

Physical artifact

- Personal use: correlation of experiences  
representation of state of the world.  
reliability of physical representation / reaction  
NOT necessarily shared. *personal conviction*
- Communication between human agents  
universality of physical representations  
"objective reality"  
[ formalifiability as a form of physical reliability ]
- Representation of agency of all types  
metaphorical access to agency  
beyond experience  
experimental method: controls

experiment / observation / skill acquisition

Concurrent Engineering paper as way to represent this.

# Practical agenda.

## "Animism"

Analyzing and recording agency  
in the sense of: <sup>what are the agents</sup> what are the observables?  
<sup>what are S-R patterns?</sup>

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## Artifacts

Representing agency to models

The instrument

computer as instrument for use  
instrument as mediating being observable  
and perceptual.

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## Process of automation

Identifying observables/agents/conditions

Establishing cues for action

Circumscription Animation via supragent

Automates execution of agent protocols