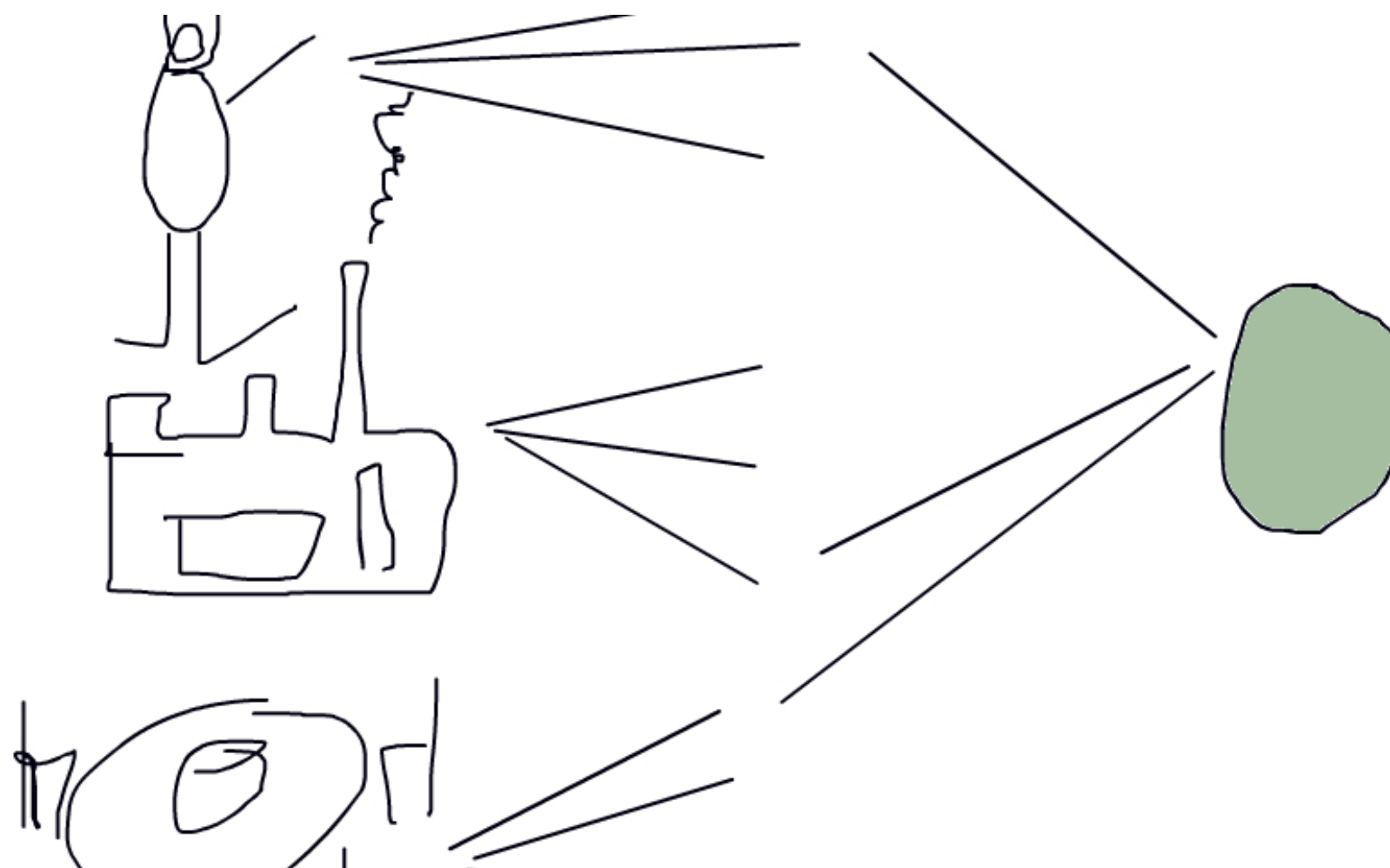NEW ENTITIES

Today we think about what happens when properties from the former categories merge in new formats
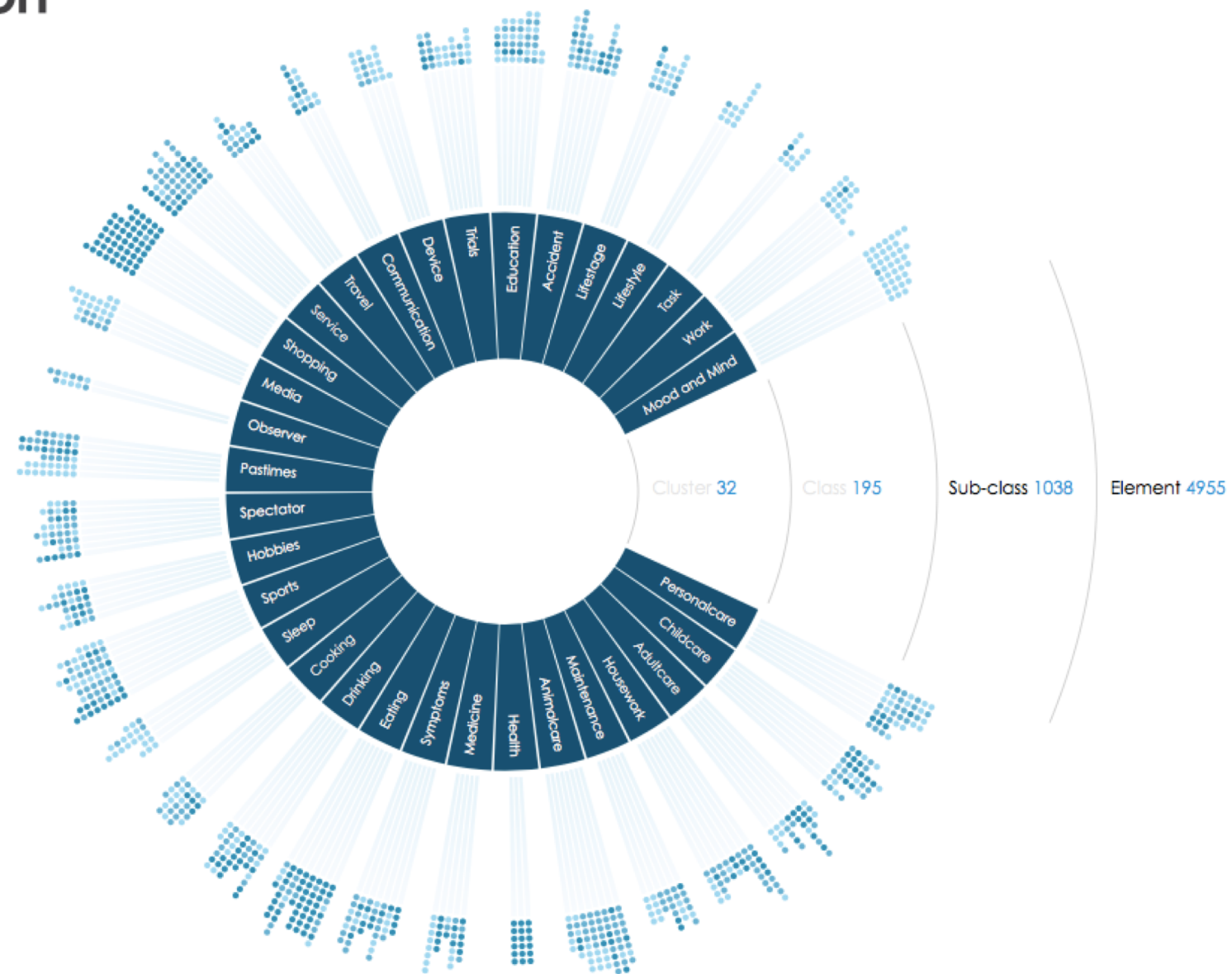
We make agency here

We make meaning here

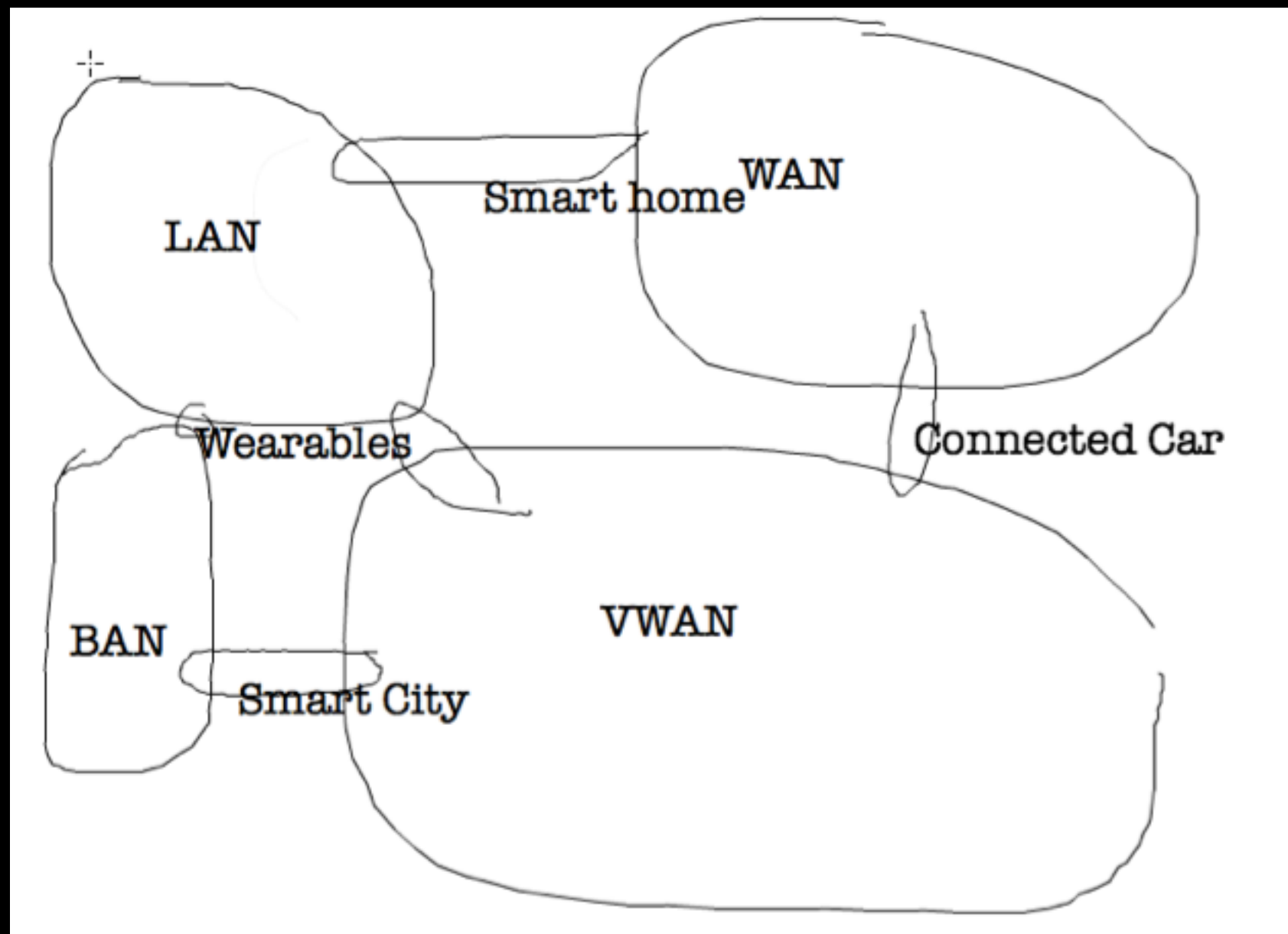Coelition

Cluster 32   Class 195   Sub-class 1038   Element 4955

Clusters (inner ring): Trials, Device, Communication, Travel, Service, Shopping, Media, Observer, Pastimes, Spectator, Hobbies, Sports, Sleep, Cooking, Drinking, Eating, Symptoms, Medicine, Health, Animalcare, Maintenance, Housework, Adultcare, Childcare, Personalcare, Mood and Mind, Work, Task, Lifestyle, Lifestage, Accident, Education

Element key
• 0–2 elements
• 3–6 elements
• 7–10 elements

"AFTER ONE LOOK AT THIS PLANET ANY VISITOR FROM OUTER SPACE WOULD SAY 'I WANT TO SEE THE MANAGER.'"

—WILLIAM S. BURROUGHS
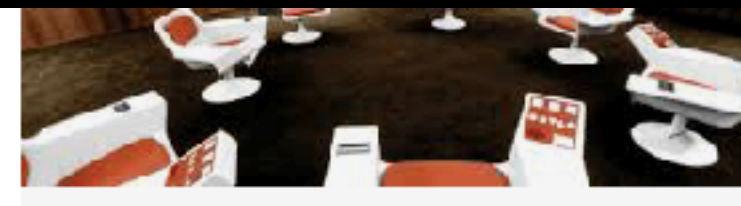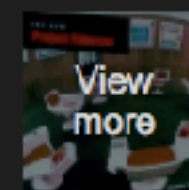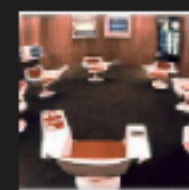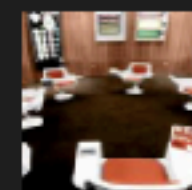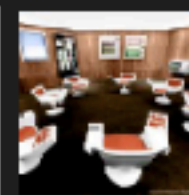
"The first of all magical sciences being the knowledge of one's self, so is one's own creation first of all works of science; it contains the others, and is the principle of the great work…To learn self-conquest is therefore to learn life, and the austerities of stoicism were no vain parade of freedom!" — Levi

Vassily Kandinsky sends a painting to art historian and critic Michael Sadler, Christmas 1913. This was 7 months before WW1." It appeared to Michael Sadler that the painting was 'explosive', 'warlike'. A year later he asked Kandinsky if he had made the painting because he felt there was a war going on. No, he said I knew nothing of war. But this I did know, that there was a terrible battle going on at a spiritual level. It was that battle that led me to paint this." — Michael T. H. Sadler
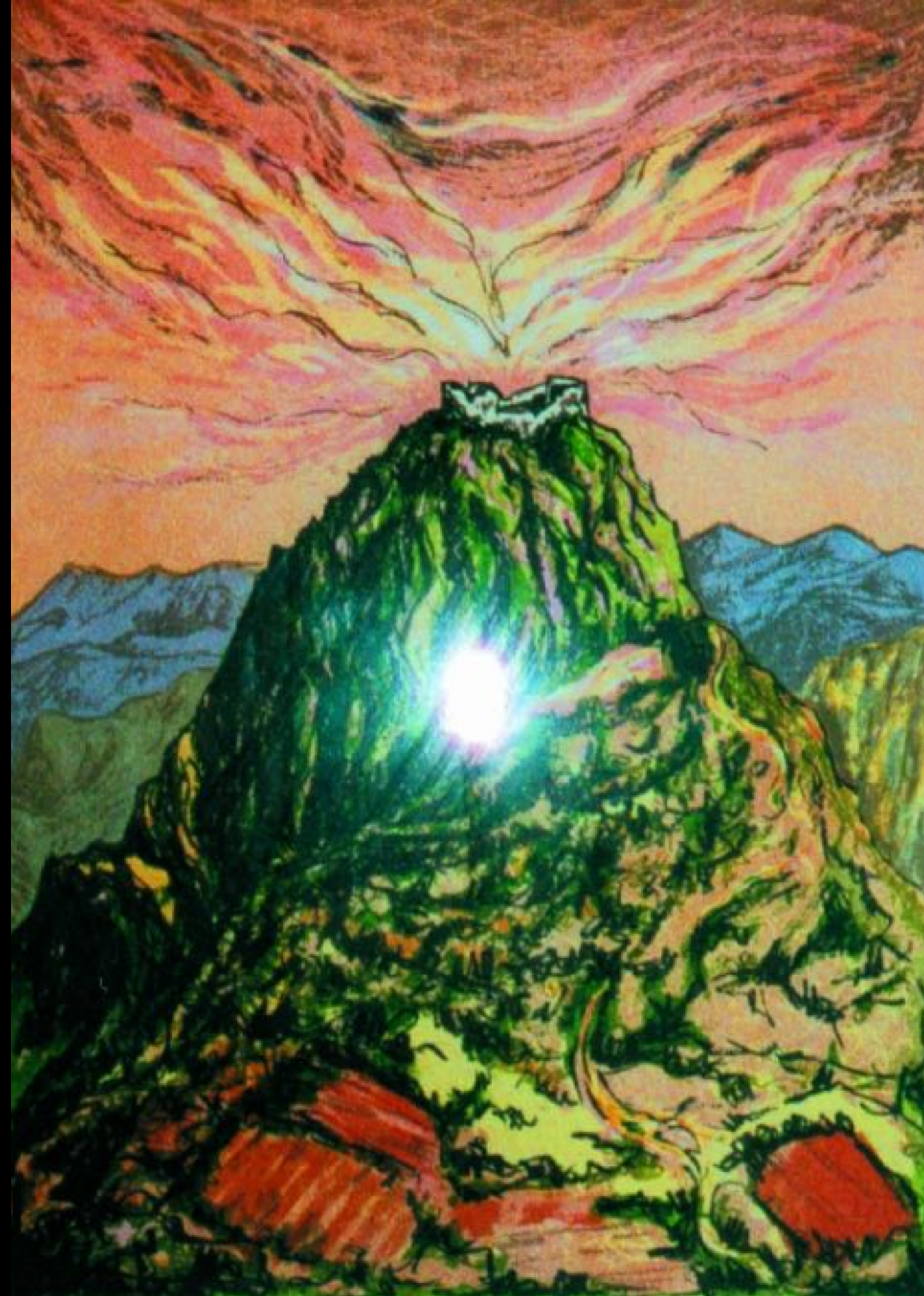
A STORY AS I WANT TO TELL IT, NOT NECESSARILY TRUE: "TO TURN EARTH INTO A SPACESHIP, SUCH WAS THE MISSION OF THE THREE WICKS. BUILDING A DASHBOARD AND A BRIDGE, A DASHBOARD AND A BRIDGE."

On 24, 25, 26 October Fabrica presents "SPACE AND EARTH DNA": international experts will discuss in round tables about high technologies and design strategies of space exploration and building techniques, along with themes such as the relationship between people, machines, Space and planet Earth for managing sustainable cities, intelligent clothing and exploring the universe to build a better inhabited earth.

Three Wicks
How the Internet of Things came about

"But first let me tell you what a Wick is. A Wick is a purposeful intelligent script

distributed over forty to fifty individuals spanning up to fifteen generations.

A Wick works through dreams, with hints and chance encounters, coincidences,

"Hey, don't I know you from the painter party?"

Wicks always accomplish their mission, nesting as they do in the brains and auras of the
shortest cut to their purpose, using them to the full and dismissing them quickly.

"Man, did you see that! she launched herself of the platform as if she was going to stop
that train."

In a high pitch voice, like he actually had seen this.

WICK ONE BUILD THE VERY NOTION OF 'DATA"

Dan?

Dan stood up. "That first Wick is well documented by now", authority in his voice. "We know its main aim was to bring about the very idea of 'data', the practice of breaking down living material into bits and pieces that could be compared and put into a hierarchy. On Lesbos Aristotle started by dividing living things into two groups: plants and animals."

"Laplace, Leibniz, Diderot, D'Alembert, William Bertram Turrill." The old man, almost singing, chanting as if it made more sense to list them this way.

"John Ray paving the way for Carl Linnaeus to revolutionize taxonomy", Dan calmly went on, "as Ramon Llull build logical machines that lead to the Z3 by Konead Zuse, the first automatic computing machine."

"Then Turing, then Intel 4004," softer now. "After that the Busicom Project conceived of a single-chip CPU design, then developed as a single-chip microprocessor. The rest is history. We know how Masatoshi Shima conceived of the first design in a dream and a drawing that Zsofi Torist dropped on the floor as she bumped into him on her way to the canteen."

"Wick One worked like a charm, the old man chuckled (did he actually chuckle?), it has returned to the Mothership by now."

WICK TWO BUILD THE FOUNDATION FOR THE NORMAL TO SEEM FOUNDATIONAL

"Now the second Wick was a bit tricky to spot. It did not work with individuals that build 'successfully' on top of other findings (as is precisely the fiction that the first Wick wove into the randomness of life), it nested itself into groups or teams of people. It distributed itself—as a distributed self—into creating shared spaces of feeling 'good', feeling 'normal', feeling as if it was the right way to feel. It built rapport, a shared understanding. And it was very good at it. We now know that the second Wick build the very notion of the 'normal', of the 'real'."

WICK THREE IS ACTUALIZING AS WE SPEAK

We are now witnessing such an ontological change, a rupture in what we perceive as normal. The Internet, Augmented Reality, The Internet of Things are all technological toolsets that have been far removed from the first tools that men used to chisel stone. The first chivel to be used on stone was a stone. It only later became a chisel. But it still did fit in someone's hand. The feedback was intense and obvious.

It was Heidegger who saw that through mechanical engineering and the Industrial Revolution it was no longer a hand applying force but a machine and hands overseeing that machine. This was the start of the substantiation of the space with before that had been of visible mediation and cause and effect. He realized that there was nothing we could do, only wait as the famous last line in Sein und Zeit goes. He also realized that it was a particular part of the tribe slowly taking up the notion of ‚the normal'.

It was the specialists who had been crafting and dissecting and splitting things up into smaller and smaller building blocks that at first made no sense but slowly began to offer the possibility of recreating their visions as a layer on top of what the old notion of normal was not hurting it at all but slowly perfecting it, smoothing the edges of every perceivable human act.

They offered convenience.

The specialist intelligence—an engineering toolset—began eating itself as it found that it had no more real boundaries.

After automating work, leisure, administration, governing, it succumbed briefly to the notion of the Living Lab but soon realized that the last territory it had to conquer was the space in between driving to work and back home: everyday life and living. Like a grin trying out faces it tried out all human forms of organization till it found the space in between where love lives and hope and shame and fear.

Everyone was so silent. It all made so much sense.

Yes, friends, "that second Wick is a powerful son of bitch. Wick one is bleeding straight into it. Which probably makes you wonder by now where Wick 3 is. Well, it is right here. So far, we have identified about 33 people. Let me introduce you."

Hey there!

SO HERE WE ARE NOW WHERE TO GO? OR NOT TO GO?

The hardest concept to grasp in the Digital Transition is the relative (semi) autonomous gaze of the network itself. This network is a balance of Cloud and edge services, with AI running inside objects in everyday activities (wearables, washing machines, cars). For this network all its users are 'entities', these can be machines, people and processes (templates that predefine scenarios). It becomes clear that 'identity', as in singular identities is no a longer relevant and productive concept. That is one of the reasons for competing schemes on the national passport we see currently; ID2020, Uport/IoTA, WIN, Sovin.

If we cannot make immediate clarity we should confuse the categories in moments of political and economic crossroads. As identity becomes a crucial factor in economics (dynamic pricing, aggregated services, personalized offerings) as well as in politics (paying taxes and fines and qualifying for voting in elections) and supra national infrastructures (qualifying for services like a passport) in certain case, like the social credit system, combining all categories into singular repositories dedicated to a single person.
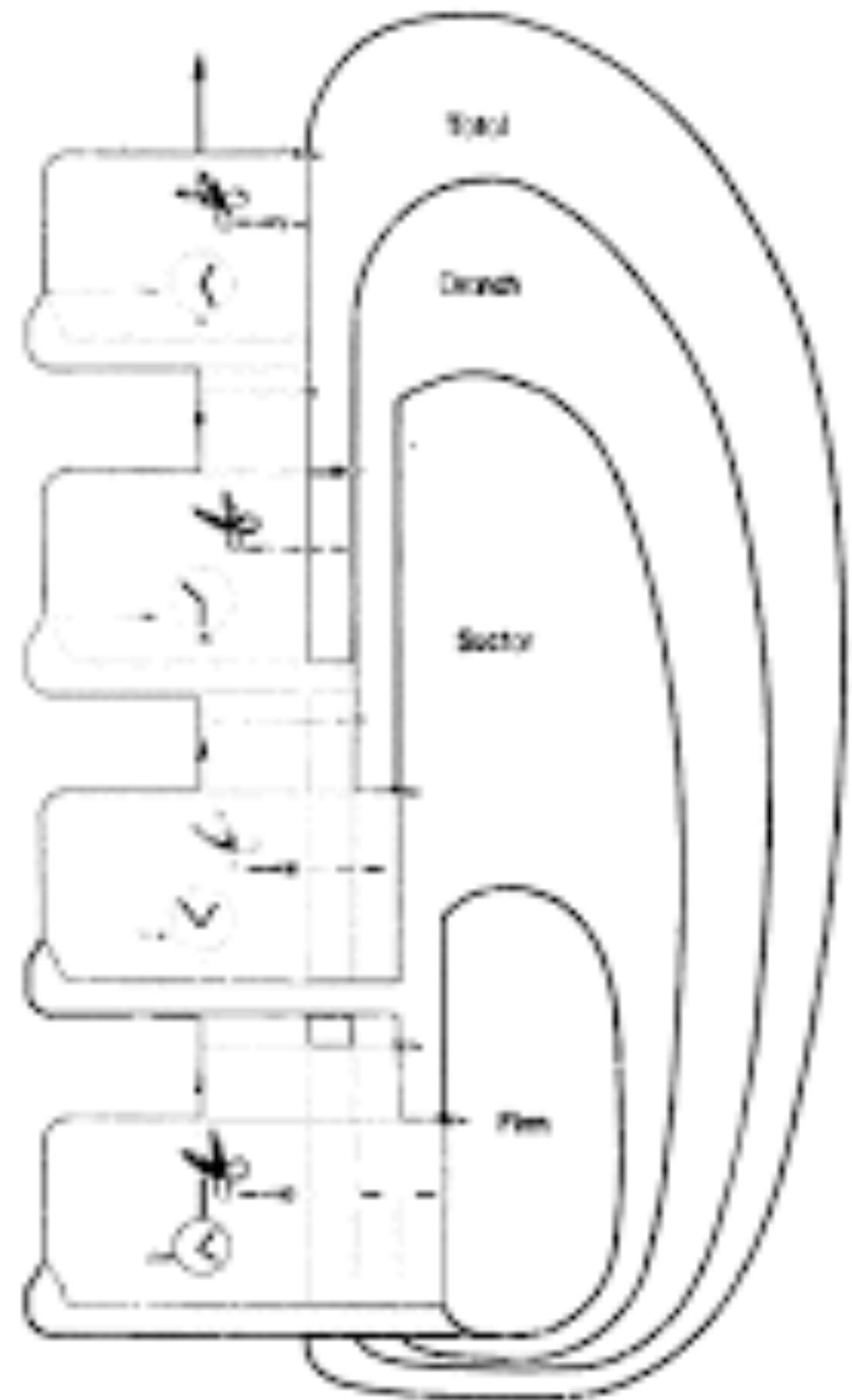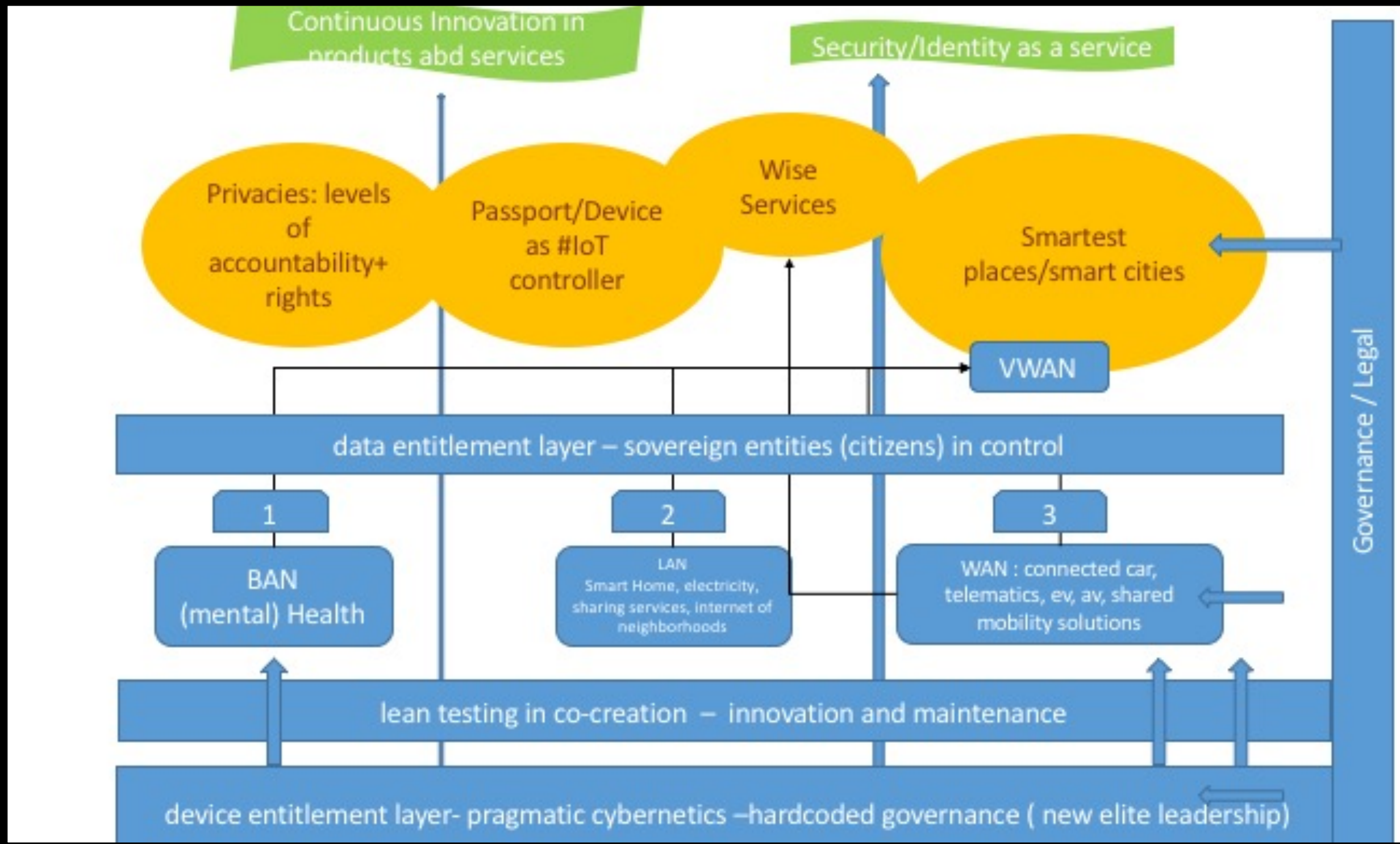

Figure 8. Cyberstride operating at four autonomous levels of recursion, with algedonic feedback (see text)

WE ARE BUILDING A WORLD IN WHICH EVERY OBJECT HAS A DIGITAL TWIN AND EVERY PRODUCT HAS PROCESSING POWER AND THUS BECOMES A SERVICE (TO TRUNK)

WE MAKE MEANING HERE, WHERE IS THE AGENCY?

Goods, persons, houses, situations and Industrial processes all radiate data and create digital twins. These twins exist as sets of properties in an analytic layer that is in many hands at the moment but not really under multi stakeholder control. Whoever or whatever gains agency in and on that layer (which defines governance of the everyday) must grasp the practice and theory of assigning, withdrawing, validating and defining the very nature of entitlements; who/what/when/where exists how and why? The situation is hybrid in the sense that the digital twins actually begin to actuate back in the 'analogue' objects.

This is the moment of ontological change. It demands a new toolset on the notion of identity itself. Uncoupling identity in thinking of "entitlements' opens up a new field of value and services. In the case of self-driving cars this way of thinking could argue for liability not with real person-identities but with 'entitlements'; any combination of a particular driver (with particular points on a passport and certain characteristics) and a particular car. This reasoning can be extended to basically any service in the network.

the globe becomes a space ship

## JOHNNY IS GROWING UP IN A WORLD THAT IS RESPONSIVE ON DEMAND

SO WHAT IS WE WANT TO PRESERVE?

- What do we want to 'take into space'?

- What is the human element that is unique to humanity?

- What does the machine invite us to actualize and preserve? Anything 'machine like'? Why?

- There is thus only one quest. If not solved here and now it can never be resolved.

We make agency here

We make meaning here

IS IT A THING, DOCUMENT, AN
OBJECT OF WORKSHOP,
ANYTHING YOU CAN CARRY?
GOLD, DIAMONDS, CARS?
CHINA IN YOUR HAND?
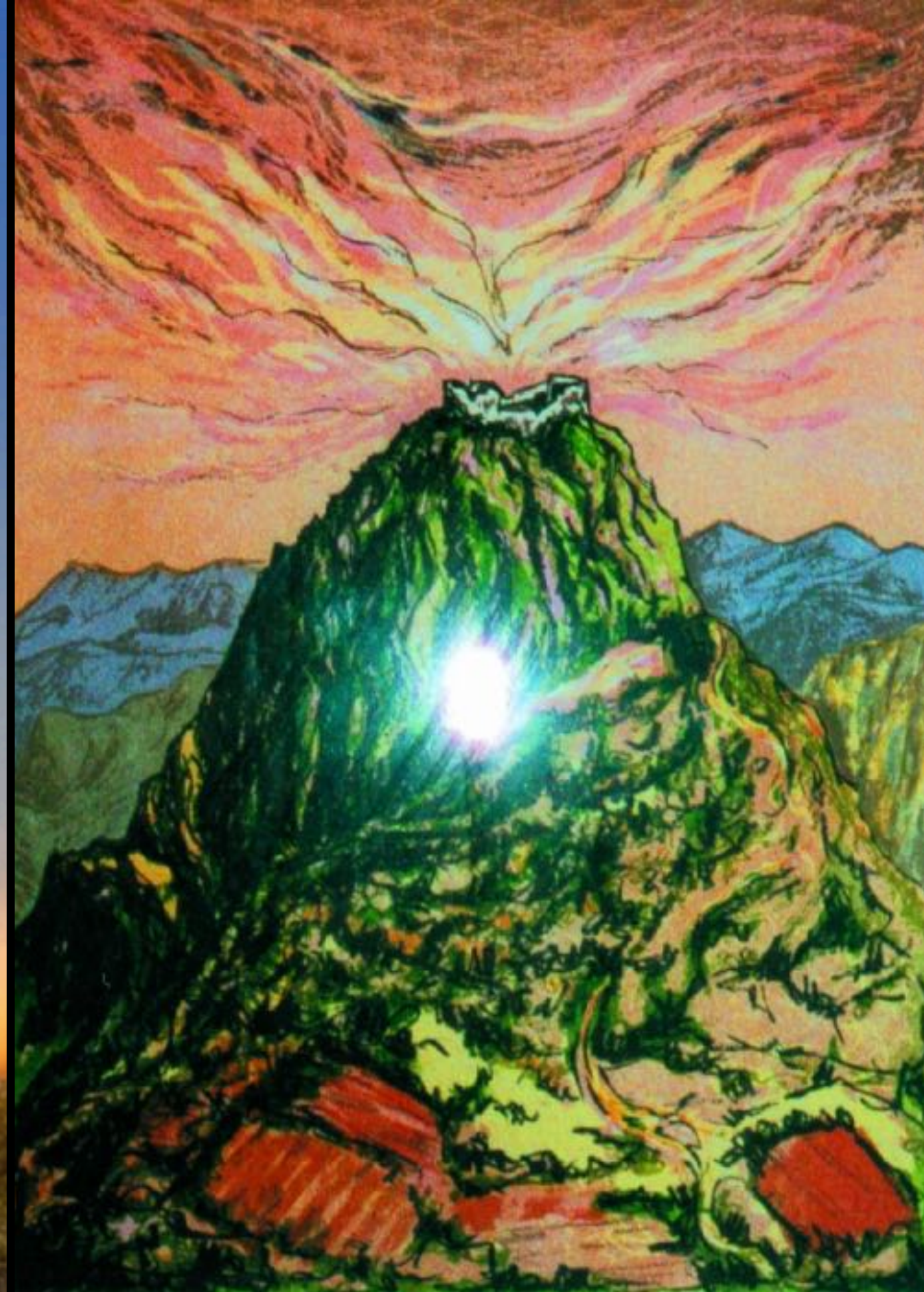
the future is wide open if we align the stories of the past