

Introducing the New OASIS

version 1.0

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MJD

OASIS **Open Autopoietic Social Intelligence Synthesis**

In the physical world and in the digital world

For people (and groups, organizations) to Meet, Trade, Protect, and Adventure

This includes all aspects of meeting, collaborating together, making things together, educating and learning, entertaining and gaming, and especially dealing and trading to buy, sell, barter, invest and do anything with a huge variety of artifacts, real estate, products, commodities, futures, and other securities.

This comprises, extends, refines and matures the OASIS Social “COMEET” Environment and now this comprises the online and onsite functions for Meeting, Trading, Protecting, and Adventuring, all using the OASIS internet environment and including the use of the OASIS digital world, TERRA.

[1]

Everything begins with <http://oasis.tdyn.org>

The various links describe what OASIS is all about. The menu at the top gives short explanations. The five images in the middle lead to portals – information resources. Some are basically 1-2-3 lists of different things that can be done, bought, sold, contracted, etc. Then there is a 3D digital-world called TERRA, which is for people to use and in which they can create their special places, objects and avatar personalities, but everything is focused upon the same core functions of Meeting, Trading, Protecting, and Adventuring.

[2]

OASIS is very different from other web-based environments and “virtual worlds” (e.g., “Second Life” which is one of the most well-known). It is totally focused upon the “real world” - the physical world of people, places, businesses, investments, and opportunities to do things in that physical world. The entire digital-world elements of OASIS are intended and designed to assist people in doing things in the physical world ultimately, the world of regular life and business.

Opportunities for people, groups, companies, other organizations, to MEET (for whatever purposes, but usually for some negotiations and deal-making), to TRADE (buy, sell, barter, or otherwise trade, in different commodities including many types of investment securities, and these may be physical, informational, financial, and also purely digital), to PROTECT (arrange for a variety of physical and digital (informational) security and safety), and to ADVENTURE (go on expeditions and travels, individually or as a group, in both physical and digital places of interest).

OASIS is both physical and digital – both the “real world” of objects, places, people, animals, buildings, and the “virtual world” of digital spaces, places, objects and events.

OASIS has activities and functions that, through the four main functional processes of MEET, TRADE, PROTECT and ADVENTURE, provide the physical-world activities, and then there is TERRA, the digital world-space, made by many different people and groups, and this is the digital counterpart.

[3]

The foundations for OASIS are in earlier research and experimental development extending back many years and specifically in the early versions of the OASIS architecture and social community environment from 2018 onward. “COMEET” stands for Communication, Collaboration, Manufacture, Education, Entertainment and Trade. This is now embodied in the four formal functional branches of Meet, Trade, Protect and Adventure.

OASIS Today and going forward is not dependent upon virtual-reality and similar particular computer technologies. OASIS is first and foremost a place for people to do things such as trading in a variety of securities and special interests that include properties, artifacts, and financial securities. The social community world environment, TERRA, provides the opportunity for people to create and share their digital experiences in text and visual media including 2D and 3D personal/group spaces that together form a true digital community, again, directed at Meet, Trade, Protect and Adventure functions.

For the primary activities of MEET, TRADE, PROTECT and ADVENTURE, people make use of a Content Management System (CMS) that uses the Joomla software that has been designed for such purposes. This is being assembled presently (July 2020) at <http://oasis.tdyn.org/cms/> and it is directly accessed through <http://oasis.tdyn.org> at the different “portal” points.

[4]

TERRA – the Digital World of OASIS

TERRA is built and operated through software that is mainly based upon two well-established systems of open-source software:

OpenStreetMaps (OSM) – connected directly to real-world places.

and

OpenSimulator (OSIM) – the tools for building and managing virtual-worlds.

Currently this environment is not fully operational but when it is, through <http://oasis.tdyn.org/terra>, persons may navigate through physical-world locations that are accessible through the OSM mapping software, and also through digital locations which may be landscapes, yards, buildings, offices, homes, rooms, using the OSIM software.

From some of the information described in the CMS, people can connect to information about physical places through the OSM and then to the OSIM, and back again. This interface between “physical world” (OSM) and “digital world” (OSIM) is very important, integral and unique to OASIS.

[5]

Examples and learning resources including tutorials

Here are some websites that illustrate the power of these software systems once there is data and once things have been created, such as highly detailed visual 3D graphic worlds with all sorts of objects.

Different CMS environments using Joomla:

<https://showcase.joomla.org/browse-sites/featured.html>

The OASIS environment for MEET, TRADE, PROTECT and ADVENTURE will all be provided and managed through the Joomla CMS and it will be both textual and graphic, including all sorts of media that can be uploaded and activated by members.

Different Open Simulator worlds:

<http://opensimulator.org/wiki/Media>

Examples of a particular variant of Open Simulator:

https://www.outworldz.com/outworldz_installer/

<http://www.outworldz.com:9000/>

Resources on Second Life, a mature and popular digital world – but remember that in OASIS we do not have exactly the same environment – the member-users can create their special spaces and places and objects, and others can experience these things by visiting and interacting. The objective in OASIS is definitely not to create another “virtual reality world” like Second Life but to use that as a means of

enhancing the functions of Meeting, trading, Protecting and Adventuring – and in combination with real-world, physical-world opportunities and experiences.

A list of many articles and videos:

https://wiki.firestormviewer.org/new_residents:start#video_tutorials

A good video to start (with Russian version):

https://wiki.firestormviewer.org/new_residents:gw_sl_getting_started

and another:

https://wiki.firestormviewer.org/new_residents:places_to_explore

A good text intro:

<https://huckleberryhax.wordpress.com/2020/03/22/hucks-absolute-beginners-guide-to-second-life-for-the-coronavirus-curious/>