NINE IDEOGRAMS

	Departure	**Path**	**Arrival**
Philosophy	Collective intelligence	Epistemic révolution	IEML
Industry	Computing	Evolution of computing	Semantic computing
Science	Semantic algebra	Semantic cycle	Algorithmic intelligence

⊕ COLLECTIVE INTELLIGENCE

	Networks of signs	Networks of beings	Networks of things
Virtual Human Development	**Knowledge** ⊕ Sciences ⊕ Arts ⊕ Wisdoms	**Ethics** ⊕ Governance ⊕ Values ⊕ Rights/Obligations	**Power** ⊕ Competences ⊕ Resolve ⊕ Finance
Actual Human Development	**Messages** ⊕ Content ⊕ Communication ⊕ Media	**People** ⊕ Social roles ⊕ Trust ⊕ Social networks	**Equipment** ⊕ Bio-physical environ[t] ⊕ Health ⊕ Technology

EPISTEMIC REVOLUTION

Knowledge

Technology

Code

Research

| Science of Collective Intelligence | → | Tools for Observation, Measurement & Calculus | → | Computable Model of Semantics |

Result

| Algorithmic Intelligence | ← | Semantic Computing | ← | *IEML* Information Economy Meta Language |

⊕ IEML

	⊕ **Signifiers**	⊕ **Signifieds**
⊕ **UX**	Semantic Interoperability	Semantic Networks
⊕ **I/O**	Semantic Algebra	Semantic Programming

Semantic Power

	⊕ **Language**	⊕ **Machine**
⊕ **Rules**	Grammar	Algorithms
⊕ **Performance**	Reading Writing	Computing
⊕ **Memory**	Dictionary	Database

Semantic Engine

⊕ COMPUTING

		⊕ **Virtual**	⊕ **Actual**
Social activity	⊕ **Communities**	Rules	People
	⊕ **Industry**	Software tools	Hardware tools

		⊕ **UX**	⊕ **I/O**
Cognitive augmentation	⊕ **Memory**	Analysis, synthesis, prevision	Manipulation of data
	⊕ **Communic.**	Creation, conservat. of relations	Connectivity
	⊕ **Intuition**	Sensori-motor interaction	User interface

EVOLUTION OF COMPUTING

Communities	Industry	Memory	Communic.	Intuition
Semantic games	Semantic computing	IEML based	Reflexive Col. Intel.	Cosmic exploration
Social media	Cloud computing	Web (http) based	Public sphere	Global reach
Virtual commun^{ties}	Personal computing	Internet (IP) based	Networks	Interactive multimedia
Local	Mainframe computing	Local database	Local	Text

Time →

+ EASE + FUN + POWER

SEMANTIC COMPUTING

		Code	People	Power
Games	Strategy	Categoriz. rules	Players	Cognit. augm.
	Tactics	Evaluation rules	Moves	Coop./compet.
Industry	Software	IEML	Commons	Applications
	Hardware	Processors	Services	Devices
Memory	Relations	By concepts	By relevance	By 3D + time
	Unit	IEML Script	Value	Data
Reflex. CI	Collective	Intercultural	Social mirror	Social learning
	Individual	Interlinguistic	Person. mirror	Person. learning
Cosmos	UI	Earthly spheres	Celest. spheres	Matter, energy
	I/O	Words network	Texts networks	Data, value

SEMANTIC ALGEBRA

6 VARIABLES
(functional roles)
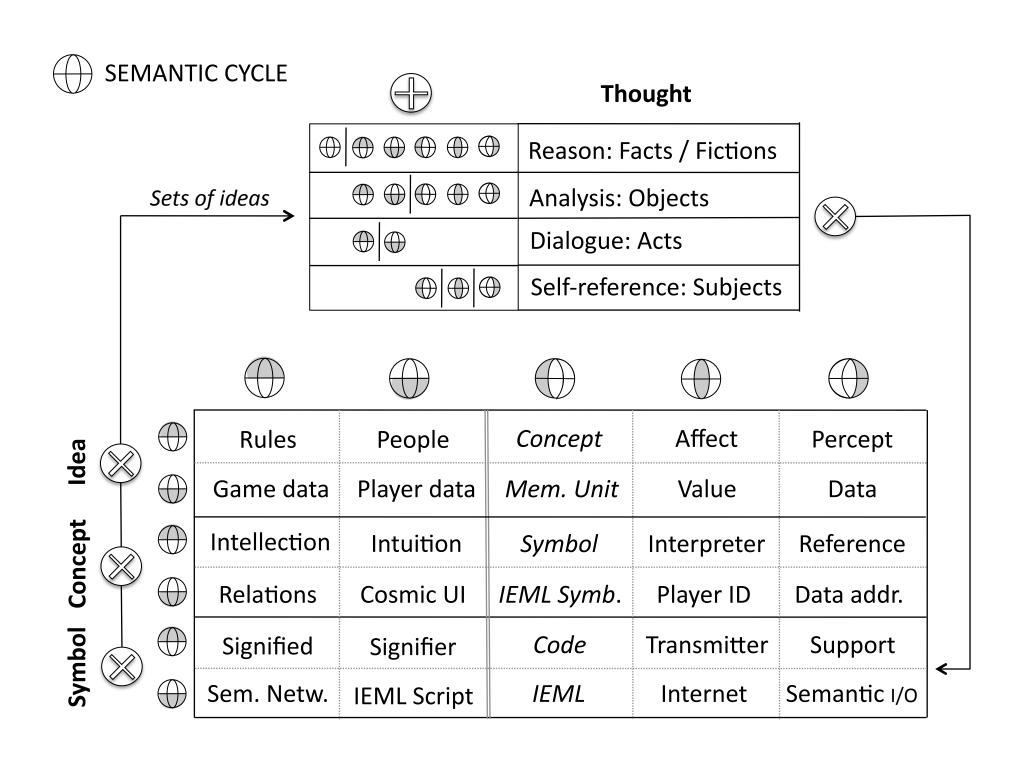
2 OPERATORS

ORDER
Generation L+1
SYMMETRY
Co-generation

ORDER
Inclusion
SYMMETRY
Partition

	SYMMETRY	LOGIC	EPISTEMOLOGY	ONTOLOGY
Rational		False	Unknown	Does not exist
		True	Known	Exists
Formal		Verb	Recognition	Background
		Noun	Production	Foreground
Pragmatic		Possibility	Problem	Out of 3D + time
		Realization	Solution	In 3D + time
Semiotic		Proposition	Symbol	Messages
		Judgement	Interpreter	People
		State of things	Reference	Contexts

SEMANTIC CYCLE

⊕ **Thought**

⊕	
⊕|⊕ ⊕ ⊕ ⊕ ⊕	Reason: Facts / Fictions
⊕ ⊕|⊕ ⊕ ⊕	Analysis: Objects
⊕|⊕	Dialogue: Acts
⊕|⊕|⊕	Self-reference: Subjects

Sets of ideas

	Rules	People	*Concept*	Affect	Percept
Idea	Game data	Player data	*Mem. Unit*	Value	Data
Concept	Intellection	Intuition	*Symbol*	Interpreter	Reference
	Relations	Cosmic UI	*IEML Symb.*	Player ID	Data addr.
Symbol	Signified	Signifier	*Code*	Transmitter	Support
	Sem. Netw.	IEML Script	*IEML*	Internet	Semantic I/O

ALGORITHMIC INTELLIGENCE

		Semantic memory	Semantic communication	Semantic intuition
Reflexive collective intelligence	**Semantic UX**	Semantic memory	Semantic communication	Semantic intuition
	Collect intel.	Networks of signs	Networks of beings	Networks of things
Semantic science	**Humanities**	Tought simulation	IEML Dictionary curation	Encyclopedic library curation
	Soc. Sciences	Games study / design	Relations economy	Cosmic planning / design
	Engineering	Semantic accountancy	Communities counseling	Semantic mathematics