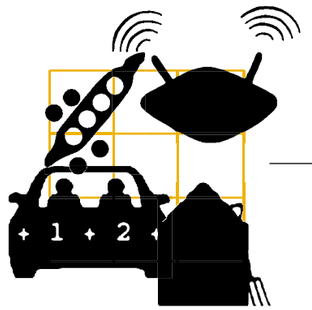
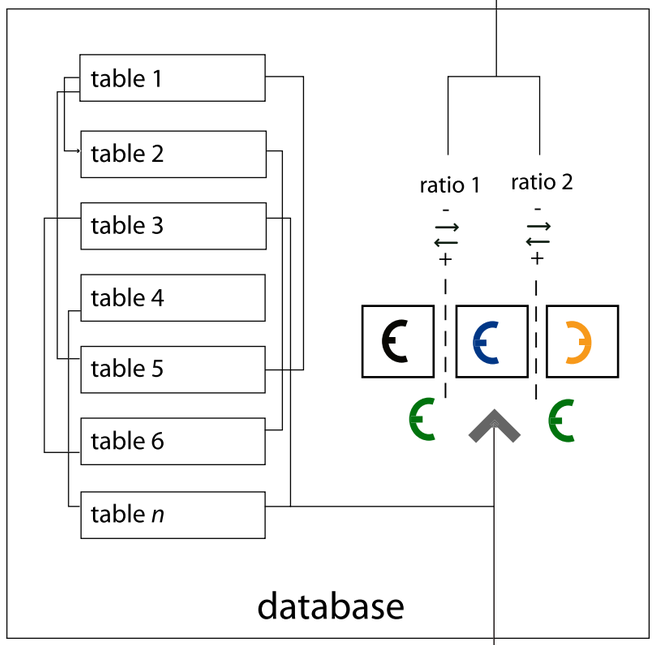
A simplified non-technical view of the autopoietic modular software architecture:

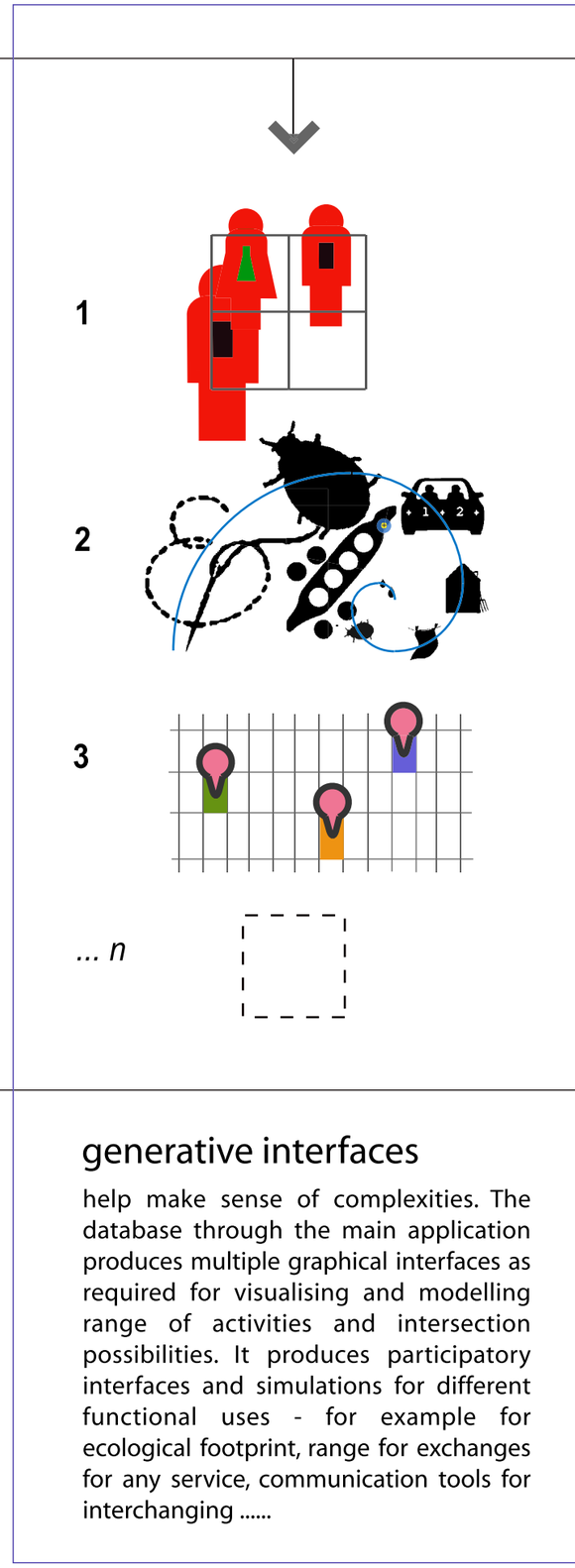


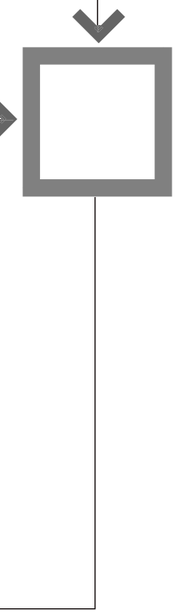
social economy activities

for example,
1 mutual buying groups,
2 composting,
3 energy saving schemes,
4 food sharing,
5 bicycle maintenance .....*n*
Can increase indefinately



Main Application



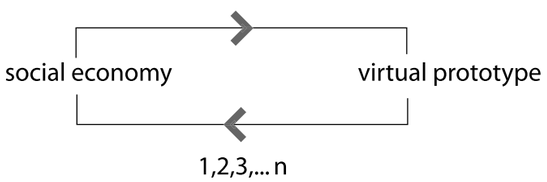


'front ends' for possible near-field management of communal services

rfid readers for near field management

java application for mobile phone uses

till for community shop



generative interfaces

help make sense of complexities. The database through the main application produces multiple graphical interfaces as required for visualising and modelling range of activities and intersection possibilities. It produces participatory interfaces and simulations for different functional uses - for example for ecological footprint, range for exchanges for any service, communication tools for interchanging .....

virtual prototype

Generation #1, #2....#*n*
Integrates ecological and economic parameters. Optimises and aggregates options for collective and individual participants and feeds them into the database through generative interfaces.

am
prototype development