A SYNTHESIS OF THE DRAFT MANUSCRIPT

Into Spatia

The first launch was the machine's. The second launch is ours.

Michael Robbins

Civic Innovator · Human-Centric AI Architect

June 2026

intospatia.xyz · linkedin.com/in/mwrxyz

Executive Synthesis

Into Spatia is structured as an expedition guide for the AI era, but its real subject is the rebuilding of civic life around human agency. It does not primarily ask what artificial intelligence can do. It asks what kind of person, community, and economy can endure when intelligence becomes ambient, automated, and increasingly capable of acting in the world. The answer unfolds in three linked movements: Representational AI, Spatia, and Cyberwealths, followed by a final launch chapter that turns the architecture back into an immediate pathway.

The manuscript is organized into seven sections: an opening (Section 1, The Departure), three thematic trilogies — Representational AI (Section 2), Spatia (Section 4), and Cyberwealths (Section 6) — joined by two bridge sections, The Crossing (Section 3) and Coming Home (Section 5), and closed by Second Launch (Section 7). Each trilogy opens with a short section introduction and then develops across three chapters.

The book begins from a warning: capability can outrun accountability. The Challenger disaster becomes the opening image because it shows that catastrophe is not always caused by failed technology. Sometimes the machine is ready, but the institution around the people inside it is not. The AI era repeats that pattern at civilizational scale. The models are being launched; the surrounding systems of standing, governance, ownership, and public accountability are not yet adequate to carry human beings safely into the world those models are creating.

The first trilogy establishes the person. It argues that the central unit of humane AI is not a prompt, an account, a profile, or even an assistant. It is a represented person: someone with authored memory, digital standing, and an AI Rep that acts as a bounded, accountable representative rather than a generic tool. The second trilogy establishes the place where that person lives. It names Spatia as the civic terrain of the blended physical-digital world, where maps, sensors, AI agents, spatial computing, and human memory converge. The third trilogy establishes the ownership architecture. It argues that the productive value of the AI era should be held through cooperative institutions: land-trust-like stewardship, credit-union-like aggregation, and employee-ownership-like stakes in productive systems.

Across the whole manuscript, Gameshow is the practical through-line. It begins as the answer to a student's question about having "our own AI." It becomes the capture

environment for Dotes, the training ground for AI Reps, the social technology through which new contracts are practiced into existence, and finally the launchpad for the second launch. Gameshow is how the architecture becomes enterable by ordinary people, especially young people. It is the place where experience becomes reflection, reflection becomes memory, memory becomes representation, representation becomes agency, and agency becomes civic participation.

Architecture at a Glance

Movement	Core question	Primary answer	What it builds
Representational AI (Section 2)	Who gets represented by intelligence?	AI Reps grounded in authored memory and digital personhood.	The person as an actor with standing.
Spatia (Section 4)	Where does intelligence live?	A civic layer for the blended physical-digital world.	The city, neighborhood, and shared terrain.
Cyberwealths (Section 6)	Who owns what AI makes valuable?	Land Trusts, Mutual AI Credit Unions, and Cyberwealths Enterprises.	The cooperative economy of AI-era value.
Gameshow (through-line)	How do we begin together now?	A public, playful, place-anchored coordinating function.	The launchpad, academy, and craft for the second launch.

Section 1 — The Departure

Why the AI era calls for practical hope rather than doom or hype — and the question, from a seventh grader, that set the course of this book.

The opening section gives the book its emotional and civic frame. It begins in Huntsville, Alabama, with the memory of the Challenger disaster on the author's sixteenth birthday. That story matters because it teaches a specific lesson: powerful systems do not fail only when the technology is bad. They also fail when institutions stop listening to the people closest to the danger. The AI era is framed as another launch moment, but this time no one stands safely outside the capsule. Everyone is already aboard the systems being built.

The chapter rejects both doom and hype, naming the book's stance as practical hope: the conviction that there is a pathway, that it can be built, and that it must be built through actual tools, institutions, relationships, and places.

The chapter then moves from outer space to Spatia. Space is the old frontier; Spatia is the real-world civic realm where AI, spatial computing, and ambient technology blend into the places people already live. The move is important because the book is not about escape from Earth or from civic life. It is about returning to place with new forms of agency. The AI Club provides the human center of the chapter. When Camila asks whether students can have their own AI, she names the book's central question. When Henry says he wants to live in the woods, he reveals what is at stake if adults offer only vague reassurance while young people see their futures being reorganized around machines. Gameshow appears as the practical answer: a pathway through which young people and others can author the memory that trains AI Reps belonging to them rather than to platforms.

Section 2 — Representational AI

What it means to be represented by a machine rather than predicted by one — and the three things that have to be built before any of it is safe.

This short section opens the first trilogy by naming its subject and its stakes before its three chapters develop them. It defines what it means to truly own an AI: the system must originate in experience the person has authored, act within bounds the person can understand and revoke, preserve the difference between what the person said and what it merely inferred, and remain accountable to the person whose life it carries. It distinguishes a Rep from the assistants, agents, companions, copilots, and digital twins it is so often confused with, and it draws the line between an AI that is merely human-seeming and one that is genuinely human-originating. Most of all it sets the dependency chain the trilogy follows: memory must be authored, meaning must be structured, and reference must be confirmed before any authority can safely be delegated.

Chapter 2A — The Memory Glove

How human traces become machine capability — and why we need a new category called Representational AI.

This chapter names the central category of the first trilogy: Representational AI. It begins with Sunday Robotics and its sensor glove, which captures human demonstrations of

ordinary household tasks so robots can learn from them. The example makes visible a larger pattern: human action is instrumented, converted into traces, transformed into machine capability, and then owned by someone. The same pattern appears in white-collar AI training, where professionals produce rubrics, critiques, ideal answers, and simulated workplace artifacts that become model capability. The chapter is not against machines learning from people. It is against one-way transfer, where human skill becomes someone else's asset and the contributor is left with only a payment or a receipt.

Representational AI is proposed as the constructive alternative. A Rep is not merely an assistant, agent, companion, tutor, or digital twin. It is a representative in the political and fiduciary sense: a bounded plenipotentiary that carries a person's voice, interests, boundaries, memory, and authority into digital contexts where the person is not fully present. For such a Rep to be legitimate, it must be anthropogenic rather than merely anthropomorphic. It must originate in the person's own authored experience rather than imitate humanness from extracted data. DOTES becomes the practical memory structure: Do, Observe, Tell, Explore, and Show turn lived experience into governed meaning artifacts. Gameshow becomes the entry point that makes this practice emotionally legible and repeatable, so people can train Reps from what they choose to author, review, and carry forward.

Chapter 2B — The Shape of Meaning

A sign is a curve in spacetime. What that means for the mathematics of Representational AI.

This chapter gives Representational AI its mathematical orientation. It starts with American Sign Language because sign language reveals that meaning is not inherently flat or sequential. A sign is not simply a word performed by the hand; it is a curve in spacetime. Handshape, motion, orientation, facial expression, posture, and spatial placement all carry meaning simultaneously. Spoken and written language compress multidimensional meaning into a narrow channel. That compression is sometimes useful, but AI systems built only on flattened text inherit the loss.

The chapter argues that authored experience should also be understood as trajectory. A Dote has a beginning, middle, transformation, evidence, revision history, permission scope, and intentional horizon. The question is not merely how to embed that experience in a vector. The question is what configuration space authored experience should live in, what trajectories count as meaningful, and what transformations preserve or alter meaning. Operads are introduced as the mathematics of typed composition, preventing

systems from confusing an observation with an inference or an intention with a record. Lie groups help distinguish paraphrase from revision by identifying meaning-preserving transformations. Persistent homology offers a way to detect recurring structures across many trajectories. Stance belongs to that structure too: meaning is held under a posture — asserted, supposed, opposed, doubted — and a system that lets supposition harden into assertion, or a rejected frame pass as the person's own, has changed the meaning even when the words remain. The purpose of the mathematics is not elegance. It is accountability: retrieving the right memory, preserving lineage, blocking misuse by permission type, and preventing inferred summaries from becoming false originals.

Chapter 2C — Semantic Building Blocks

Why humans and AI need a constructed taxonomic vocabulary — and why Mirad, of all the constructed languages, is the one that fits.

This chapter adds the lexical layer. If The Shape of Meaning explains that meaning needs a structured space, this chapter asks how positions in that space can be named. Natural language is too fluid to serve as the sole reference layer for Representational AI. Words such as memory, team, success, recent, or careful carry meanings that shift across people, contexts, and conversations. Large language models can often respond fluently anyway, but fluency is not the same as shared reference. A Rep that merely predicts what a person might say cannot reliably represent what that person means.

Mirad enters as a candidate coordinate vocabulary. Unlike Esperanto, which regularizes existing human language for broad communication, Mirad is presented as a constructed semantic system in which words are built from primitives. The point is not to make users speak Mirad. The point is to use Mirad-like structured terms underneath ordinary conversation where precision matters. Mirad provides the notation of reference; Gameshow provides the humane confirmation interface. When a system is unsure whether a statement is an action, intention, observation, or interpretation, Gameshow can ask the user in natural language and then anchor the answer in a typed underlying coordinate. In this way, semantic precision becomes conversational rather than bureaucratic.

Section 3 — The Crossing

How new social contracts get practiced into existence when the old ones no longer hold, and why Gameshow is the bridge between Representational AI and Spatia.

This section bridges Representational AI into Spatia by explaining how new social contracts are formed. They are not declared into existence by manifestos, terms of service, or white papers. They are practiced into existence through structured social technologies. The opening image of a robotics team makes the point: the robot is not the only thing being built. The team is being built through roles, trust, repair, mentorship, shared craft, and recognition. This is how communities form durable practices under pressure.

Gameshow is described as the social technology for the AI era. It is an app, a game, and an environment, but more deeply it is an operating system for agentic AI under human authority. Its three spaces are Casting Call, Backstage, and the Arena. Casting Call is where a person finds voice and begins the covenant with their Rep. Backstage is where memory is reviewed, governed, approved, withheld, revised, or forgotten. The Arena is where the Rep is tested, corrected, and gradually opened to mentors, peers, teams, and place-based community participation. The chapter's core loop is experience becomes reflection; reflection becomes memory; memory becomes representation; representation becomes agency. Through that loop, a person becomes present in the digital realm not as an account, profile, or data source, but as someone with standing who can participate in new civic arrangements.

Section 4 — Spatia

Where represented people meet — the civic ground of the real world as AI, spatial computing, and ambient systems move into it.

This section opens the second trilogy by moving from the represented person to the ground that person stands on. It introduces Spatia as the civic terrain of the blended physical-digital world — not cyberspace, not virtual reality, and not a platform, but the real world with intelligence laid over it and running through it. It distinguishes a lived place, thick with safety and danger and belonging and grief, from a merely computable one a sensor can map but not understand. And it argues that standing has to acquire an address: the difference between a civic layer, whose terms of appearance are public and governed by the people present, and an extractive layer tuned for engagement and

capture. From there it frames the trilogy's three moves — place as the protected layer of meaning, learning as what composes persons and publics, and the engineering discipline a civic layer needs to escape extraction's gravity.

Chapter 4A — Palaces of the Mind

How place becomes the protected layer of meaning when streets become computable — and why the people who live there must build the meaning before the maps finish describing them.

This chapter opens the Spatia trilogy by shifting from personhood to place. The world is being mapped by sensors, cameras, mapping rigs, and spatial computing systems. Those systems capture geometry: curbs, signs, surfaces, lanes, buildings, paths, and objects. But the chapter insists that geometry is not place. A street corner is also memory, danger, welcome, grief, ritual, independence, and belonging. A world model can navigate a location while failing to understand the lived meaning that makes it a place.

The ancient method of loci provides the chapter's organizing model. Memory palaces work because human beings index meaning spatially. Place is not merely where memory happens; place is one of memory's organizing operations. A humane spatial layer should therefore behave less like an advertising overlay and more like a civic memory architecture. The chapter distinguishes personal, relational, communal, and civic palaces, each requiring different forms of authority and consent. A private memory requires personal control; a shared memory requires mutual governance; a communal memory requires stewardship; a civic memory requires due process and accountability. The AI Rep becomes a membrane between person and mapped world, regulating what enters, what leaves, and how place-based meaning becomes legible without being extracted.

Chapter 4B — Disco Ergo Sum

I learn, therefore I am — how learning composes personhood and community, and what algorithmic mediation has been substituting in its place.

This chapter gives Spatia its philosophy of personhood and community. Against the Cartesian inheritance of "I think, therefore I am," it proposes "I learn, therefore I am." Learning is not treated as content delivery or skill acquisition alone. It is the constitutive activity through which persons become themselves. Learning is embodied because bodies change through practice; situated because the where of learning matters; and relational because people learn from, with, and for one another.

The chapter introduces narrative integrity as the spine of identity. A person is not a profile, segment, avatar, shopping cart, or behavioral prediction. A person is an authored story with memory and aspiration. DOTES holds that story by joining afterthought and forethought: what happened, what was noticed, how it is told, what might come next, and what can be shown. The chapter then extends the argument into relationship and public life. Real relationships ask: Who am I? Who are you? Who are we together? Platforms substitute predictive questions for those constitutive ones. Spatia must instead support the rotation of learn, teach, and support. Its base layer should resemble the neighborhood of Sesame Street and Mister Rogers rather than the carnival of attention or the bazaar of transaction. The digital public sphere should be a governed commons where standing is native, visible, and not secretly scored by private platforms.

Chapter 4C — Escape Velocity

How the spatial layer breaks free of the extractive pipeline, and what architectural discipline a regenerative learning ecosystem requires to stay civic.

This chapter asks whether the humane civic layer can survive the gravitational pull of the extractive pipeline. The default spatial layer is a carnival built on a bazaar foundation: surfaces become advertising opportunities, encounters become data events, and public squares become prediction engines. The chapter argues that an alternative will not emerge spontaneously. Extraction has economic gravity, talent gravity, interface gravity, and expectation gravity. A civic layer requires thrust.

RADIAL names the discipline of that alternative: Regenerative, Augmented, Dialogic Learning Ecosystems. Regenerative means the system strengthens the communities and environments it operates within rather than depleting attention, energy, trust, or ecology. Augmented means humans, Reps, sensors, and services mutually increase one another's capacity rather than reducing people to substrates. Dialogic means the layer operates through conversation and invitation rather than broadcast, push, and harvest. Learning ecosystems means the unit is not the platform but the living system of persons, Reps, institutions, and places co-evolving over time. The chapter draws from public broadcasting and community media, especially Sesame Street, as a precedent for noncommercial, learning-oriented infrastructure. It concludes that escape requires patient capital, technical discipline encoded into architecture, and governance strong enough to outlast founders and funding cycles.

Section 5 — Coming Home

From the digital backpack to AI by, for, and of We the People.

This section bridges Spatia to Cyberwealths by grounding the futuristic argument in a real earlier attempt: Cities of Learning. The chapter recounts the 2013 Chicago Summer of Learning and the later four-city effort that included Washington, DC. The premise was that a city could become a learning ecosystem connecting schools, libraries, museums, parks, employers, after-school programs, online learning, and civic organizations. Digital badges and digital backpacks allowed young people to carry evidence of what they had done and learned across institutional boundaries.

The chapter argues that Cities of Learning was a prototype for the civic terrain described in the Spatia trilogy. It recognized young people as present contributors, not merely future adults waiting for life to begin. It also anticipated the data backpack: a portable, person-owned record of learning, contribution, and recognition. But the effort lacked the ownership architecture required for durability. When funders shifted and institutions reorganized, the integrated civic infrastructure contracted. The lesson is not that the work failed; it is that civic-scale learning infrastructure is fragile without cooperative ownership. This sets up the Cyberwealths trilogy: the next attempt requires a Land Trust to hold foundational assets, a Mutual AI Credit Union to pool member accounts, and an Employee-Owned Enterprise to organize productive contribution.

Section 6 — Cyberwealths

Who holds the value when authored memory, learning, and place become valuable — and the cooperative forms that can hold it.

This section opens the third trilogy with the question the rest of the book has been building toward: once authored memory, learning, place-based knowledge, and shared intelligence become valuable, who holds that value? It reframes ownership as protection rather than mere distribution — voice, refusal, recourse, bargaining power, continuity, and a stake that can pass to the next generation — and draws the sharp line between ownership held from below and entitlement granted from above and revocable at will. It then introduces the three cooperative ancestors the chapters develop in turn: the stewardship of the land trust, the mutuality of the credit union, and the productive ownership of the employee-owned enterprise, pointing toward their synthesis in the Cyberwealths Enterprise.

Chapter 6A — The Land Trust

How a form that already knows how to hold ground can teach us to hold memory.

This chapter opens the Cyberwealths trilogy by turning to land trusts. Its opening story of a Tennessee farmer who accepted a lower market value for his land in order to preserve it across generations shows the discipline of trusteeship: some assets matter too much to be exposed to every transaction ordinary commerce would permit. Land trusts separate use from speculative conversion. They do not eliminate productivity; they direct it toward continuity. The protected asset can remain alive, worked, inherited, and useful precisely because some options have been refused.

The chapter's central claim is that memory has become landlike. Authored experience, learning records, community knowledge, family traces, training rights, and long-term AI Rep relationships are foundational to community life. They can be enclosed, mined, polluted, copied, inherited, and monetized. If they are treated only as ordinary commercial property, the communities whose lives produce them will lose standing in their future use. The AI Trust inherits the land trust's discipline and applies it to the AI era. It would hold authored experience and community memory under fiduciary duties, govern training rights and AI representative relationships, prevent conversion into ordinary extractive property without consent, and survive the founders who begin it. The point is stewardship before monetization: memory, like land, requires protected ground.

Chapter 6B — The Credit Union

Why the AI era needs a society, not just a wallet.

This chapter asks why an individual wallet is not enough. It begins with the first American credit union, organized in Manchester, New Hampshire, for immigrant mill workers excluded from ordinary banking and exposed to predatory lending. The credit union form transformed small individual accounts into collective capacity. The members owned the institution. Their deposits became loans to one another. Their shared governance created a structure that answered to them instead of to outside shareholders.

The AI-era translation is the Mutual AI Credit Union. Digital wallets, credentials, and personal data stores are necessary tools, but they are only containers. A container cannot bargain, pool risk, finance shared infrastructure, negotiate with platforms, establish common consent standards, or return surplus to members. A Mutual AI Credit Union would treat the data backpack as the AI-era share account: a secure, portable, member-owned account holding authored experience, consent receipts, credentials, Rep

relationships, audit records, governance rights, and dividend entitlements. The institution would aggregate members rather than tokens or transactions. It would not be a DAO, because token power is not the same as democratic membership. It would not be an exchange, because transactions are not obligations. Its principle is simple: the account protects the person; the aggregate protects the people.

Chapter 6C — The Employee-Owned Enterprise

Why the people building the AI era should own a share of it.

This chapter completes the Cyberwealths trilogy by turning from protection and pooling to productive ownership. It begins with Louis Kelso's creation of the Employee Stock Ownership Plan. Kelso's insight was that wages pay once, while ownership provides a continuing claim on the productive systems workers help build. Employee ownership became a practical legal and financial mechanism for allowing workers to acquire stakes in enterprises through future earnings, not only through prior wealth.

The AI era requires a broader version of the same logic. Much of the productive capacity of AI was created by people who did not think of themselves as workers: users who wrote, searched, reviewed, mapped, coded, tagged, uploaded, corrected, and interacted online for decades. Their contributions became the substrate of model capability. The chapter does not argue for retroactive back pay. It argues that the next architecture should not repeat the same extraction. Cyberwealths Enterprises extend ownership from formal employment to qualifying contribution. The data backpack becomes an ownership account as well as a member account, recording contributions to shared models, civic knowledge, learning systems, AI Rep infrastructure, and community memory. Contribution becomes stake. The chapter carefully distinguishes this from entitlement. A check is a payment from someone else's system; a stake is a claim inside the system itself. Cyberwealths is about ownership, governance, inheritance, and durable participation in the productive value of the AI era.

Section 7 — Second Launch

The crewed mission for the AI era — from extraction to ownership, from anthropomorphic to anthropogenic, and the launchpad we can build now.

The final section returns to the launch imagery that opened the book and gives the whole manuscript its closing frame. The AI era has already had its first launch: the machines have demonstrated capability. Like early rockets, early aircraft, and autonomous vehicles

in the DARPA Grand Challenge, the first launch proves what machines can do, often through visible failure. But the first launch is uncrewed. People are not yet aboard as commanders with standing, authority, ownership, and recourse. The second launch is the crewed mission.

The second launch gathers the entire book into one architecture. Representational AI provides the crewed craft: AI Reps grounded in authored memory and digital personhood. Spatia provides the shared sky: the civic terrain where people, Reps, sensors, institutions, and agents operate together with mutual standing. Cyberwealths provides the ownership system: Land Trusts, Mutual AI Credit Unions, and Cyberwealths Enterprises ensuring the people whose lives create value own a share of the mission. Gameshow becomes the launchpad, academy, and spacecraft for everyone. It is where people open data backpacks, train Reps through DOTES rather than scraping, gain standing, earn stakes, and enter Spatia together. The final claim is both sober and hopeful: the first launch belonged to the machines; the second must belong to us.

The Synthesis

Into Spatia argues that the AI era will be humane only if intelligence becomes representative, place becomes civic infrastructure, and the value generated by human life is held through cooperative ownership rather than extracted into platform capital.

The manuscript is therefore not simply a proposal for better AI tools. It is a proposal for a new civic stack. At the bottom is authored memory, structured through DOTES. On top of that is the AI Rep, accountable to the person it represents. Around that person is Spatia, the blended physical-digital civic terrain where learning, relationship, and place are held. Around Spatia is Cyberwealths, the cooperative ownership architecture that prevents the value of the layer from flowing away from the people who make it meaningful. Gameshow is the coordinating function that makes the stack usable, teachable, social, and scalable.

Why Gameshow Is the Practical Center

Because Gameshow is playful, it can carry serious constitutional work without presenting itself as paperwork. Because it is structured, it can avoid collapsing into mere engagement. Because it is place-anchored, it can connect AI to civic life rather than detach it into a private chat interface. Because it is social, it can let new contracts be practiced

into existence. In the final section, this becomes the decisive point: the AI era needs a coordinating function like the DARPA Grand Challenge, but for human-centered AI civilization. Gameshow is that coordinating function.

The Deep Opposition: Extraction Versus Authorship

Every major contrast in the book is a version of one deeper opposition. The extractive path treats human beings as sources of behavioral exhaust, training data, attention, labor traces, location signals, and future predictions. It converts those traces into machine capability and then into assets owned elsewhere. The authored path treats people as principals, authors, contributors, neighbors, members, and owners. It converts lived experience into governed memory, memory into representation, representation into agency, and agency into cooperative participation.

This is why the language of authorship is load-bearing. To author is not merely to write. It is to stand behind, revise, govern, consent, and remain connected to what one has made. Authored memory is the opposite of scraped exhaust. An anthropogenic Rep is the opposite of an anthropomorphic imitation. A data backpack inside a Mutual AI Credit Union is the opposite of a lonely wallet. A Cyberwealths stake is the opposite of a compensatory check. Spatia is the opposite of the mapped world as advertising inventory.

The Book's Institutional Imagination

One of the manuscript's strongest features is that it refuses to imagine the AI future only as software. It repeatedly turns to institutional ancestors: land trusts, mutual aid societies, rural electric cooperatives, credit unions, employee stock option programs, public broadcasting, restorative justice circles, community media, Cities of Learning, FIRST Robotics, and the method of loci. These are precedents showing that people have repeatedly built forms to hold what markets and states alone could not hold well.

That institutional imagination also gives the book its cross-partisan possibility. Land stewardship, credit unions, employee ownership, local infrastructure, mutual aid, children's learning, public broadcasting, and cooperative enterprise are not owned by one ideological camp. They can be defended in the language of dignity, opportunity, family, community, ownership, liberty, anti-extraction, local control, and public purpose.

Cyberwealths depends on that breadth. It seeks a new settlement for AI-era value that can be heard by more than one political tradition.

What the Manuscript Ultimately Claims

The final claim is not that this architecture already exists. The manuscript is explicit that much of it remains to be built: legal forms, model documents, audit standards, consent mechanisms, contribution accounting, governance rules, technical infrastructure, and public legitimacy. The claim is instead that the pieces are now nameable, the precedents are real, and the pathway can begin.

Into Spatia therefore ends as a launch document. The first launch showed that machines can act. The second launch must show that people can remain aboard. To do that, people need Reps they author, places they govern, institutions they own, and a launchpad where they can begin together. That launchpad is Gameshow. The destination is not escape from Earth, society, or embodiment. The destination is coming fully into Spatia: the world we already inhabit, rebuilt so human beings can stand, learn, represent, belong, and own together in the age of AI.

Notes on Terminology

Term	Paraphrased meaning in the manuscript
AI Rep	A bounded, accountable AI representative that originates in a person's authored experience and carries their interests, voice, boundaries, and authority under revocable terms.
Dote / DOTES	A structured unit and practice of authored experience: Do, Observe, Tell, Explore, Show. A Dote is not a diary entry or raw memory; it is a governed meaning artifact.
Data Backpack	A portable, member-owned account that holds authored experience, credentials, consent records, AI Rep relationships, governance rights, and ownership stakes.
Spatia	The civic terrain of the blended physical-digital world where AI, spatial computing, ambient systems, people, institutions, and places interact.
RADIAL	Regenerative, Augmented, Dialogic Learning Ecosystems: the discipline required for a humane spatial layer to remain civic rather than extractive.

Term	Paraphrased meaning in the manuscript
Cyberwealths	The broad-based ownership architecture for AI-era value, built through land-trust-like stewardship, credit-union-like aggregation, and employee-ownership-like stakes.
Gameshow	The coordinating function and practical entry point: a playful, structured, place-anchored environment where people author Dotes, train Reps, gain standing, and enter Spatia together.

In the manuscript's deepest structure, the AI question becomes a civic question: who can stand, where can they belong, and what can they own together?