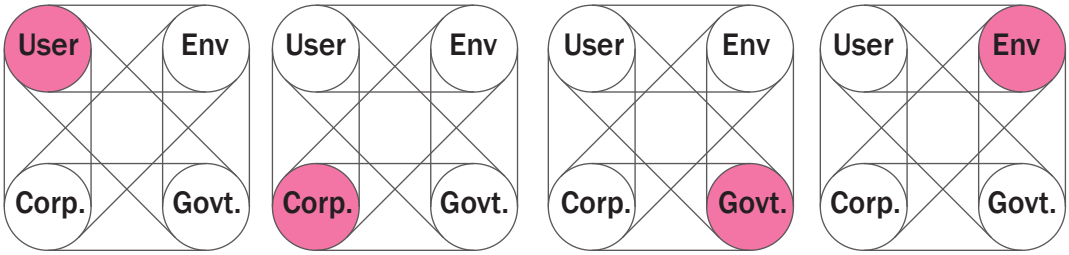
User
Env
Corp.
Govt.
User
Env
Corp.
Govt.
User
Env
Corp.
Govt.
User
Env
Corp.
Govt.

User-User: Information flows within a cycle of u-devices defined by a users interaction within their environment and thus influences the user further.

User-Corp: Information flows within a cycle of u-devices between users and corporate parties. The interaction between the two within the environment influences both further.

u-life
(idealised) information exchange

Ubiquitous computing is a human-computer interaction by which the integration of data processing takes place in everyday objects and activities. Ubiquitous computing is made possible through computational devices and systems which simultaneously share data all tied to the same network. More formally Ubiquitous computing is defined as "machines that fit the human environment instead of forcing humans to enter theirs

User-Corp-Govt: Information flows freely within the full cycle of u-devices between all three parties. Their interaction within this system exists as open information for all parties to access. Any combination of data exchange between any one, two, or three parties can thus influence any and all parties.

Corp-Corp: Information flows within a cycle of u-devices defined by corporates interaction with the environment and thus influences the corporation further.

Corp-Govt: Information flows within a cycle of u-devices between corporate and government parties. The interaction between the two within the environment influences both further.

Govt-Govt: Information flows within a cycle of u-devices defined by the governing parties interaction with the environment and thus influences the government further.

Govt-User: Information flows within a cycle of u-devices between governing parties and users. The interaction between the two-parties within the environment influences both further.

User
consumer
producer
ideas

Other
environment
infrastructure

Government
municipal services

Corporate
consumer
producer
ideas