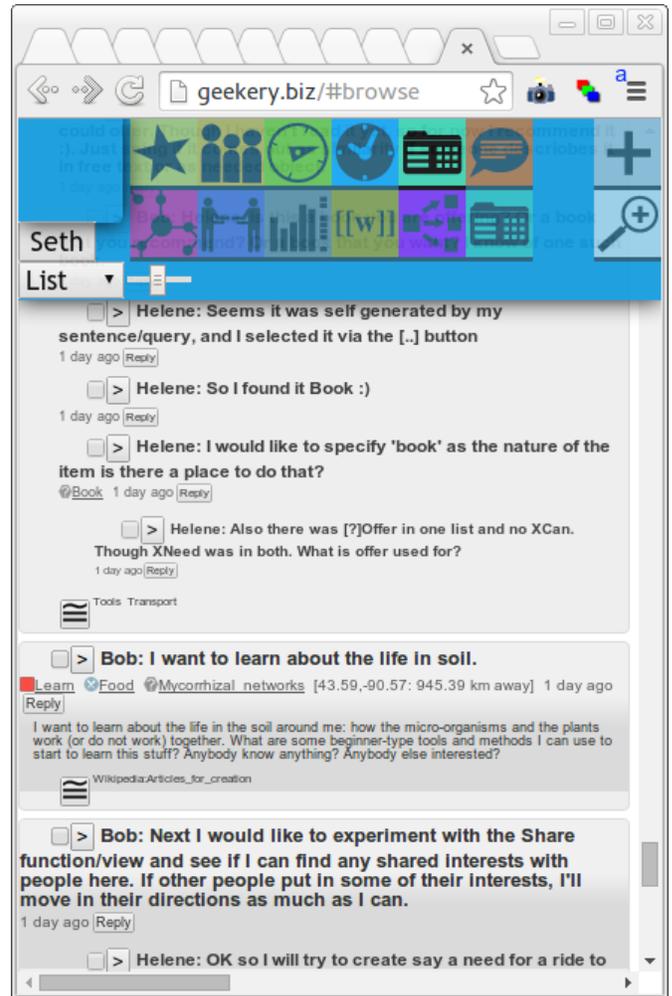
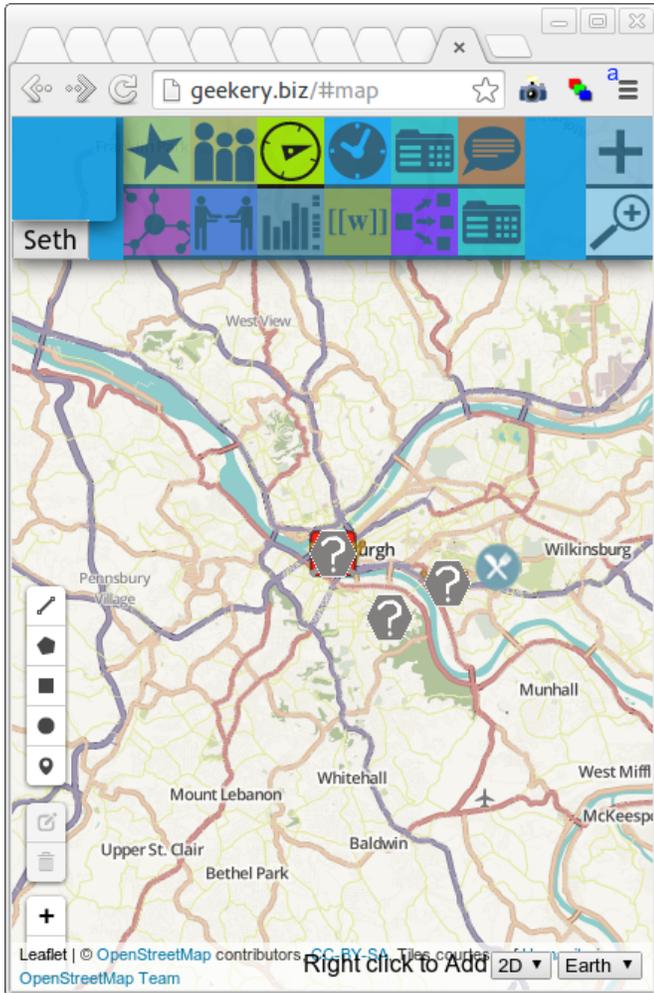
Netention: Maps the nodes in relation to one another according to shared attributes



Netention: Identifies exchange opportunities on a larger map



Netention: is fully distributed and operable on a mobile device:



Example: An education event. Strength (weighted average) assignment can adjust stacking of the tag section

The screenshot shows a web browser window with the URL `geekery.biz/#browse`. The main content area displays a post by user 'Seth' titled 'Seth: ev Education Event' posted '<1 minute ago'. An 'Edit' modal is open, showing a text input field containing the text 'strength now adjusts the size and stacking of the tag sections'. Below the text field is a list of tags: Animal, Transport, Health, Tools, Food, Shelter, Volunteer, Message, Block, Disagree, Abstain, and Agree. The modal also includes a 'Public' dropdown and a 'Save' button.

Netention: User Assigned Weights allows for increased granularity of certain objects

The screenshot shows a web browser window with the URL `geekery.biz/#graph`. The main content area displays a network graph with a central node labeled 'strength now adjusts t...' and several surrounding nodes representing different tags: Health, Food, Shelter, Block, Tools, Animal, Transport, Health, Tools, Food, Shelter, Volunteer, Message, Block, Disagree, Abstain, and Agree. An 'Edit' modal is open, showing the same text and tag list as the previous screenshot.

Conclusion:

The task is simple and the goals are achievable. All content currently exists within the Ingenesist Project ecosystem; 50 videos, 489 blog posts, and position papers dating back to 1996. Additional material is under development through existing Ingenesist Associates such as coeingeers.com, netention.org, etc. Future material will be drawn from case studies and crowd sources. The work will be ongoing and sustainable. This introduction video will be formative as a stand alone product. Future iterations of these videos will not subtract from the initial impact of this series.

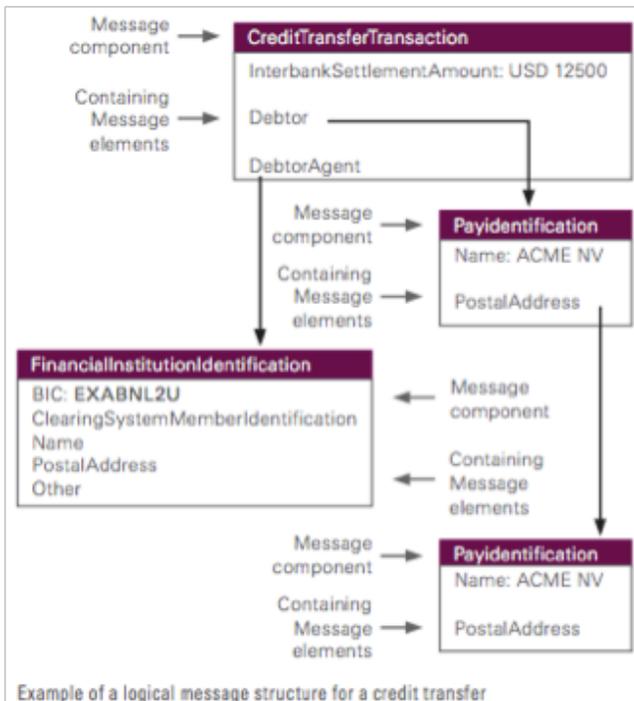
Further, ingenesist will specify hundreds, possibly thousands, of new-to-the-world business methods to the public domain for the investor base to capitalize.

The Ingenesist Project Video series and project development is a valid and productive use of financial and volunteer assistance and will feed directly back to the supporters of this project in the form of a community of social capitalists required to propagate the next economic paradigm.

ISO 20022

Modeling approach

The modeling approach of ISO 20022 is built specifically upon the recognition that, when it comes to transmitting messages, a common understanding between people and computers must be created and determines how transferred information should be interpreted and handled. There are two significant barriers to be overcome in this process. Different standards use different syntaxes (structure of the message/information) and semantics (meaning of the contents and terminology used in the message). ISO 20022 was developed to overcome these barriers and obstacles and to specifically support the optimization and implementation of interoperable business processes. To meet these requirements, ISO 20022 describes the relevant components of the message standard over multiple layers and defines how the message components and terms are placed in a common repository and can be made reusable.



Analogy in Curiosumé



WIKIPEDIA
The Free Encyclopedia

Node/object assignment, Smart Contract Templates on Block Chain (Ethereum, for example)

