

BRIEF COMPREHENSIVE DESCRIPTION ON HUMAN SYSTEM BIOLOGY-BASED KNOWLEDGE MANAGEMENT (HSBKM) MODEL FRAMEWORK

Md Santo – Mobee Knowledge Services – <http://mobeeknowledge.ning.com>

“You don’t have Knowledge. You are the Knowledge. You have the body” –

Md Santo, 2011 - <http://bit.ly/jHcGTu>

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- **Mobee Knowledge basic main postulate** “WE ARE KM-REGULATED BY NATURE vice-versa BY NATURE WE ARE KM MODEL” - <http://mobeeknowledge.ning.com/forum/topics/we-are-kmregulated-by-nature>
- **Eclectic operational definition of “Knowledge” dan “Knowledge Management (KM)” derived from “Human System Biology-based Knowledge Management (HSBKM) model framework” :**

Source : <http://bit.ly/mY6qXY> - “MAKING KNOWLEDGE MANAGEMENT BETTER THROUGH KNOWLEDGEABLE CONCEPT” as well as our postulate, “WE ARE KM-REGULATED BY NATURE and BY NATURE WE ARE KM MODEL” - <http://mobeeknowledge.ning.com/forum/topics/we-are-kmregulated-by-nature> :

..... By giving broad meaning the role of KM in nature, therefore human **Knowledge** is the integral part of broad Nature Knowledge (Knowledge of Nature). Knowledge, either Human or Nature Knowledge by nature is dynamic entity continuum characterized as having consciousness element factor (CEF) structure. Human Knowledge and/or Nature Knowledge by nature either within quantum physics level or classical mechanic physics level, differentiated into infinite levels of consciousness,.....

.....**Knowledge Management** (KM) essentially is not management technique but behaving more as a living access mechanisms that can be used across any management tool type such as Total Quality Management, Learning Organization (Peter Senge’s Fifth Discipline), Benchmarking, Process Classification Framework, Business Process Reengineering, Balanced Scorecard, Business Intelligence, Information Management including Social Media platforms etc. wherein each with their specific functions to be orchestrated under KM’s consciousness. So, here we put KM in incredibly broad meaning behaving as subject with higher level than any other management tool type which is treated only as object (<http://www.scribd.com/doc/28696847/How-to-re-postulating-the-paradigm-of-Knowledgeand-Knowledge-Management> and/or <http://mobeeknowledge.ning.com/forum/topics/repostulating-the-paradigm-of>).

- **Human System Biology (HSB) – Nature Knowledge – Knowledge Interfaces – HSBKM model framework**

1. **HUMAN SYSTEM BIOLOGY : HUMAN KNOWING TOOLS PRODUCING KNOWLEDGE**

<p>1st Knowledge Interface</p> <p><i>Human Senses (Peripheral Nerves System incl. Autonomic Nerve System) as Primary Human Knowing Tools producing “Knowledge with Lower Consciousness” (KLC) representing human sense-taste-feeling-feel-flavor-sensation (= human senses)</i></p> <p>Weighted Score (WS) = 1.0 as value of KLC</p>	<p>2nd Knowledge Interface</p> <p><i>Human Brain (Central Nerves System) as Secondary Human Knowing Tools producing “Knowledge with Medium Consciousness” (KMC) representing human reason-mind-intellect-intelligence-way-idea (= human mind)</i></p> <p>Weighted Score (WS) = 3.0 as value of KMC</p>	<p>3rd Knowledge Interface</p> <p><i>Human Genomic DNA (DNA Consciousness) as Tertiary Human Knowing Tools producing “Knowledge with Higher Consciousness” (KHC) representing human will – desire – wish (= human conscience)</i></p> <p>Weighted Score (WS) = 5.0 as value of KHC</p>
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2. **NATURE COMPONENTS PRODUCING NATURE KNOWLEDGE AND/OR NATURE KM**

<p>4th Knowledge Interface</p> <p>Quantum to Physico – Chemical Interactions Level (Human Body to Nature Physical Awareness)</p> <p>KV = 10⁻³⁸ through < 1.0</p>	<p>5th Knowledge Interface</p> <p><i>Biological Interactions Level (Human Body to Nature Biological Awareness)</i></p> <p>KV = 1.0 (senses) – 3.0 (mind) (non Human Knowing Tools)</p>	<p>KLC</p> <p>KMC</p> <p>KHC</p> <p>KV = 1.0 + 3.0 + 5.0 = 9.0</p>	<p>6th Knowledge Interface</p> <p><i>Nature with higher Complexity Behavior Level (Human Body to Nature “Fitriah” (Pure / Natural) Awareness)</i></p> <p>KV > 9.0 to ~ (infinity)</p>
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3. **HUMAN SYSTEM BIOLOGY-BASED KNOWLEDGE MANAGEMENT (HSBKM) MODEL FRAMEWORK**

<p>7th Knowledge Interface</p> <p><i>Within Human System Biology-based KM (HSBKM) model framework, KLC represented by KM Tools as Techno-based boundary KM covering IT/ICT, Web 1.0 and 2.0 incl. Social Media platforms. (Referred to “Machine or Techno Learning” or to Category 7.0 (PCF – APQC**) as corporate orientation)</i></p>	<p>8th Knowledge Interface</p> <p><i>Within HSBKM model framework KMC represented by KM Process Framework as Human Mind-based boundary KM covering Human (Tacit) Mind incl. Web 3.0 and/or Semantic Web including Artificial Intelligence (AI) (Referred to “Individual Learning” or to Category 12.0 (PCF – APQC**) as corporate orientation)</i></p>	<p>9th Knowledge Interface</p> <p><i>Within HSBKM model framework KHC represented by KM Standards Culture and Value as Human Organizational (Collective / Social) Learning-based boundary KM covering Codified / Explicit Knowledge, Human Social Behavior, Organizational Culture (Learning Organization). (Referred to “Organizational</i></p>
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<p><i>Weighted Score (WS) = 1.0 as value of KM Tools representing the value of KLC</i></p>	<p><i>Weighted Score (WS) = 3.0 as value of KM Process Frameworks representing the value of KMC</i></p>	<p>Learning” or to Category 1.0 – 2.0 – 3.0 – 4.0 – 5.0 – 6.0 – 8.0 – 9.0 – 10.0 – 11.0 (PCF-APQC**) as corporate orientation)</p> <p><i>Weighted Score (WS) = 5.0 as value of KM Standards Culture and Value representing the value of KHC</i></p>
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**** Referring to PCF – APQC = Process Classification Framework – American Productivity and Quality Center as taxonomy of cross functional business process comprising 12 Categories :**

1. *Develop Vision and Strategy*
2. *Develop and Manage Products and Services*
3. *Market and Sell Products and Services*
4. *Deliver Products and Services*
5. *Manage Customer Service*
6. *Develop and Manage Human Capital*
7. *Manage Information Technology*
8. *Manage Financial Resources*
9. *Acquire, Construct, and Manage Property*
10. *Manage Environmental Health and Safety (EHS)*
11. *Manage External Relationships*
12. *Manage Knowledge, Improvement, and Change*

• **KNOWLEDGE MANAGEMENT (KM) COMPONENTS**

Source : Weekly Knowledge Management Blog by [Stan Garfield](#) viewed from *Human System Biology-based KM (HSBKM) model framework* by [Md Santo](#)

People components = **KM STANDARDS CULTURE & VALUE (points 1 – 2 – 3.1 – 3.2 – 3.3 – 4.2 – 5.1 – 5.2 of “KM 2.0 Basic Visual Map” <http://bit.ly/bTzgUz>)** ~ Organizational Learning = in

Bahasa : Sumber Daya Organisasi (SDO)

1. culture and values: the way things are done in an organization, and what things are considered to be important and taboo
2. knowledge managers: people who spend all or a significant portion of their time leading KM initiatives, sharing knowledge, and supporting others in sharing their knowledge
3. user surveys and employee satisfaction surveys: periodic surveys to determine user preferences, needs, and challenges and to determine how employees view a KM program and its components
4. social networks: collections of people who are acquainted or connected as friends, business contacts, or colleagues and communicate, collaborate, or help one another as needed
5. communities: groups of people who share a concern, a set of problems, or a passion about a topic, and deepen their understanding and knowledge of this area by interacting on an ongoing basis
6. training: classroom courses, self-paced courses, and recorded webinars which allow users to learn what is expected of them; the people, processes, and tools which are available to them; and how to use all of these in order to share, innovate, reuse, collaborate, and learn
7. documentation: user guides, manuals, and help files which allow users to read about what is expected of them; the people, processes, and tools which are available to them; and how to use all of these in order to share, innovate, reuse, collaborate, and learn
8. communications: vehicles for informing current and potential users about progress in the KM initiative through web sites, team spaces, portals, wikis, threaded discussions, conference calls, blogs, newsletters, distribution lists, and links
9. user assistance and knowledge help desk: people who provide support by phone or email to users, including tool consulting, finding reusable content, connecting to knowledge sources, process support, training, communication, and other assistance
10. goals and measurements: employee goals included in performance plans, and measurements to track performance against those goals and other operational indicators
11. incentives and rewards: programs designed to encourage compliance with goals, improve performance against metrics, and increase participation in KM initiatives – includes tangible rewards, recognition, and competitive rankings

Process components = KM PROCESS FRAMEWORK (point 3.4 of “KM 2.0 Basic Visual Map” <http://bit.ly/bTzgUz>) ~ Human Learning (PCF-based) = in Bahasa : Sumber Daya Manusia (SDM)

12. methodologies: policies, rules, techniques, and procedures which prescribe how work it is to be performed and provide proven ways to do it successfully
13. creation: inventing new concepts, approaches, methods, techniques, products, services, and ideas which can be used for the benefit of people and organizations
14. capture: collecting documents, presentations, spreadsheets, records, processes, software source, images, audio, video, and other files which can be used for innovation, reuse, and learning
15. reuse: putting to practical use the captured knowledge, community suggestions, and collaborative assistance provided through knowledge sharing
16. lessons learned: explaining what an individual or team has learned as a result of their experience, using documents, presentations, discussions, and recordings – including what they tried, what worked, what didn't work, what to do, what to avoid, problems faced, how problems were solved, what they would do differently, and key insights and nuggets
17. proven practices: selecting, documenting, and replicating processes which have proven to improve business results so that others in similar environments or with similar needs can benefit from the proven successes
18. collaboration: interacting with peers and colleagues to exchange ideas, share experiences, work together on projects, and solve problems
19. content management: creating, managing, distributing, publishing, and retrieving structured information – the complete lifecycle of content as it moves through an organization
20. classification: creating and maintaining a taxonomy that can be used to organize information so that it can be readily found through navigation, search, and links between related content
21. metrics and reporting: capturing operational indicators and producing reports to communicate performance against goals, areas for improvement, and progress toward the desired state
22. management of change: developing a planned approach to change in an organization to address anticipated obstacles and to ensure successful adoption
23. workflow: embedding knowledge creation, capture, and reuse in business processes so that these steps happen routinely as part of normal work
24. valuation: quantifying the value of reuse and innovation so that it can be fully appreciated by the organization, including customer pricing, cost benefit analysis, and project justification
25. social network analysis: mapping and measuring of relationships and flows between people, groups, organizations, animals, computers or other information/knowledge processing entities; the nodes in the network are the people and groups while the links show relationships or flows between the nodes – provides both a visual and a mathematical analysis of human relationships
26. appreciative inquiry (and positive deviance): asking questions that strengthen a system's capacity to apprehend, anticipate, and heighten positive potential – mobilization of inquiry through the crafting of the "unconditional positive question"

27. storytelling: using narrative to ignite action, implement new ideas, communicate who you are, build your brand, instill organizational values, foster collaboration to get things done, share knowledge, neutralize gossip and rumor, and lead people into the future

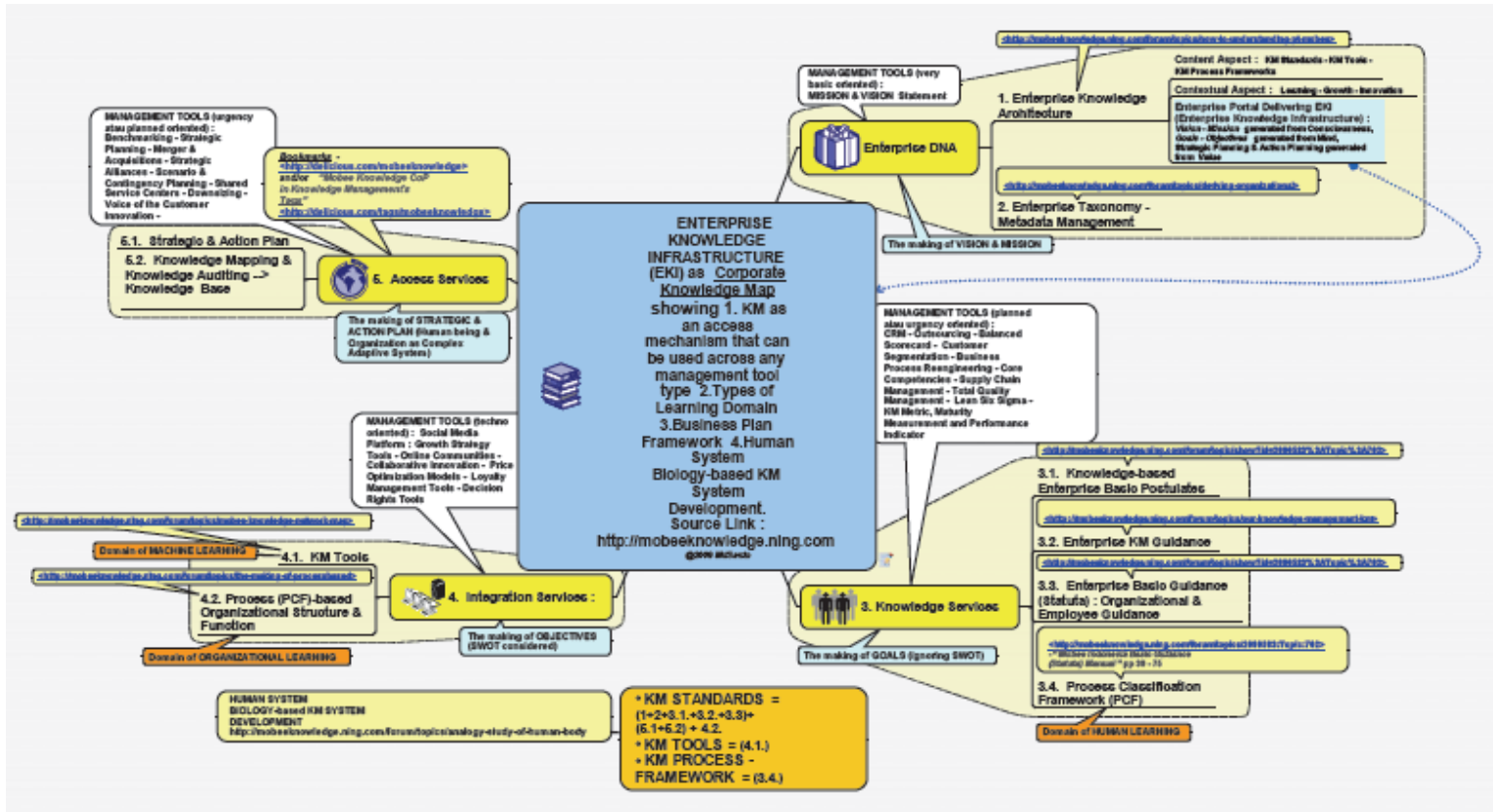
Technology components = KM TOOLS (points 3.4 of “KM 2.0 Basic Visual Map”

<http://bit.ly/bTzgUz>) ~ Machine/Techno Learning = in Bahasa : Sumber Daya Teknologi Informasi (SDTI)

28. user interface: the point of entry to a knowledge base that provides navigation, search, communication, help, news, site index, site map, and links to all tools
29. intranet: a private computer network that uses Internet protocols, network connectivity, and possibly the public telecommunication system to securely share part of an organization's information or operations with its employees
30. team spaces: collaborative workspaces designed to allow teams to share documents, libraries, schedules, and files; conduct meetings, calls, surveys, and polls; and store meeting minutes, discussions, reports, and plans
31. virtual meeting rooms: online, real-time tools designed to allow teams to share presentations, applications, and white boards during meetings
32. portals: web sites that provide personalized capabilities to users through the use of customization, building blocks, and integration of multiple sources
33. repositories: structured lists and databases which allow documents and other files to be stored, searched for, and retrieved
34. bulletin boards and threaded discussions: forums for carrying on discussions among subscribers on a specific subject, including online and email posts and replies, searchable archives, and discussions grouped by threads to show the complete history on each topic
35. expertise locators and ask the expert: systems for finding experts on particular subjects, allowing individuals to enter details about what they know and can do, and others to search for all people having desired skills, experience, or knowledge; and systems for asking questions of experts and getting the answers
36. metadata and tags: information about information – data fields added to documents, web sites, files, or lists which allow related items to be listed, searched for, navigated to, syndicated, and collected
37. search engines: tools which allow searching for documents, files, list items, content, and answers to questions – allow specifying the scope or domain of the search, whether to search on text or metadata, and how results should be presented
38. archiving: offline file storage for legal, audit, or historical purposes, using tapes, CDs, or other long-term media
39. blogs (and microblogs): web sites where entries are made (such as in a journal or diary), displayed in a reverse chronological order; often provide commentary or news on a particular subject; some function as personal online diaries or logbooks; combine text, images, and links to other blogs and web sites; typically provide archives in calendar form, local search, syndication

- feeds, reader comment posting, trackback links from other blogs, blogroll links to other recommended blogs, and categories of entries tagged for retrieval by topic
40. wikis: web sites which allow users to easily add, remove, edit, and change most available content – effective for collaborative writing and self-service web site creation and maintenance
 41. podcasts (and videos): recorded broadcasts which can be listened to online, or downloaded manually or automatically through syndication and then listened to on portable MP3 players at the listener's convenience
 42. syndication and aggregation: using feeds available from a web site to provide an updated list of its content in the form of a subscription, an embedded portion of a web site, or a collection of disparate content on a particular topic – typically uses RSS or Atom syndication and .rss, .xml, or .rdf files for the feeds
 43. social software: a range of tools which facilitate social networking, typically personal web pages including bios, photos, interests, audio and video, links to friends, messages from friends, and personal networks; often referred to as Web 2.0 to include a broad range of tools such as blogs, wikis, and RSS feeds
 44. external access: capability for users outside of a company's firewall to have access to selected web sites and team spaces to allow collaboration with retirees, partners, and customers who would otherwise be blocked from the company's internal network – requires technical, security, and legal elements
 45. workflow applications: software which connects and sequences different applications, components, and people, all of which must be involved in the processing of data to complete an instance of a process
 46. process automation applications: tools which automate previously manual processes, such as the production of proposals, creation of presentations, or the design of products
 47. e-learning: tools which enable the delivery and tracking of online training courses
 48. subscription management: tools which allow content providers to reach subscribers on an opt-in basis, and subscribers to sign up to receive periodicals and other communications based on their interests
 49. incentive points tracking: systems for awarding and tracking points for desired knowledge management behaviors, both automatically as triggered by events and manually through forms entry
 50. survey and metrics reporting automation: systems for conducting, collecting, and publishing survey data; and systems for collecting, distributing, and publishing data on key performance metrics

- **“KM 2.0 Basic Visual Map”** <http://bit.ly/bTzqUz>)



- **Knowledge Management Specialties = Broad types of Management tools used under orchestration by KM functions***

KM Specialties by [Stan Garfield](#) (Twitter: [@stangarfield](#)) - Revised September 1, 2010

The field of knowledge management includes a wide variety of components and disciplines. Here is a list of 25 specialties practiced by those in the field.

1. Sharing, culture, organizational design, and change management
2. Innovation, invention, creativity, and idea generation
3. Reuse, proven practices, and lessons learned
4. Collaboration and communities
5. Learning, development, and training
6. Goals, measurements, incentives, and rewards

7. Social networks, organizational networks, value networks, and network analysis
8. Expertise location and personal profiles
9. Communications
10. User support and Knowledge-Centered Support ([KCS](#))
11. Content management and document management
12. Search, taxonomy, ontology, and tagging
13. Analytics, visualization, metrics, and reporting
14. Project management, process management, workflow, and planning
15. KM methods (peer assists, after action reviews, knowledge audits, etc. – see [KM Method Cards](#))
16. Appreciative inquiry and positive deviance
17. Storytelling, narrative, anecdotes, and sensemaking
18. Information architecture
19. Usability, user interface, and user experience
20. Portals, intranets, and websites
21. Databases, repositories, business intelligence, and data warehouses
22. Competitive intelligence, customer intelligence, market intelligence, and research
23. Web 2.0 and social media tools
24. Semantic web, artificial intelligence, and natural language processing
25. Wisdom of crowds, crowdsourcing, collective intelligence, and prediction markets

- **Some references related with HSBKM issues**

To get the idea on “*Human System Biology-based KnowledgeManagement (HSBKM) model framework*”, visit URL <http://bit.ly/mQjlgD> and other following references, “*KM 2.0 Basic Visual Map*” <http://bit.ly/bTzqUz> - “*Our KM Model Framework*” <http://bit.ly/cSwUIx> - “*Our 6 Dimensions of KM*” <http://bit.ly/cPadwJ> - “*HSBKM© CoP model framework*” <http://bit.ly/g3B4jo> - Knowledge-base <http://bit.ly/clh75U>

• **MOBEE KNOWLEDGE COMPETENCY AND CAPABILITY MATURITY MODEL (MKCCM™)**

Job Desc. "Indonesia version"	Process Classification Framework (PCF) as sources of Taxonomy of Business Processes - ref. American Productivity & Quality Center (APQC)	Standard of Competency and Capability MKCCM™ derived from Human System Biology-based Knowledge Management (HSBKM©) - http://mobeeknowledge.ning.com/forum/topics/mobee-knowledge-human-system					
Tugas Jabatan	CATEGORY (code 1 decimal)	COMPETENCY (Process-based Metric)	HUMAN SYSTEM BIOLOGY-BASED KM™ :				
Tanggung Jawab Utama	PROCESS GROUP (code 2 decimal)		<ul style="list-style-type: none"> • "CORPORATE SENSES" = Knowledge with Lower Consciousness (KLC) : as KM TOOLS : IT/ICT, Web 1.0 and 2.0 incl. Social Media platforms. (Referred to "Machine or Techno Learning" or to Category 7.0(PCF – APQC) as corporate orientation) ~ Weighted score 1 • "CORPORATE MIND BRAIN" = Knowledge with Medium Consciousness (KMC) : as KM PROCESS FRAMEWORK : Human (Tacit) Mind incl. Web 3.0 and/or Semantic Web. (Referred to "Individual Learning" or to Category 12.0(PCF – APQC) as corporate orientation) ~ Weighted score 3 • "CORPORATE CONSCIOUSNESS DNA" = Knowledge with Higher Consciousness (KHC) : as KM STANDARDS (Culture and Value) : Codified / Explicit Knowledge, Human Social Behavior, Organizational Culture (Learning Organization. (Referred to "Organizational Learning" or to Category 1.0 – 2.0 – 3.0 – 4.0 – 5.0 – 6.0 – 8.0 – 9.0 – 10.0 – 11.0 (PCF-APQC) as corporate orientation) ~ Weighted score 5 				
	PROCESS (code 3 decimal)						
	ACTIVITY (code 4 decimal)	CAPABILITY (Activity-based Metric)	INITIAL	AWARE	ESTABLISHED	QUANTITATIVELY MANAGED	OPTIMIZING

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- **Articles generated from <http://mobeeknowledge.ning.com> needed as background reading to comprehending the issue of Human System Biology-based Knowledge Management (HSBKM)**

1. <http://mobeeknowledge.ning.com/forum/topics/we-are-the-knowledge-hybrid> - *WE ARE THE KNOWLEDGE : HYBRID DEFINITION OF KNOWLEDGE*” (October 25, 2009)
2. <http://mobeeknowledge.ning.com/forum/topics/five-basic-implications-of-new> - *“FIVE BASIC IMPLICATIONS OF NEW PARADIGM OF KNOWLEDGE”* (November 19, 2009)
3. <http://mobeeknowledge.ning.com/forum/topics/knowledge-towards-2012-great> - *“KNOWLEDGE TOWARDS 2012 : GREAT TURNING FROM MIND BRAIN TO CONSCIOUSNESS DNA”* (November 25, 2009)
4. http://mobeeknowledge.ning.com/forum/topics/the-origin-of-knowledge-and-km?xg_source=activity - *“THE ORIGIN OF KNOWLEDGE AND KM : DI-KW SEPARATED ENTITIES MODEL”* (February 15, 2010)
5. <http://mobeeknowledge.ning.com/forum/topics/ten-landmarks-toward-next> - *“TEN LANDMARKS TOWARD NEXT GENERATION KNOWLEDGE MANAGEMENT”* (Feb 26, 2010)
6. <http://bit.ly/eRWQD7> - *“KNOWLEDGE ‘R’ US”* (April 1, 2010)
7. <http://mobeeknowledge.ning.com/forum/topics/the-edge-of-scientific> - *“THE EDGE OF SCIENTIFIC BOUNDARY : KNOWLEDGE MANAGEMENT DOMAIN”* (July 9, 2010) (<http://bit.ly/aoFQp0> - *“KNOWLEDGE IS THE EDGE OF SCIENCE”*)
8. <http://mobeeknowledge.ning.com/forum/topics/knowledge-is-neither-flow-nor> - *“KNOWLEDGE IS NEITHER “FLOW” NOR “THING” BUT “CONSCIOUSNESS” : KNOWLEDGE IS EMERGENT PROPERTY OF HUMAN BEING AS COMPLEX SYSTEM”* (August 1, 2010)

9. <http://mobeeknowledge.ning.com/forum/topics/addressing-current-evolution>
 “ADDRESSING CURRENT EVOLUTION OF SCIENCE AND BEYOND : “RE-WRITING THE RULE OF BUSINESS” (August 18, 2010)
10. <http://mobeeknowledge.ning.com/forum/topics/we-are-kmregulated-by-nature>
 - “WE ARE KM-REGULATED BY NATURE vice-versa BY NATURE WE ARE KM MODEL” (October 27, 2010)
11. http://mobeeknowledge.ning.com/forum/topics/is-knowledge-the-3rd-basic?xg_source=activity - “IS KNOWLEDGE THE 3rd BASIC INGREDIENT OF THE UNIVERSE BESIDE MATTER AND ENERGY ? : KNOWLEDGE REPOSTULATED **” (January 5, 2011)
12. <http://mobeeknowledge.ning.com/forum/topics/repostulating-knowledge-to> -
 “REPOSTULATING* KNOWLEDGE TO ADDRESS EVOLUTION OF SCIENCE AND TECHNOLOGY” (January 29, 2011)
13. <http://mobeeknowledge.ning.com/forum/topics/spacetime-and-knowledge-a> -
 “SPACE-TIME AND KNOWLEDGE : A HUMAN SYSTEM BIOLOGY-BASED KNOWLEDGE MANAGEMENT VIEW“ (February 22, 2011)
14. <http://bit.ly/hJCYtl> - “...**DEAR HAWKING, IT SEEMS THE NEXT CENTURY WILL BE THE CENTURY OF KNOWLEDGE...**” (April 18, 2011)
15. <http://bit.ly/ipH4kd> - “MOBEEKNOWLEDGE CHRONOLOGICAL ATTEMPT TO REVISITING KNOWLEDGE AND KNOWLEDGE MANAGEMENT PHILOSOPHY“ (April 23, 2011)
16. <http://bit.ly/aoFQp0> - “KNOWLEDGE IS THE EDGE OF SCIENCE”
17. http://mobeeknowledge.ning.com/forum/topics/the-future-of-human-nature-and?xg_source=activity - “THE FUTURE OF HUMAN, NATURE and KNOWLEDGE”
18. <http://bit.ly/mPXaHI> - “SUMMARIZING MOBEEKNOWLEDGE KM METRICS”

19. <http://www.scribd.com/doc/55927116/Brief-Guide-to-Human-System-Biology-based-Knowledge-Management-HSBKM-model-framework> - “*Brief Guide to Human System Biology-based Knowledge Management (HSBKM) model framework*”

20. Some articles from *MobeeKnowledge Services* K-base related to the issue directly or indirectly as well as explicitly or implicitly among others are :

<http://www.delicious.com/mobeeknowledge/knowledge>

<http://www.delicious.com/mobeeknowledge/humansystembiology>

<http://www.delicious.com/mobeeknowledge/kmdefinition>

<http://www.delicious.com/mobeeknowledge/consciousness>

<http://www.delicious.com/mobeeknowledge/hsbkm>

<http://www.delicious.com/mobeeknowledge/consciousnessdna>

<http://www.delicious.com/mobeeknowledge/newparadigm>

<http://www.delicious.com/mobeeknowledge/science>

<http://www.delicious.com/mobeeknowledge/emergentproperty>

<http://www.delicious.com/mobeeknowledge/knowledgeablescience>

<http://www.delicious.com/mobeeknowledge/di-kwmodel>

<http://www.delicious.com/mobeeknowledge/dikwmodel>

<http://www.delicious.com/mobeeknowledge/complexsystem>

<http://www.delicious.com/mobeeknowledge/knowledgeable>

<http://www.delicious.com/mobeeknowledge/scientific>

<http://www.delicious.com/mobeeknowledge/evidence-based>

<http://www.delicious.com/mobeeknowledge/complexadaptivesystem>

<http://www.delicious.com/mobeeknowledge/knowledgeflow>

<http://www.delicious.com/mobeeknowledge/entropy>

<http://www.delicious.com/mobeeknowledge/matter>

<http://www.delicious.com/mobeeknowledge/physics>

<http://www.delicious.com/mobeeknowledge/divineuniverse>

<http://www.delicious.com/mobeeknowledge/inneruniverse>

<http://www.delicious.com/mobeeknowledge/physicaluniverse>

<http://www.delicious.com/mobeeknowledge/universe>

<http://www.delicious.com/mobeeknowledge/creationist>etc

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