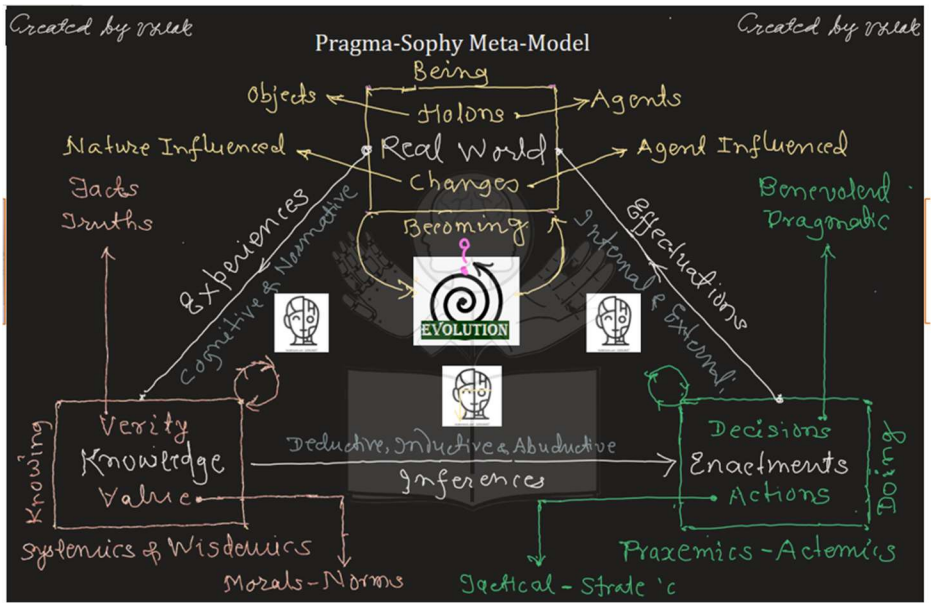
Meta-Model for Pragma-Sophy - A Foundational Overview



In this short essay, I present the conceptual map from which the entire domain of pragma-sophy can be bootstrapped. The Pragma-Sophy Framework is a unifying schema designed to integrate Verity, values, decisions, and actions into a coherent, self-sustaining system. It synthesises insights from philosophy, systems theory, ethics, and cognitive science to guide understanding and engagement with the real world, particularly in the context of a mixed-agent ecosystem that includes both conscious humans and intelligent machines.

1.1 Core Purpose

The Pragma-Sophy Framework serves as both:

- A meta-theoretical model for mapping how knowledge (verity-value) evolves and guides actions.
- A practical schema for decision-making and system design in environments where agents (natural or artificial) cohabit, co-act, and co-evolve.

It is recursive in design—each stage informs and is informed by others—creating an evolutionary loop that connects epistemic grounding with ethical enactment.

1.2 Ontological Anchors: Being and Becoming

At the apex of the triangle lie the ontological primitives:

- Being: Denotes the stable, identifiable existence of an agent or holon.
- Becoming: Represents the dynamic, emergent transformation of objects and agents over time.

These concepts form the philosophical basis of all subsequent knowledge (knowing), action (doing), and change (evolving).

1.3 Systemics and Wisdemics: Knowing Through Verity and Value

At the base left of the triangle lies the domain of Knowing, grounded in two distinct but interrelated disciplines:

1.3.1 Systemics

Systemics is the epistemic engine of pragma-sophy. It is concerned with:

- Structuring and validating knowledge based on facts and truths, thru empirical experiments and logical inferences.
- Differentiating between types of knowledge (empirical & formal).
- Assigning verity—a measure of credibility and coherence—to statements.

Systemics includes deductive, inductive, and abductive reasoning:

- *Deduction*: Deriving conclusions from general premises.
- *Induction*: Generalising from observed instances.
- *Abduction*: Generating plausible hypotheses when data is incomplete.

1.3.2 Wisdemics

Wisdemics is the normative engine. It deals with:

- The assignment of value—including morals (universal) and norms (contextual).
- Interpreting what "ought to be done," based on benevolence, utility, or coherence.
- Engaging with judgements rather than merely with statements.

Wisdemics gives *ethical direction to systemically validated knowledge*, making it actionable in a socially or agentically responsible manner.

1.4 Experience and Inference: The Epistemic-Normative Bridge

Between the Real World and the Knowledge Domain lies the bridge of Experience. It is both:

- Cognitive (what is observed, felt, measured), and
- Normative (what is interpreted, judged, valued).

These experiences are processed by agents (Humans and Bots) through inference engines—systemic for knowledge, and wisdemic for values. They feed back into the knowledge pool which has topological structure and shape future engagements.

1.5 Praxemics and Actemics: From Decisions to Actions

On the base right lies the domain of Doing, structured into:

1.5.1 Praxemics

A term coined within the pragma-sophic schema, *Praxemics* is the study and design of decisions. It focuses on:

- How values and verity converge into deliberative choices.
- Strategic versus Tactical (long-impact, context-light) decision modes.
- The encoding of both benevolent and pragmatic goals in agent behaviour.

1.5.2 Actemics

Another original contribution, *Actemics* deals with the enactment of decisions as actions. It investigates:

- Temporal and goal-oriented properties of action sequences.
- Real-world consequences and agent responsibility.
- Short-term acts vs. long-term enactments.

Together, Praxemics and Actemics close the loop by translating inference into change.

1.6 Real World and Holonic Evolution

At the centre of the triangle lies the Real World, which is:

- A space of continuous change—natural and agent-induced.
- Populated by holons—entities that are both wholes and parts.

Holons are subject to both Nature-Influenced (laws, facts) and Agent-Influenced (design, will) forces. The real world evolves through this dual influence, shaped recursively by:

- Differentiations: Internal (structural changes) and external (functional or identity changes).
- Feedback from Actions: Which in turn create new experiences, driving the cycle forward.

1.7 Mixed-Agent Systems and Symbolism

The diagram prominently features agents symbolised *by hybrid icons—half-human, half-robot*.

This underscores the pragma-sophic acknowledgement of:

- A world no longer solely human.
- The need for epistemic, ethical, and pragmatic frameworks extendible to both natural and engineered agents.

Agents at different positions in the diagram illustrate distributed cognition and agency.

1.8 Evolution: The Recursion Engine

The centre spiral labelled EVOLUTION embodies the recursive and bootstrapping logic:

- Knowledge leads to informed decisions.
- Decisions lead to Actions that transform the world.
- The changed world creates new experiences.
- These experiences generate updated knowledge.

This spiral is not merely cyclic but *cumulative*, introducing learning and adaptation into every iteration.

Conclusion

This concept map is more than a diagram—it is the architectural schema for the entire pragma-sophy discipline. Every domain within the triangle—ontological, epistemological, axiological and praxeological—feeds into and is fed by the others. It offers a robust, future-ready model of how agents—human and artificial—can navigate reality responsibly and intelligently.

The next sequel of articles will unpack each of these domains in further detail, refining definitions, elaborating on interconnections, and presenting models and case studies to demonstrate the applied power of this framework.