# Finding Protos

SYSTEM CODE:	
ELEMENT CODE:	

Project Idea:	
DESCRIPTION:	CONNECTED ELEMENTS:
	CONNECTED PROJECTS:
	PROGRESSION / TRAJECTORY NOTES:
- Protos	
NAME:	NAME:
PROJECTS / INTERESTS:	PROJECTS / INTERESTS:
Field Notes	

# Finding Projects

SYSTEM CODE:	
ELEMENT CODE:	

Project Idea:	
DESCRIPTION:	CONNECTED ELEMENTS:
	CONNECTED PROJECTS:
	PROGRESSION / TRAJECTORY NOTES:
- Protos —	
NAME:	NAME:
PROJECTS / INTERESTS:	PROJECTS / INTERESTS:
r Field Notes ———	

#### What's at Work

SYSTEM CODE:	
ELEMENT CODE:	

CONNECTED ELEMENTS:
CONNECTED PROJECTS:
PROGRESSION / TRAJECTORY NOTES:
NRME:PROJECTS / INTERESTS:
PROJECTS/INTERESTS.

# Project Energy

SYSTEM CODE:	
ELEMENT CODE:	

Project Idea:	
DESCRIPTION:	CONNECTED ELEMENTS:
	CONNECTED PROJECTS:
	PROGRESSION / TRAJECTORY NOTES:
- Protos —	
NAME:	NAME:
PROJECTS / INTERESTS:	PROJECTS / INTERESTS:
r Field Notes ———	

### Running Projects

SYSTEM CODE:	
ELEMENT CODE:	

Project Idea:	
DESCRIPTION:	CONNECTED ELEMENTS:
	CONNECTED PROJECTS:
	PROGRESSION / TRAJECTORY NOTES:
Protos ————	
NAME:	NAME:
PROJECTS / INTERESTS:	PROJECTS / INTERESTS:
- Field Notes	

# Working in Time

SYSTEM CODE:	
ELEMENT CODE:	

Project Idea:	
DESCRIPTION:	CONNECTED ELEMENTS:
	CONNECTED PROJECTS:
	PROGRESSION / TRAJECTORY NOTES:
Protos———	
NAME:PROJECTS / INTERESTS:	NAME: PROJECTS / INTERESTS:
PRUJECTS / INTERESTS:	PRUJEL IS / INTERES IS:
- Field Notes	

ELEMENT:		SYSTEM CODE:		
Organizing Space		ELEMENT CODE:		
ELEMENT DESCRIPTION /	CHARAC	TERISTICS:		
Project Idea:				
DESCRIPTION:	CONNECTE	D ELEMENTS:		$\overline{}$
	CONNECTE	D PROJECTS:		
	PROGRESS	BION / TRAJECTO	RY NOTES:	
<sub>-</sub> Protos ———				
NAME:		NAME:		_
PROJECTS / INTERESTS:		PROJECTS	/ INTERESTS:	¬
				_
- Field Notes———				

ELEMENT:		SYSTEM CODE:	
Organizing Technology		ELEMENT CODE:	
ELEMENT DESCRIPTION /	CHARACTERISTICS:	_	
Project Idea:			
DESCRIPTION:	CONNECTED ELEMENTS:		
	CONNECTED PROJECTS:		_
			_
	PROGRESSION / TRAJECTO	RY NOTES:	7
_			
- Protos ———			
NAME:PROJECTS / INTERESTS:	NAME:	/ INTERESTS:	
- Field Notes			

# Emergent Design

SYSTEM CODE:	
ELEMENT CODE:	

Project Idea:	
DESCRIPTION:	CONNECTED ELEMENTS:
	CONNECTED PROJECTS:
	PROGRESSION / TRAJECTORY NOTES:
- Protos —	
NAME:	NAME:
PROJECTS / INTERESTS:	PROJECTS / INTERESTS:
r Field Notes ———	

# Living in Space

SYSTEM CODE:	
ELEMENT CODE:	

Project Idea:	
DESCRIPTION:	CONNECTED ELEMENTS:
	CONNECTED PROJECTS:
	PROGRESSION / TRAJECTORY NOTES:
- Protos —	
NAME:	NAME:
PROJECTS / INTERESTS:	PROJECTS / INTERESTS:
r Field Notes ———	

# School Design School

SYSTEM CODE:	
ELEMENT CODE:	

Project Idea:	
DESCRIPTION:	CONNECTED ELEMENTS:
	CONNECTED PROJECTS:
	PROGRESSION / TRAJECTORY NOTES:
Protos———	
NAME:PROJECTS / INTERESTS:	NAME: PROJECTS / INTERESTS:
PRUJECTS / INTERESTS:	PRUJEL IS / INTERES IS:
- Field Notes	

### Self-Evident Accomplishment

SYSTEM CODE:	
ELEMENT CODE:	

Project Idea:	
DESCRIPTION:	CONNECTED ELEMENTS:
	CONNECTED PROJECTS:
	PROGRESSION / TRAJECTORY NOTES:
- Protos —	
NAME:	NAME:
PROJECTS / INTERESTS:	PROJECTS / INTERESTS:
r Field Notes ———	

# Knowledge Platforms

SYSTEM CODE:	
ELEMENT CODE:	

Project Idea:	
DESCRIPTION:	CONNECTED ELEMENTS:
	CONNECTED PROJECTS:
	PROGRESSION / TRAJECTORY NOTES:
Protos———	
NAME:PROJECTS / INTERESTS:	NAME: PROJECTS / INTERESTS:
PRUJECTS / INTERESTS:	PRUJEL IS / INTERES IS:
- Field Notes	

# Field Trajectory

SYSTEM CODE:	
ELEMENT CODE:	

Project Idea:	
DESCRIPTION:	CONNECTED ELEMENTS:
	CONNECTED PROJECTS:
	PROGRESSION / TRAJECTORY NOTES:
- Protos —	
NAME:	NAME:
PROJECTS / INTERESTS:	PROJECTS / INTERESTS:
r Field Notes ———	

### Context Translation

SYSTEM CODE:	
ELEMENT CODE:	

Project Idea:	
DESCRIPTION:	CONNECTED ELEMENTS:
	CONNECTED PROJECTS:
	PROGRESSION / TRAJECTORY NOTES:
Protos———	
NAME:PROJECTS / INTERESTS:	NAME: PROJECTS / INTERESTS:
PRUJECTS / INTERESTS:	PRUJEL IS / INTERES IS:
- Field Notes	

#### Make It So You Don't Need It

SYSTEM CODE:	
ELEMENT CODE:	

Project Idea:	
DESCRIPTION:	CONNECTED ELEMENTS:
	CONNECTED PROJECTS:
	PROGRESSION / TRAJECTORY NOTES:
Protos———	
NAME:PROJECTS / INTERESTS:	NAME: PROJECTS / INTERESTS:
PRUJECTS / INTERESTS:	PRUJEL IS / INTERES IS:
- Field Notes	

#### What is Jauntbox

SYSTEM CODE:	
ELEMENT CODE:	

Project Idea:	
DESCRIPTION:	CONNECTED ELEMENTS:
	CONNECTED PROJECTS:
	PROGRESSION / TRAJECTORY NOTES:
Protos———	
NAME:PROJECTS / INTERESTS:	NAME: PROJECTS / INTERESTS:
PRUJECTS / INTERESTS:	PRUJEL IS / INTERES IS:
- Field Notes	

### Protogenic Handbooks

SYSTEM CODE:	
ELEMENT CODE:	

Project Idea:	
DESCRIPTION:	CONNECTED ELEMENTS:
	CONNECTED PROJECTS:
	PROGRESSION / TRAJECTORY NOTES:
- Protos —	
NAME:	NAME:
PROJECTS / INTERESTS:	PROJECTS / INTERESTS:
r Field Notes ———	

ELEMENT:	SYSTEM CODE:	
Admixing	ELEMENT CODE:	
ELEMENT DESCRIPTION /	CHARACTERISTICS:	
Project Idea:		
DESCRIPTION:	CONNECTED ELEMENTS:	
	CONNECTED PROJECTS:	
	PROGRESSION / TRAJECTORY NOTES:	$\neg$
- Protos		
NAME:	NAME:	_
PROJECTS / INTERESTS:	PROJECTS / INTERESTS:	7
		<u> </u>
<sub>_</sub> Field Notes ———		

# Progressions

SYSTEM CODE:	
ELEMENT CODE:	

Project Idea:	
DESCRIPTION:	CONNECTED ELEMENTS:
	CONNECTED PROJECTS:
	PROGRESSION / TRAJECTORY NOTES:
- Protos —	
NAME:	NAME:
PROJECTS / INTERESTS:	PROJECTS / INTERESTS:
r Field Notes ———	

### Free Interaction

SYSTEM CODE:	
ELEMENT CODE:	

Project Idea:	
DESCRIPTION:	CONNECTED ELEMENTS:
	CONNECTED PROJECTS:
	PROGRESSION / TRAJECTORY NOTES:
Protos———	
NAME:PROJECTS / INTERESTS:	NAME: PROJECTS / INTERESTS:
PRUJECTS / INTERESTS:	PRUJEL IS / INTERES IS:
- Field Notes	

ELEMENT:	SYSTEM CODE:
Phonetics	<u></u>
	ELEMENT CODE:

Project Idea:	
DESCRIPTION:	CONNECTED ELEMENTS:
	CONNECTED PROJECTS:
	PROGRESSION / TRAJECTORY NOTES:
_ Protos —	
NRME:	NAME:
PROJECTS / INTERESTS:	PROJECTS / INTERESTS:
- Field Notes	

ELEMENT:	!
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SYSTEM CODE:	
ELEMENT CODE:	

Project Idea:	
DESCRIPTION:	CONNECTED ELEMENTS:
	CONNECTED PROJECTS:
	PROGRESSION / TRAJECTORY NOTES:
_Protos———	
NAME:	NAME:
PROJECTS / INTERESTS:	PROJECTS / INTERESTS:
- Field Notes	

# With No Technology

SYSTEM CODE:	
ELEMENT CODE:	

Project Idea:	
DESCRIPTION:	CONNECTED ELEMENTS:
	CONNECTED PROJECTS:
	PROGRESSION / TRAJECTORY NOTES:
- Protos —	
NAME:	NAME:
PROJECTS / INTERESTS:	PROJECTS / INTERESTS:
r Field Notes ———	

ELEMENT:		SYSTEM CODE:	
Optic		ELEMENT CODE:	$\overline{\Box}$
ELEMENT DESCRIPTION /	CHARACTERISTICS	:	
Project Idea:			
DESCRIPTION:	CONNECTED ELEMENTS:		$\overline{}$
	CONNECTED PROJECTS:		<u> </u>
	PROGRESSION / TRAJECTO	JRY NOTES:	
-Protos			
NAME:	NAME:		_
PROJECTS / INTERESTS:	PROJECTS	/INTERESTS:	_
- Field Notes ———			

ELEMENT:		SYSTEM CODE:	
Sonic		ELEMENT CODE:	
ELEMENT DESCRIPTION /	CHARACTERISTICS:		
ELLMENT BESCHIFTION?	CHARACTERISTICS.		
Project Idea:			
DESCRIPTION:	CONNECTED ELEMENTS:		$\overline{}$
	CONNECTED PROJECTS:		—
	PROGRESSION / TRAJECTO	RY NOTES:	_
- Protos			
NAME:	NAME:		
PROJECTS / INTERESTS:		/ INTERESTS:	_
			7
<sub> </sub> Field Notes			

# Tactile and Haptic

SYSTEM CODE:	
ELEMENT CODE:	

Project Idea:	
DESCRIPTION:	CONNECTED ELEMENTS:
	CONNECTED PROJECTS:
	PROGRESSION / TRAJECTORY NOTES:
Protos———	
NAME:PROJECTS / INTERESTS:	NAME: PROJECTS / INTERESTS:
PRUJECTS / INTERESTS:	PRUJEL IS / INTERES IS:
- Field Notes	

ELEMENT:	SYSTEM CODE:
Recordable	
	ELEMENT CODE:

Project Idea:	
DESCRIPTION:	CONNECTED ELEMENTS:
	CONNECTED PROJECTS:
	PROGRESSION / TRAJECTORY NOTES:
- Protos	
NAME:	NAME:
PROJECTS / INTERESTS:	PROJECTS / INTERESTS:
r Field Notes ———	

ELEMENT:	SYSTEM CODE:	_
Portable		_
	ELEMENT CODE:	

Project Idea:	
DESCRIPTION:	CONNECTED ELEMENTS:
	CONNECTED PROJECTS:
	PROGRESSION / TRAJECTORY NOTES:
_ Protos —	
NRME:	NAME:
PROJECTS / INTERESTS:	PROJECTS / INTERESTS:
- Field Notes	

ELEMENT:		SYSTEM CODE:	
Computable		ELEMENT CODE:	
ELEMENT DESCRIPTION /	CHARACTERISTICS:		
Project Idea:			
DESCRIPTION:	CONNECTED ELEMENTS:		
	CONNECTED PROJECTS:		
	PROGRESSION / TRAJECTO	RY NOTES:	
<sub>-</sub> Protos ———			
NAME:			_
PROJECTS / INTERESTS:	PROJECTS /	/ INTERESTS:	٦
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- Field Notes ———			

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SYSTEM CODE:	
ELEMENT CODE:	

Project Idea:	
DESCRIPTION:	CONNECTED ELEMENTS:
	CONNECTED PROJECTS:
	PROGRESSION / TRAJECTORY NOTES:
_Protos———	
NAME:	NAME:
PROJECTS / INTERESTS:	PROJECTS / INTERESTS:
- Field Notes	

# Evolve Away

SYSTEM CODE:	
ELEMENT CODE:	

Project Idea:	
DESCRIPTION:	CONNECTED ELEMENTS:
	CONNECTED PROJECTS:
	PROGRESSION / TRAJECTORY NOTES:
- Protos —	
NAME:	NAME:
PROJECTS / INTERESTS:	PROJECTS / INTERESTS:
r Field Notes ———	