THE DIGITAL TRANSFORMATION OF YOUR BUSINESS AND THE METAVERSE.

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VivaRado

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Preface

VivaRado produced this report on **digital transformation**, we created an **architecture for change** to help you better understand the position of your brand in the **metaverse** and act on bringing about change.

Small businesses that are considering **digital transformation** but do not have a guide will find this report useful.

ARCHITECTURE

We suggest the architecture for change on how to apply digital transformation on your brand and business.

Introduction

The architecture for digital transformation.

This is a blueprint for thought and ideation when you are trying to bring about digital change to your business. We break this guide into 5 sections. **Placement** that deals with the state and initial position, **Movement** that deals with motion, **Alteration** that is all about change, **Temporization** is for managing time and **Mediation** for resolving disputes.

Placement

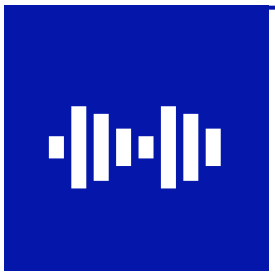
To exist, be situated in space or structure.

Placement refers to be placed in soma, space or structure.

Somatic (p)

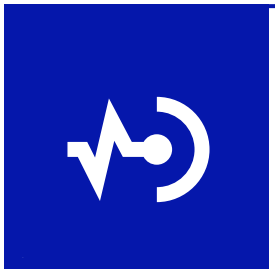
Placed in or around the body or object, concious or otherwise.

Somatic Placement is to be inside, close in proximity or far from the body, object or collection that is considered.



Passive

Used to detect environmental conditions and parameters utilizing passive radiation readings.



Active

Directs a signal to the object and then checks the received responce quantity.

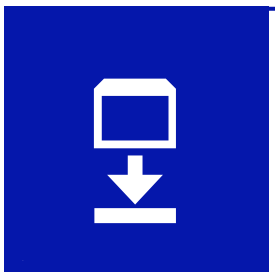
Invasive

Detects by coming into contact with the internal workings of the object. Intrusivity is a parameter.

Spatial (p)

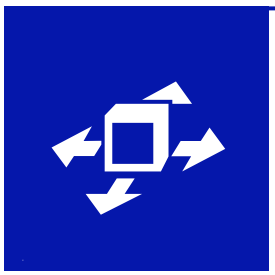
Be able to be placed or moved in space, be in space, and be traceable or measurable.

Space that is available for soma or objects to be imposed upon, that allows for objects to be placed in it, space that is able to be traced or measured or have its objects traced or measured.



Imposable

Ability to be imposed on by soma or objects.



Emplaceable

Ability to be placed into position.

Traceable

Ability to be traced or measured.

Structural (p)

Structure or feature that is subject to statics, is habitable and sustainable.

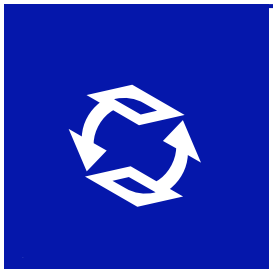
Structure that obeys defined statics, has level of habitability and sustainability for soma or objects.

Static

Forces that do not change in size, position or direction.

Habitable

Can sustain soma or objects for a significant temporization.



Sustainable

To be in balance with resources and waste capacity.

Movement

The motion of structures or objects, in space.

The movement of parts of soma or object, movement of structures, in space.

Somatic (m)

Soma in motion by kinematics and dynamics.

Somatic movement refers to the kinematic, dynamic or combination of these as experienced by the soma or object.

Kinematic

Motion of somata or objects originating from the soma itself irregardless of physics or forces.

Dynamic (so)

Motion of somata or objects that depends on mass, physics or other forces.

Biomechanic

Motion of a soma or object, including the dynamics of muscles, bones, tendons, and ligaments participating in unison.

Kinematic Motion Variables

Time

Relative or absolute temporal characteristics.

Position and Orientation

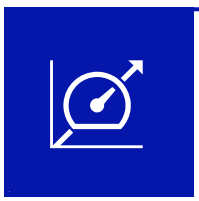
Position is described as the location in space relative to some reference point.

Displacement and Distance

Displacement and distance are measures of how far an object has moved.

Velocity and Speed

Velocity and speed are measures of how fast an object is moving.



Acceleration

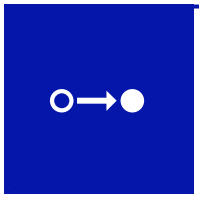
Acceleration is a measure of how quickly velocity is changing.

Dynamic Motion Types

Axial
The motion or spin of an object about a fixed axis.

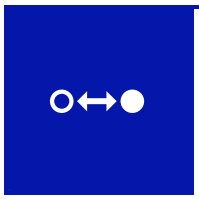
Orbital
The motion of an object about a fixed point.

Oscillating
The motion of objects in a repetitive variation, about a central point.



Rectilinear
The motion of objects along a straight line.

Curvilinear
The motion of objects along a curve.



Reciprocating
The motion of objects in linear back & forth fashion.

Biomechanic Motion Types

Flexion
Bending.

Extension
Straightening.

Abduction
Moving away from the reference axis.

Adduction
Bringing closer to the reference axis.

Protrusion
Forward.

Retrusion
Backward.

Elevation
Superiorly to the reference axis.

Depression
Inferiorly to the reference axis.

Lateral Rotation
Rotation away from the midline.

Medial Rotation
Rotation toward the midline.

Pronation
Inward foot roll.

Supination
Outward foot roll.

Circumduction
Conical movement of a body part.

Deviation
Ulnar and radial abduction of the wrist.

Opposition
Bringing the thumb in contact to a finger.

Reposition
Separating the thumb from the digits.

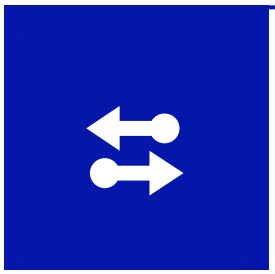
Inversion
Plantar side toward the medial plane.

Eversion
Plantar side away from the medial plane.

Spatial (m)

Motion of somata or objects in space.

Spatial movement refers to motion existing in a space and the functions it fulfils.

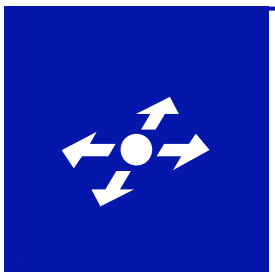


Transportive

Serving to transport to another location in space.

Accessive

Relating to an act of access to space.



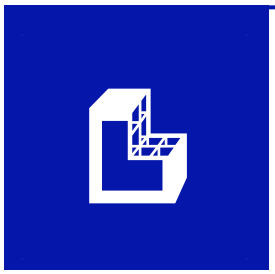
Habitual

The constant or regular movement in space.

Structural (m)

Motion applying to structures and features.

Structural movement refers to the types of forces structures and features experience.



Structure Dynamics

Structure subjected to dynamic loads.

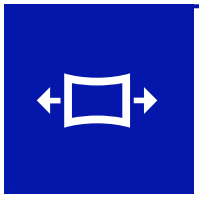
Geodynamics

Internal forces of the Earth and their effects on the surface.

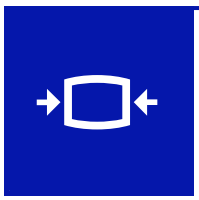
Fluid Dynamics

Fluids and gases flow subjected to dynamic loads or forces.

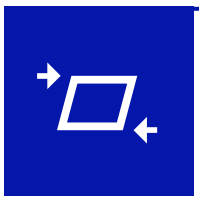
Structural Motion Strains



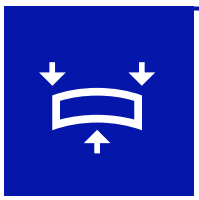
Tension
Pulling forces that stretch an object apart.



Compression
Pushing forces that compress an object.



Shear
Pushing parts of a body in opposite directions.



Bending
Turning force on "horizontal" structural member that is fixed on both ends.

Torsion
Twisting force on structural member making it deflect at an angle.

Alteration

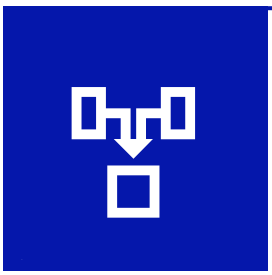
The process of change by moderated agent.

Alteration by redefining, combining or sorting somata, objects or structures through agents.

Moderator (a)

Moderation method for alteration agents.

Moderation for alteration agents, by consolidability, sortability or marketability.



Consolidable

Moderation by consolidability.

Sortable

Moderation by sortability.

Exchangeable

Moderation by exchangeability.

Agent (a)

Alteration agent of count, substance or instance.

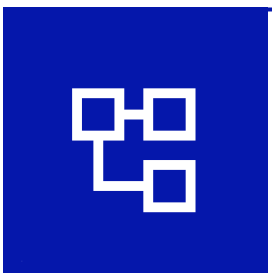
Alteration or change agents, representatives of counter, substance or instance.

Counter

Agented numerical counter.

Substance

Agented material substance.



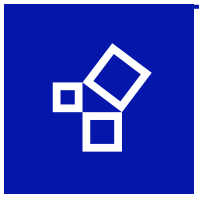
Instance

Agented factual instance.

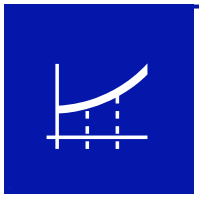
Counting Systems

Numbers
Numerical systems.

Structures
Structural graphs.



Spaces
Spatial geometries.



Transients
Transient flows.

Temporization

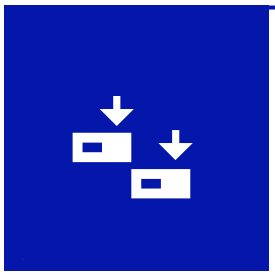
Conditions applying to time.

Time and related functions of temporization and how they are applied and experienced by somata, space and structures.

Repetition (t)

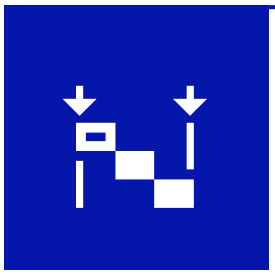
Types of repetition applying to time.

Repetition in the expanse of condensed or expanded time occurences.



Increment

The repetition of occurences by a given increment.



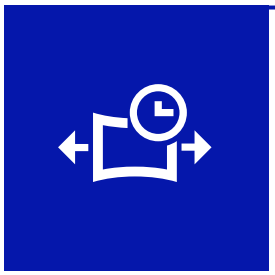
Extent

The repetition of occurences until a given time extent.

Dilation (t)

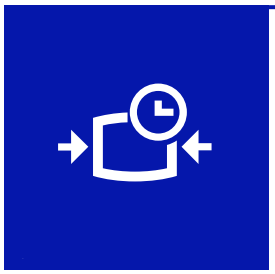
Types of dilation applying to time.

The dilation by stretching or shrinking of time occurences.



Stretching

The change in time perception by stretching time occurences.



Schrinking

The change in time perception by shrinking time occurences.

Mediation

Dispute resolution.

Mediation between somata, spaces or structures on disputes using arbiters.

Arbiters (md)

Arbitration functions.

Arbiter functions for mediation and dispute resolution.

Observational

Arbiters observing somata, spaces or structures for requirements.

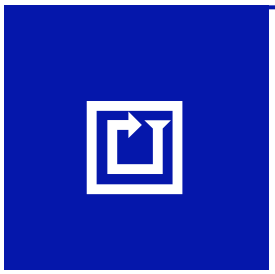
Validational

Arbiters validating somata, spaces or structures against requirements.

Disputes (md)

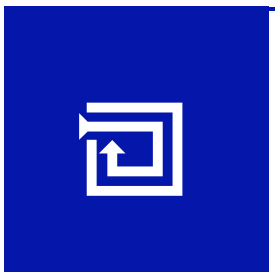
Disputes requiring arbitration.

Disputes requiring mediation through arbitration for their resolution, providing final arbitration result.



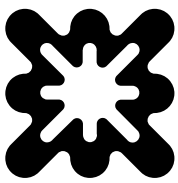
Internal

Disputes with arbitration against conditions given inside the soma, space or structure.



External

Disputes with arbitration against conditions expected by external input.



THANK YOU

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