

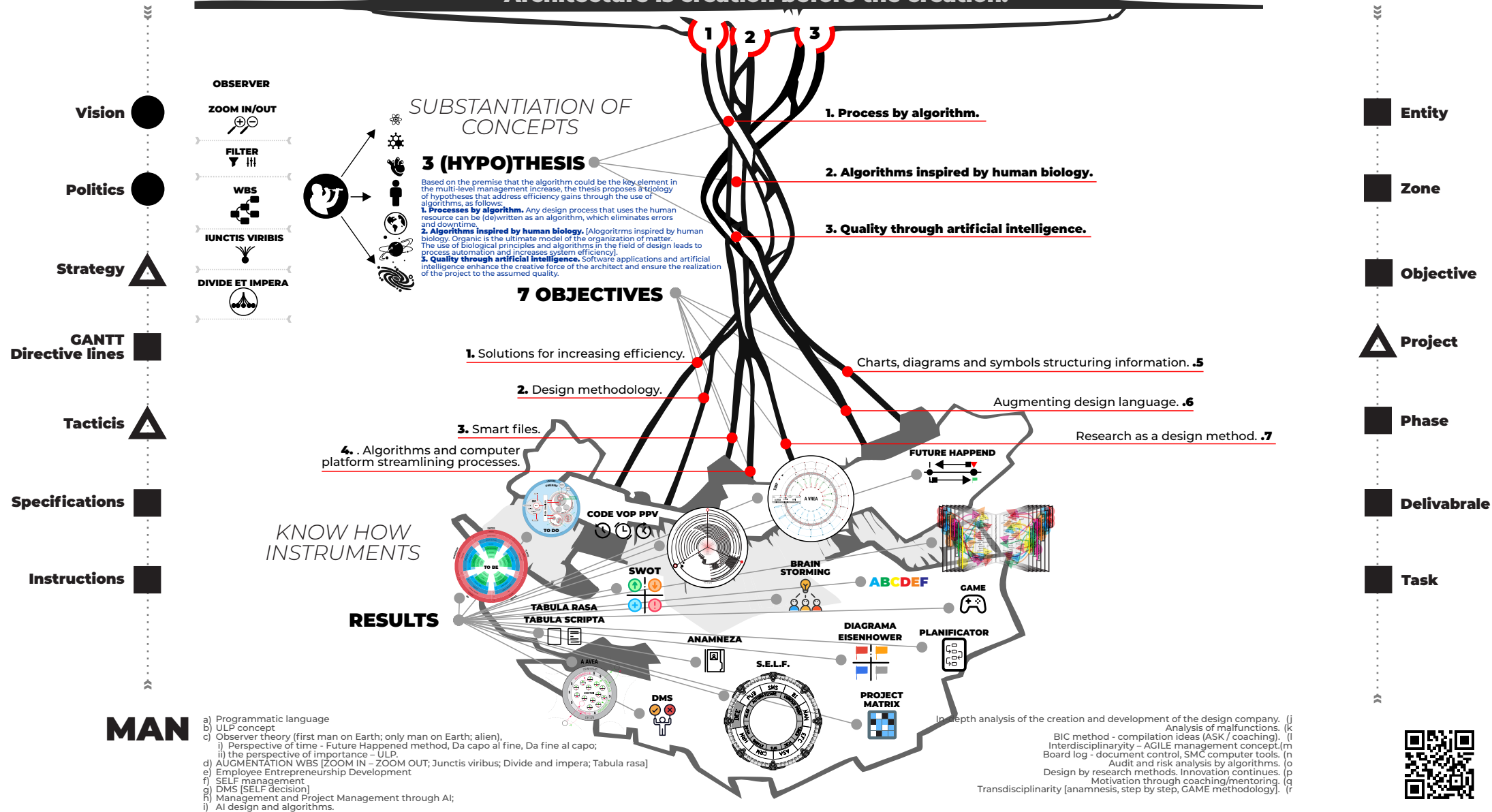
COGNITIVE PRINCIPLES

3 AXIOMS

- 1.[The resources to which humanity has access today are limited]
- 2.[Time is the only resource that is gained through consumption and is lost if it is not exploited]
- 3.[Information is the only resource that is multiplied by its consumption and does not lack the possession of the person who shares it]

UNIVERSE

Architecture is creation before the creation.



- a) Programmatic language
- b) ULP concept
- c) Observer theory (first man on Earth; only man on Earth; alien),
i) Perspective of time - Future Happened method, Da capo al fine, Da fine al capo;
ii) the perspective of importance - ULP.
- d) AUGMENTATION WBS [ZOOM IN - ZOOM OUT; Junctis viribus; Divide and impera; Tabula rasa]
- e) Employee Entrepreneurship Development
- f) SELF management
- g) DMS [SELF decision]
- h) Management and Project Management through AI;
- i) AI design and algorithms.

- j) In-depth analysis of the creation and development of the design company.
- k) Analysis of malfunctions.
- l) Interdisciplinarity - AGILE management concept.
- m) Board log - document control, SMC computer tools.
- n) Audit and risk analysis by algorithms.
- o) Design by research methods. Innovation continues.
- p) Motivation through coaching/mentoring.
- q) Transdisciplinarity [anamnesis, step by step, GAME methodology].
- r)

