

Body of knowledge

03-12-2014

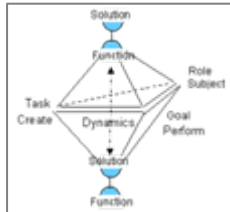
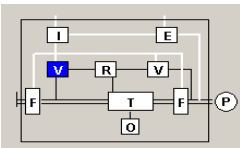
www.acadeMi-IO.nl

www.Collinweb.nl

Transdisciplinair

Reflection Ability

New view on learning
Quantified Self,
Intrinsic motivation

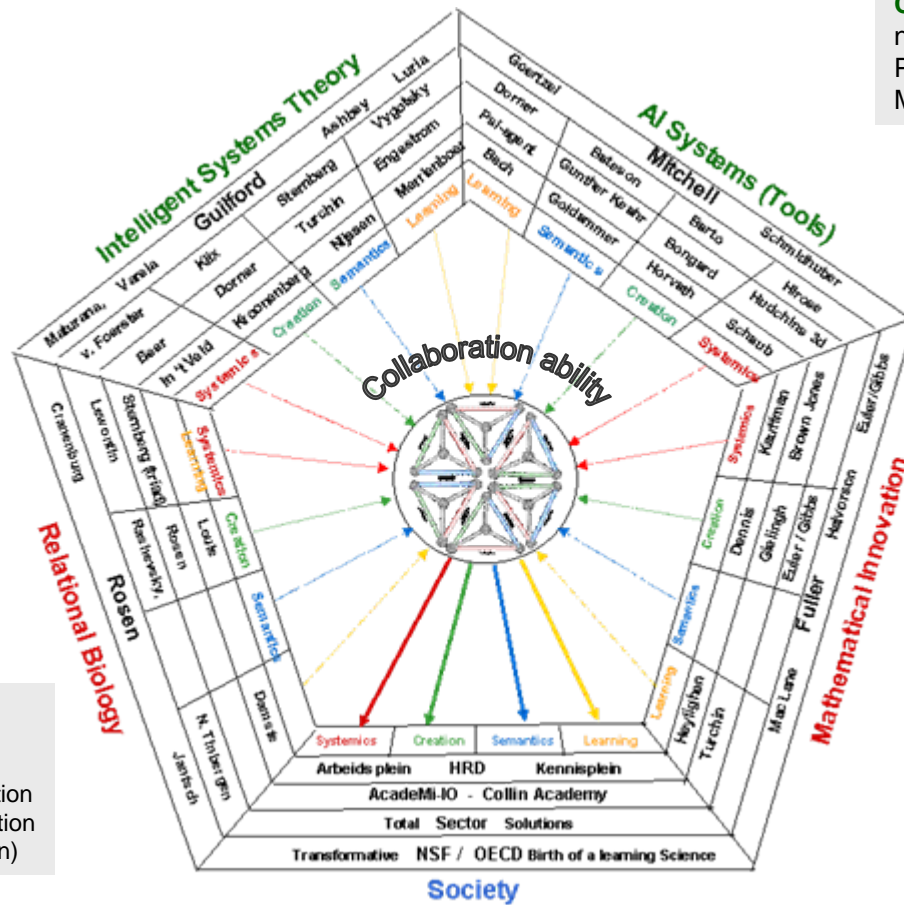


Creation Ability (Structure)

Specify O: goal-function-task
Specify S: goal-finction-task
Creates S: task structure-function
Creates O: task structure-function
Geometry (Symmetry / Tension)

Connection Ability

new view on intelligence,
Polycontextural, simultaneously,
Multi Value Logic Computers



Creation Ability (Behaviour)

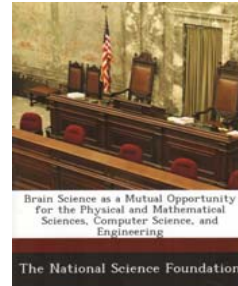
O / S Trefoils building Structures
Why mode: Goal - function
How mode: Function - Structure
What moe: Structure - Function
Polunoms, Mobius (boudery)

Kernliteratuur

Creation & Reflection ability



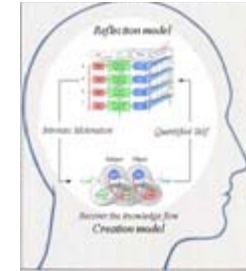
Creation network



Brain Science - AI

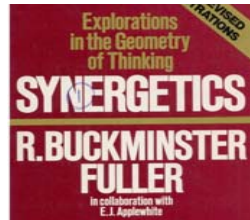


A learning Science

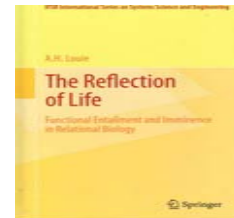


Creation / reflection Quantified Self

Systems Connectivity



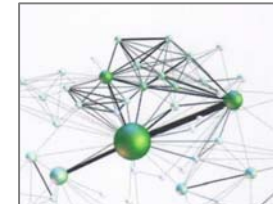
Dynamic systems



Relational systems



New connectivity



Actor networktools. Self-organisatie

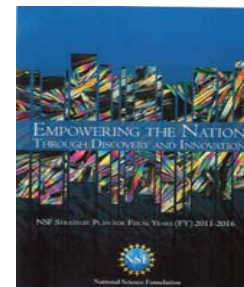
Collaboration ability



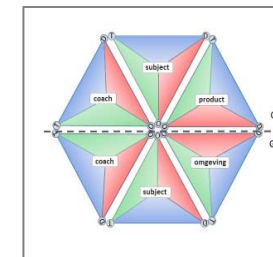
New innovation



Mens & Organisatie

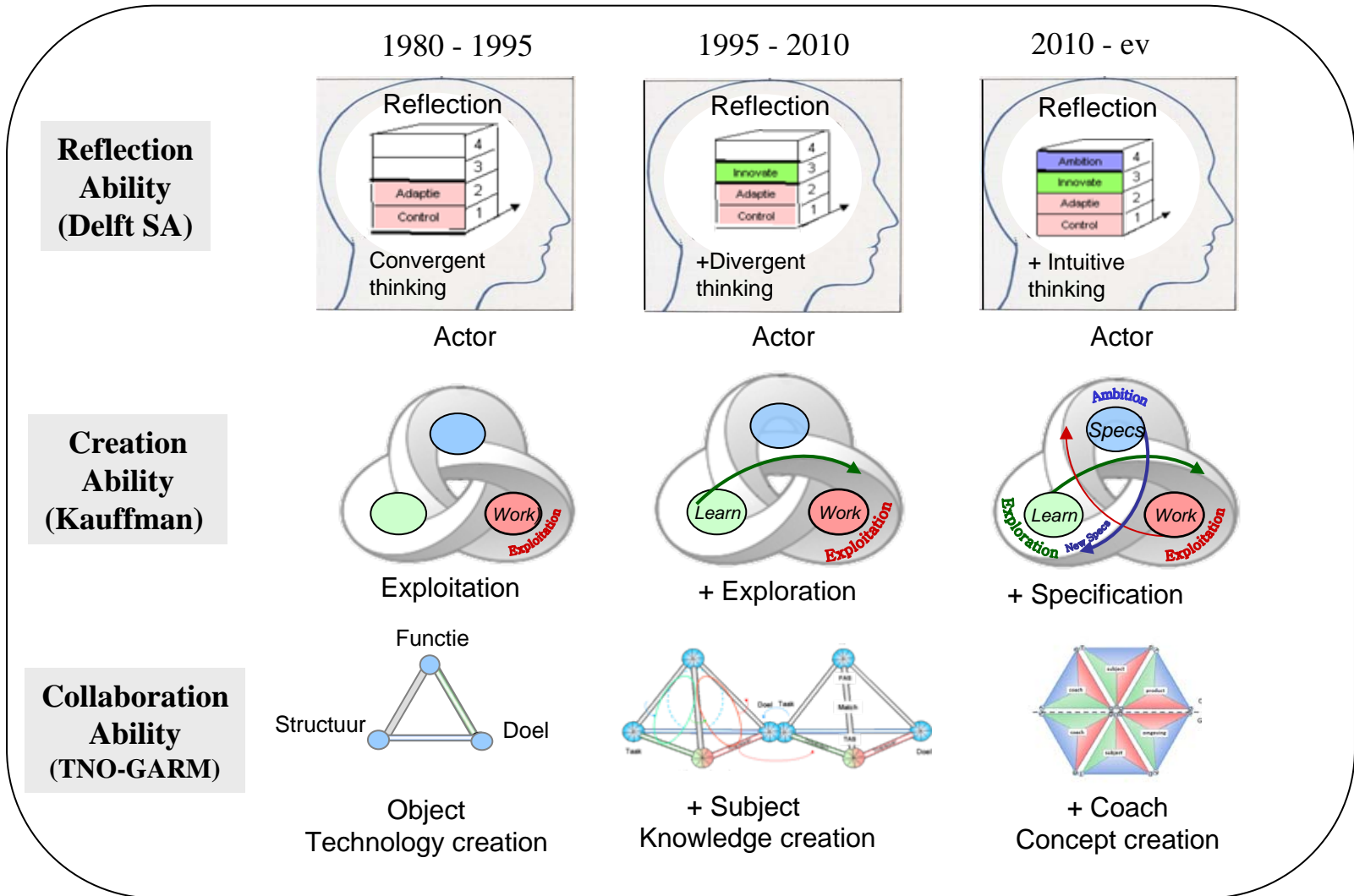


Empowering the nation

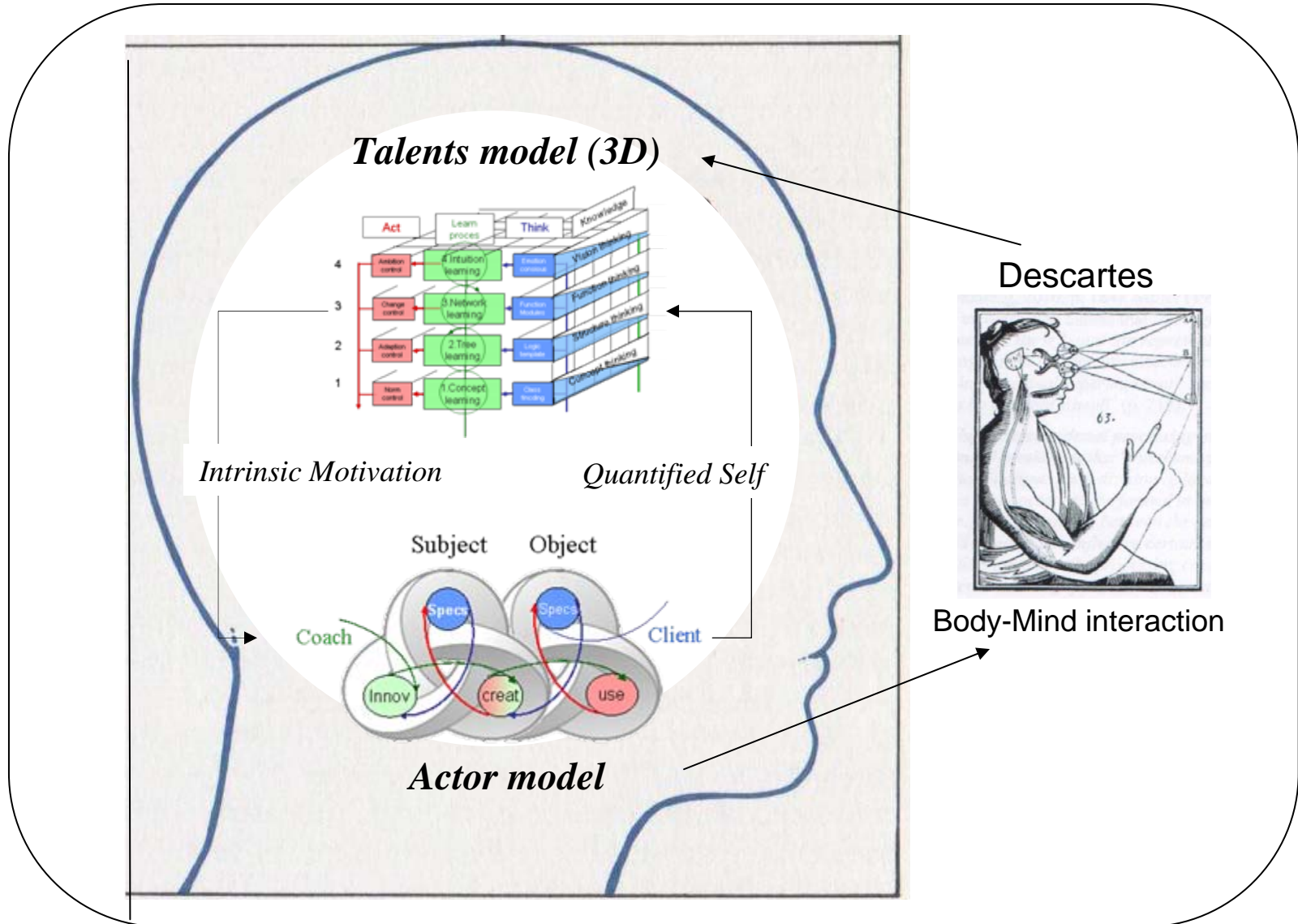


Collaboration

Innovation Roadmap

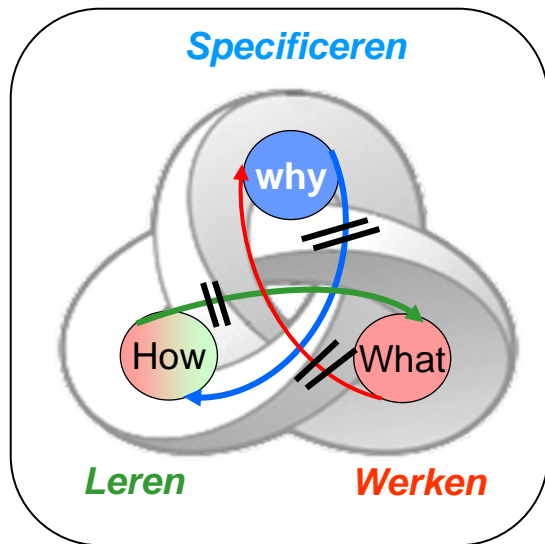


Reflectievermogen ontwikkelen

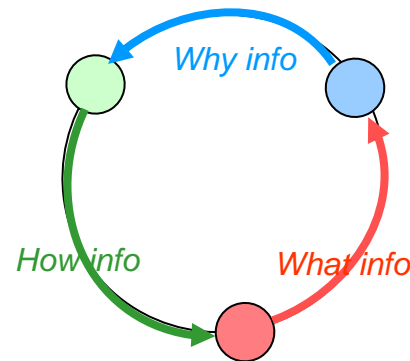


Creatievermogen ontwikkelen

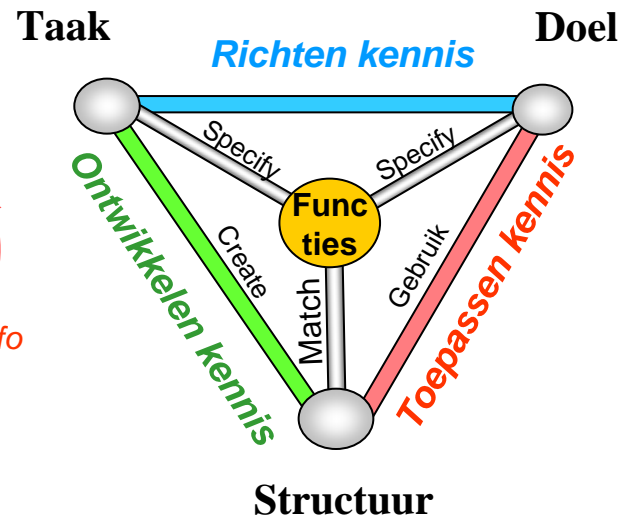
Creatief gedrag → Creatiespiraal herstellen → Inductief denken



Ruimte voor leren

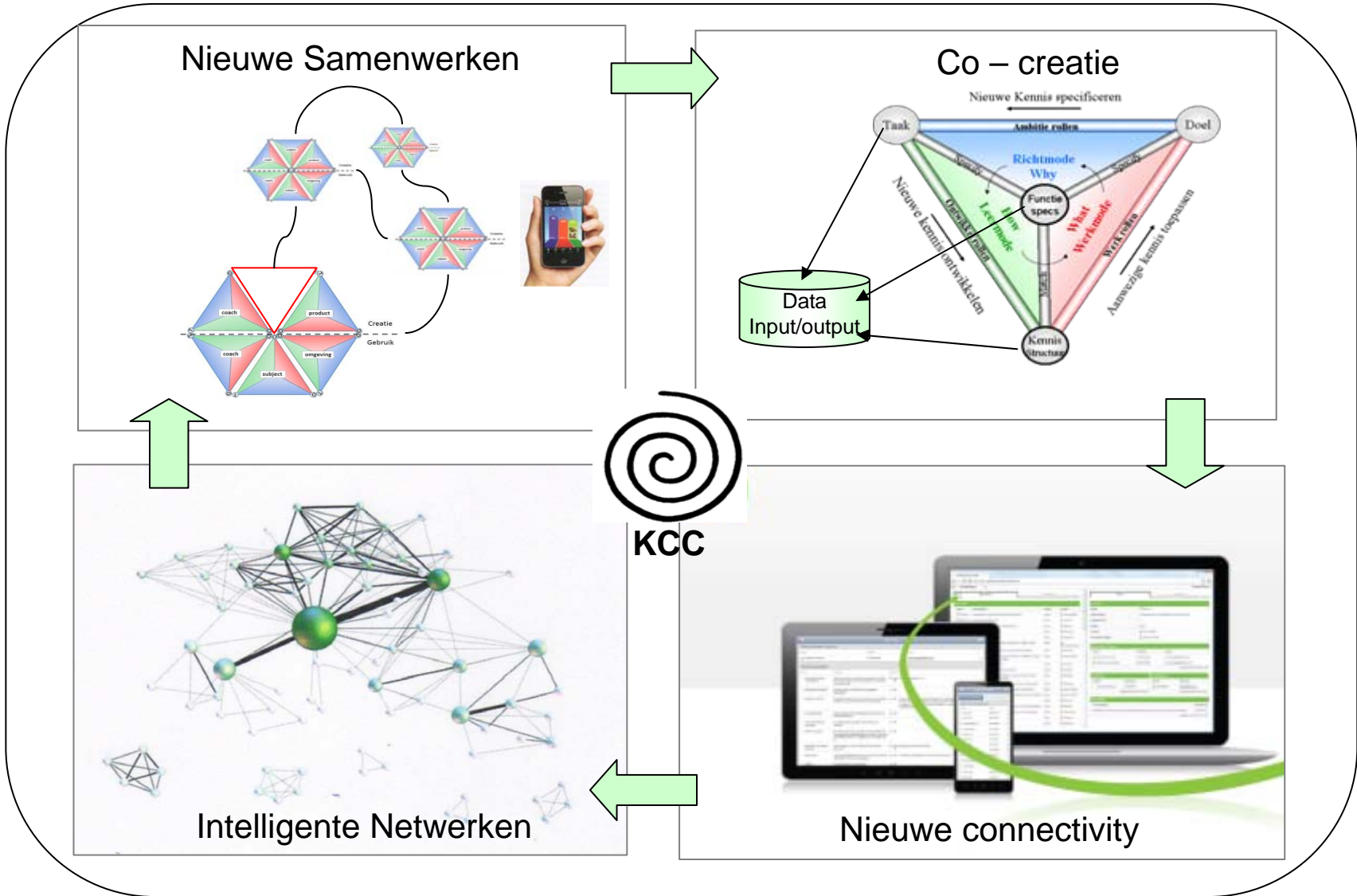


Kennis delen

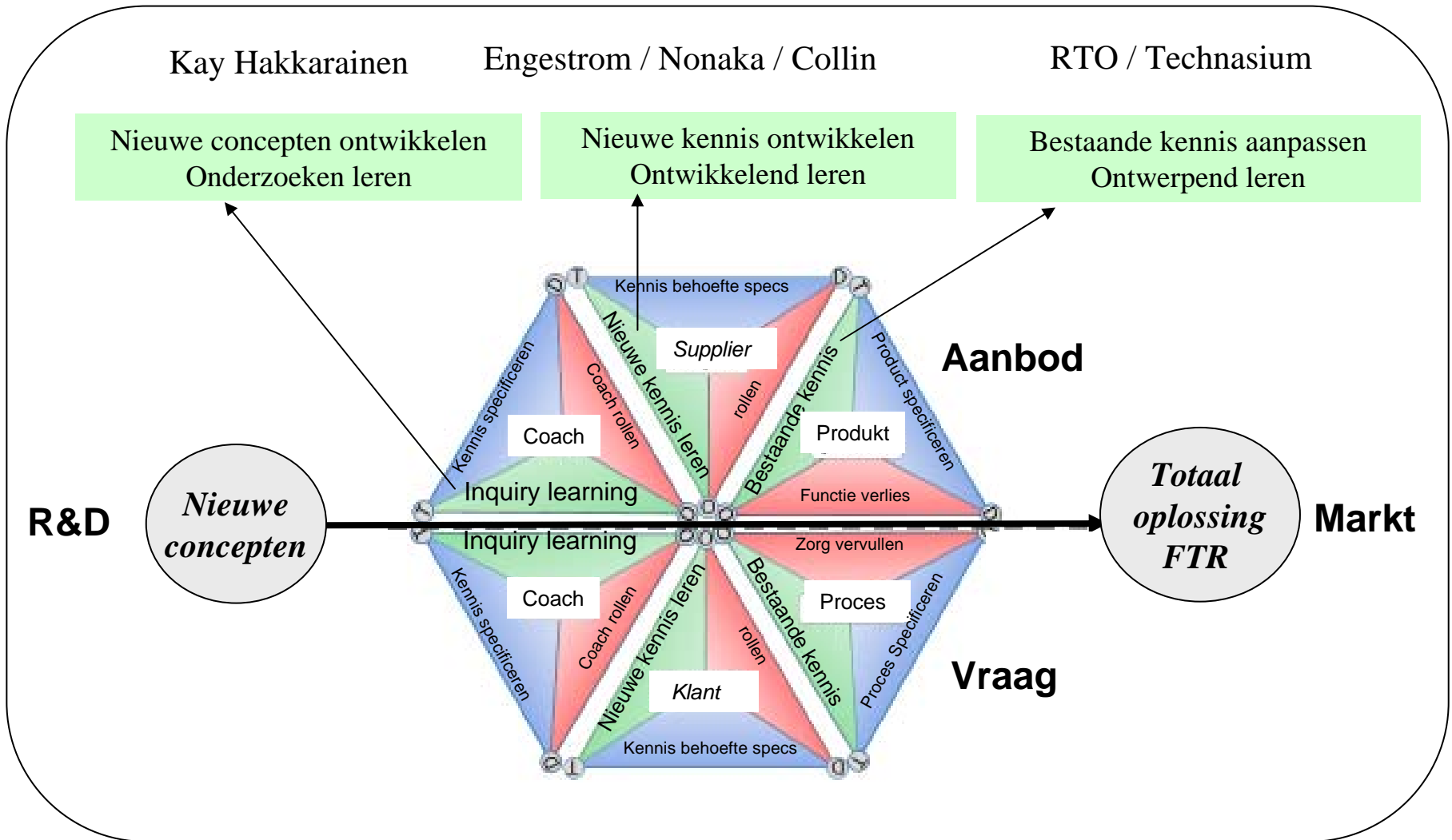


Nieuwe kennis

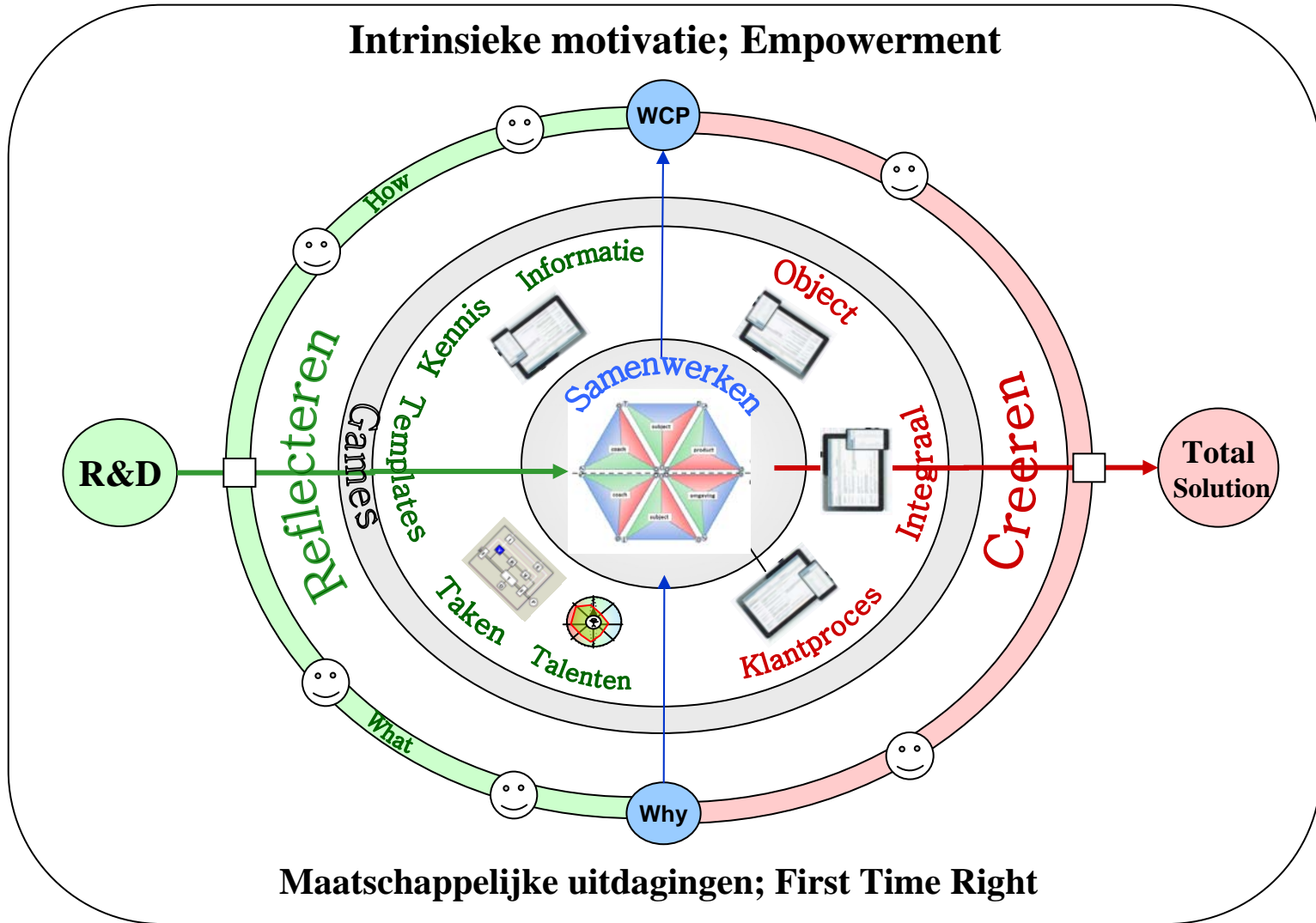
Samenwerkingsvermogen ontwikkelen



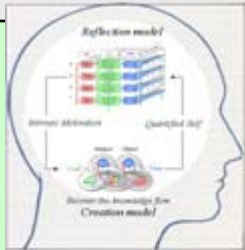
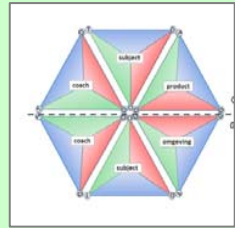
Unified learning framework (triological approach)



Collin Toolbox



Tranformative Research (Horizon 2020)

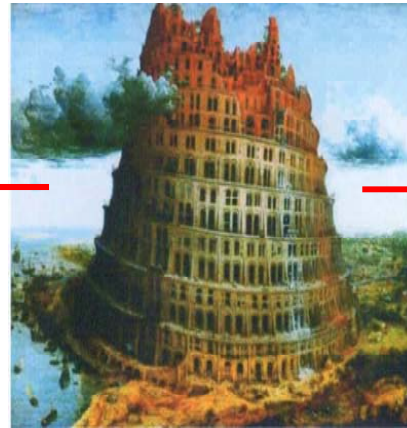
Trans-disciplinair	Problems	Functional Domains	Transdisciplinair Body of Knowledge	Domain Solutions	Total System Solution	
1. Meta-cognitive	No change	Natural Behavior	Co-reflection Ability Cogn. Psychology	Creative Actors Intrinsic motivated		
	To complex	Natural Structure	Co-creation Ability Geo-mathematics Artif. Intelligence			
2. Technology Methods & Tools	Object thinking	Intelligent Systems Engineering	Ontology based Syst. Engineering Math. Innovation	Realtime complex valued Networks & Life-logging, E-memory & E-change tools		<p>Intelligent & Sustainable Society</p> 
	Individual culture	Real-time Connectivity Engineering	Semantic tools E-change tools Realtime-Ubitiques			
3. Society	Mono-discipline	Trans-Disciplinair Research	Holistic / integral Final normative Collaboration	Transformative Innovations & Total Solution, First Time Right		
	Increment innovation	Trans-formative Research	Bio-Brain Mimicry Self organisation Tangible / Gaming			

Plan wordt april 2015 ingediend door TUDelft

Overheid (NORA)



Uniforme taal



Industrie (NIRA)

[The ISO 15926 Interoperability Standard](#)

Industrial Data integration and sharing standards

Utilizing state of the art semantic Web technologies (Web Ontology Language) and Based on RDF triples. Basis for BIM Model



Complexity handling
Common Interests

