U4U

USHIN Prototype
Universal Shared Information
Deliberation Software

February 7, 2017

From the Community of USHIN Supporters to You

An Invitation to Deliberate the Issues of the Day

with

Universal Shared Information

A roadmap for creating a unique deliberation system.

Glossary

These terms are italicized in the booklet when first mentioned.

Focus: The central point around which other relevant points may appear to bring context through use of user input, filters and assessment of relevance, importance, popularity, and urgency.

Shapes: 8 different forms used in ushin to convey specific meanings of a message, its main point as well as related points.

Responsiveness: The quality of sources who follow USHIN precepts and respond to requests following ushin communication protocols.

Semantic screens: Displays that use meaning shapes and other visual cues to convey intent, relationships, expose nuances and allow comparison and analysis of message components by appearance, placement and movement of objects and text - a hallmark of ushin.

Sources: Individual participants in U4U, and autonomous groups in the full scope of USHIN, who collectively direct management and steer content. In the future, sources will comprise distributed federated networks who will agree to follow USHIN protocols for vetting/filtering information for members, responding to visitor queries relevant to their input source, and cosponsoring the system.

Lingo

USHIN: a decentralized network of collaborating independent sources co-evolving the ushin concept for the purpose of meeting real human needs openly & accountably.

ushin: the concept of, or format defining, universal shared information.

USHIN, Inc.: the founding nonprofit and owner of the U4U hosting website.

U4U: the USHIN prototype that models specific categorization, communication and deliberation methods.

Ushers: people who tag messages with USHIN elements, ushering points and queries with combinations of eight ushin tags.

Ushering: a way to focus on one object at a time to view it from each of various directions, for clarity, simplicity and understanding.

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Introduction

This booklet explains the why, how, and who of an unusual concept. It provides sufficient detail to reassure you, our invitees, of the necessity and viability of this project.

PROTOTYPE - U4U   **FULL SCOPE - USHIN**

www.ushin.net/U4U   www.ushin.net/about

DELIBERATE WHAT'S IMPORTANT TO YOU   **MAKE SENSE OF ONLINE INFORMATION**

U4U is the emergent online prototype of USHIN.   **USHIN** is a decentralized communication system.

The U4U prototype introduces a way of categorizing basic kinds of meaning to foster understanding. The prototype lets participants move shapes around to make points and ask questions that allow simple and quick response. U4U ushers a new paradigm for responsive knowledge stewardship with a fun interface. The U4U prototype team is seeking nominations for potential U4U participants by merit of their public messages. Merit, in the ushin sense, is based on meeting needs. Participant deliberations will form contexts and connections to inspire viewers by co-creating the foundation for a robust communication system for practical and compassionate cooperative action.

To participate or nominate an individual or group for the U4U Prototype, please visit www.ushin.net/U4U.
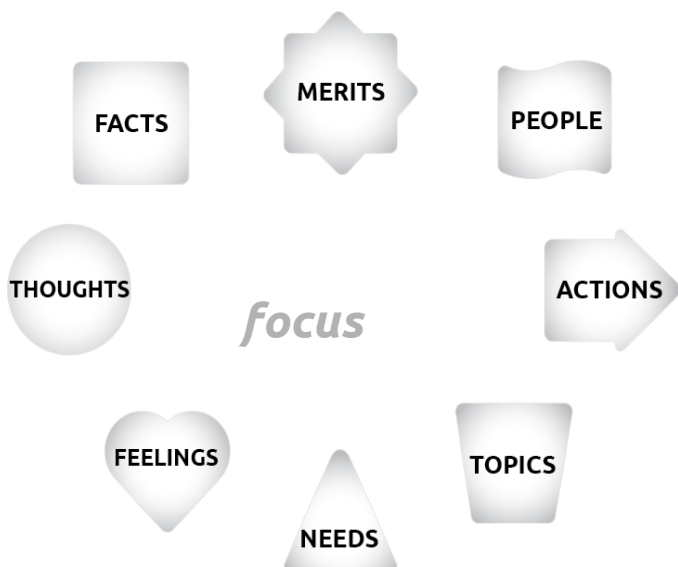
USHIN & U4U Overview

This project is part of the larger concept of USHIN (Universal SHared INformation), a distributed network for communication. USHIN supporters believe that this communication system will bring people together around peaceful solutions to our many crises. We are bombarded from all directions by political, social environmental and spiritual problems which threaten our health and safety. We need not only reliable information and trustworthy facts, but also, more importantly, a deep understanding that allows us wisely to take action and handle the emergencies facing us all. The current media that we turn to for news tends to be divisive and discourages constructive dialogue. USHIN invites people who wish to address these critical issues through inclusive understanding and open collaboration. U4U explores an efficient way for people to get points across, connect the dots, and begin an urgently needed discussion of our most compelling issues.

The U4U prototype invites you to see how eight general categories of meaning can deepen understanding and substantiate actions. Various non-violent communication systems have proven the value of message categories as a mental discipline and for pairs and groups in conversation. A single main point with comprehensive support lends rhetorical impact, enhances understanding and evokes compassion. The U4U software will test these techniques in a neutral sandbox with real main points and their particulars, weighted and controlled by each participant. Prototype participants will connect around issues to grow a powerful and complex knowledge base that fosters comprehensive deliberation of any *focus* with an accessible, simple interface.

U4U will introduce the *semantic screen*, a unique visual interface for users to create and explore points and queries with quick user gestures. Participants will move and change shapes on the display to find, filter, weigh, compare, connect, combine, qualify and communicate input.

The U4U team is now inviting leading thinkers, and their invitees, to kick start the prototype with input about "USHIN" itself, as a topic, and contribute whatever they'd like to publicly deliberate. U4U participants will use USHIN tools to inform the evolution of U4U and a future USHIN.

SUGGESTED SHAPE MEANINGS

MERITS - User valuations of how well the focus meets stated needs

ACTIONS - Proposed and current activities prior to completion or rejection

PEOPLE - Individuals and their chosen groups, identities, communities, companies

FACTS - Dates, places, things, documents, experiences, accomplishments, actions

THOUGHTS - Concepts, beliefs, opinions, analyses, ideas, concerns

NEEDS - Physical, emotional, social, or spiritual necessities for self, group & others

TOPICS - Projects, issues, subjects, ideas, matters, protocols, transactions

FEELINGS - Sentiments, emotions, states of mind

Background

The recent onslaught of contradictory news has spurred a growing hunger for information people can trust for themselves. Whether offline or online, channels of information are dominated by mainstream ideologies regardless of media. Discourse usually reinforces set opinions and evokes camaraderie with mockery and/or vilification of different perspectives. This prototype explores how USHIN deliberative tools may solve communication problems and meet a list of needs and issues important to everyone by means of inclusive deliberation.

Deliberation is the mental or social process of considering, and not necessarily resolving, one issue at a time. Deliberation furthers understanding by including influences and perspectives. Citizen deliberative experiments around the world, with thousands of participants, have demonstrated the success of public "engagement" on the ramp-up to a decision, and the failure of democracy when promises of civic empowerment fall short. As "e-democracy" platforms that offer two-way dialogue arrive online, will they offer transparency, *responsiveness*, counter-opinions, user-balanced analyses of policies, and evidence of citizen inclusion in decision making?

The current web doesn't integrate socially relevant information among channels, platforms and programs for us to compare, cross-reference and deliberate information among various *sources*.

- Online social media, blogs, and conversation site bubbles protect people from comparative analyses.

- Controversial issues show as conflicting perspectives lacking nuance, self reflection, and means to bridge differences. Sensationalism both inflates and banalizes issues which obstructs reason.

- Encyclopedic sites offer community-edited conclusive exposition of topics and related links, yet under-emphasize ongoing analyses and reject unpopular concurrent realities and their communities.

- Professional and citizen journalists raise serious issues on social media that can inspire people to action but lack means for their followers to connect the dots and develop integrated action plans.

- Social media lets us vent and comment but discussions often devolve into acrimony and distraction.

- Debate platforms squeeze issues into formats that exclude mutuality and cooperative agreement.

- Decision-making software shows creative graphics and bidirectional options with commentary, but does not scale, offer user-controlled valuations, nor user-selected filters from autonomous sources.

- Five-star ratings and "like" buttons lack depth of inquiry, user valuations, qualification and context.

- Polling, debate, or pro/con methods may skew questions, generalize, or fall prey to rigging.

- Knowledge exchanges to address specifics are silos of limited information. Their rating systems exclude expertise outside their own forum and reject relevant input after topics are closed.

- Online petition drives with one-off campaigns lack factual support, context, discussion or even feedback. They compete for signatures and outreach to friends for largely ineffectual gains rather than cooperation with each other for cohesive goals. They employ beggary that fosters resignation.

- Charities seeking help or solving similar problems pass each other unrecognized online and offline.

- Our devices automatically deliver beliefs, identities, line up our next purchases, and define our causes.

- Activist type websites branded with heart-warming slogans can hide sponsorship that their viewers might find questionable, avoiding "About" pages or filling them with photos of grant recipients.

- Online local classifieds, topic based groups, and task-based apps connect people but lack comparisons, vetting and integration with the rest of the web, and they don't build a community index for information.

- Webpages rarely cite details or offer cross-checks for viewers to distinguish facts from demagoguery.

- Distributed networks promise privacy but lack a fun interface and simplicity to draw a wide public.

U4U Purpose

U4U models basic functions to promote ushin and participant issues in a limited sandbox.
The prototype will lead to a full USHIN system with greater functionality:

U4U PROTOTYPE »»»	FULL SCOPE USHIN
Fun, simple, quick to use for participants »»»	**Free, open information for everyone.**
Early U4U participants will move snippets of text around to create meaningful interaction with paper card shapes. Human volunteers will usher input for participants before the online interface is available. Later participants will use a semantic screen to deliberate one focus at a time in view of relevant information in set places on the rim. They will submit and modify their own input directly or with human ushers who will introduce how to input text and move objects on the unique interface to get their points across.	USHIN shapes will appear on browsers, sites, platforms, programs, and devices for people find, compare, consider, and share info via any text platform, e.g. email, social media pages, browser, website or text-based software. By sharing common tags for specific kinds of meanings USHIN will bring coherence among various communication channels. Source groups will support the system to connect with and influence users. USHIN will request donations when connections are consummated in a transaction among decentralized autonomous sources. Sources will arrange agreements with other sources and members with independent member-source agreements.
Control your own content and sources »»»	**Unlimited filters & connections.**
U4U participants will not just create input to make it easy to use for others, U4U lets users filter information for themselves, sort for kinds of meanings and rank information autonomously. Users will find, explore, combine and compare points by preferences & filters.	USHIN users will pick sources of information among autonomous participants who supply information and filters. All authors and sources will be vetted through, and nuanced by, tagging with unique nested qualifiers from other participants. Sources will be seen in the context of relationship with other sources, networks and their data.
Deliberation of privacy and accountability »»»	**Real vetting with levels of trust.**
U4U guesses are confirmed privately prior to publication. Participants may remain anonymous, as USHIN, Inc., will be accountable to respond to queries of merit per open protocols, to maintain data currency. Participants will deliberate and test privacy and trust technologies, e.g. onion routing, encryption, internet service options, network data exchange protocols and network contracts.	USHIN will reveal source connections and hold them accountable to responsiveness agreements for input published per their own author privacy agreements. Intra- and inter- network vetting along with blockchain exchange protocols contracts offer levels of data transfer and storage security. Users will control vetting tags, text and sources. Results will be contextualized in view of source connections, source input, and related tags such as merits, which are added and weighted by others.
Main points hit home, in context »»»	**Data control by users, for each and all.**
U4U participants pick main points they tag with shapes and rank importance, urgency, popularity, and relevancy of input. Participant points and queries create a database of ongoing deliberation with differences and common ground qualified and contextualized. Users who don't find what they seek simply relay dead ends as queries through prototype ushers using recipient communication methods, as well as U4U links. Later stages of U4U will mock, and then approach, USHIN integration.	USHIN will follow U4U deliberated actions to form an evolving network of networks. Protocols for free, open, inclusive communication and reference let users choose sources who choose umbrella groups that connect content with ushin tags. As users create, compare, connect, co-edit, filter, rank and relay data they create a comprehensive living knowledge base. The diversity of sources and filters and combinations of content will be refined and vetted by each user. Multiple elements, including group identities & multi-source valuations will be combined for ongoing, up-to-date collectively curated analyses for trustworthy depth, breadth, and continuity.

U4U Strategy

To encourage collaborative visioning of universal shared information, the U4U team invites you to make your points known in our deliberation experiment, inviting various views and connecting considerations on a variety of critical topics. A U4U outreach team is ushering concerns from ushin discussions and supporters, ready to send them to authors to edit and publish when the prototype starts. USHIN, Inc. will publish data about hosting the prototype as well as a sample of health-related information. The prototype will test the semantic screen, ushin online, and give air to concerns of participating sources.

U4U will:
- Invite intellectual contributions and nominations for people and groups to participate
- Promote deliberation of participants' primary issues
- Pace growth of input to match technical, human and financial support.
- Garner broad support among a wide range of people and groups
- Introduce user controls for information and communication with a sensible interface, that is, create a simple visual display for users to intuitively recognize, and swiftly organize, 8 kinds of meaning with simple gestures and keystrokes
- Bring together diverse peoples in a needed and timely deliberation about participant issues and to launch a unique communication and reference network systems
- Build upon known techniques to elicit understanding and compassion
- Develop online software following U4U specifications, at ushin.net/U4U/specmap
- Use these systems recursively to deliberate its own implementation
- Model rudimentary features of ushin associated with unique visuals for user and group sorting, combining, filtering, exploring, comparing, cross referencing, connecting, relaying, vetting, qualifying and valuing points and queries in context with their various relationships
- Demonstrate community-merited source responsiveness to contextualized queries
- Serve as an interface between users and developers to co-create and co-manage the USHIN distributed network as it evolves.
- Lean on deliberative input of self-defined autonomous communities for content and direction
- Develop for interoperability with compatible free and open distributed projects
- Merge into the full scope USHIN as its focus for self-reflective deliberation, where governance, technical protocols and source contracts are among related points to discuss.
- Avoid big donor funding, fostering transparency and the commitment to neutrality
- Show how USHIN will simplify communications and serve as a unifying tool for genuine social justice and sustainability.
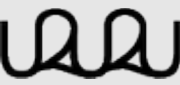
Exit Plan

U4U will morph into an open, ongoing, self-reflective deliberation within the decentralized system - about the system, including its governance of protocols and source contracts. USHIN, Inc. will then participate as an independent source of information curating only its own original content. The USHIN concept will evolve with other ushin components and inspire ongoing interoperable and collaborative software development.

Terms of use: Readers are free to copy and modify under explicit agreements to meet all requirements necessary to maintain free, open, inclusive access to USHIN communication tools and information with collective responsibility for USHIN sustainability and shared data protocols.

U4U as a Component of USHIN

Of the developing USHIN Components, the focus of this booklet is the prototype "U4U".

PROJECT	SIMILAR – with a twist	FUNCTION-task-what	FEATURES-tools-how
Face to Face 8 Card Shapes	Sincere, natural conversation; talking sticks; brainstorming; mind-mapping; active listening; rapid group consensus color cards; "Nonviolent Communication" mediation methods; group warmup processes; acting/comedy exercises, journaling alone or together—using shapes.	Integrates comprehensive aspects of a central focus for individuals and groups. Eight shapes represent meaning that foster rapid communication, clear comprehension and compassion for personal and group processes. An early version of F2F is being used to gather input for U4U.	Each card imbues a sensibility about the main point or query being expressed. Single and group players consider shapes for relevance surrounding a central point. Great for rapid group understanding and compassion raising. Open rules. Positions, movements, gestures relay meaning.
1ata Device App Personal App	Personal organization device app to simplify life's activities, fluid with "Getting Things Done" mode; memory aids, stickies, tags, task timers, prompts, personal diary, file systems, Rolodex — with one central focus at a time and all else in its place.	Adaptive, self-empowering, private, personalized cognitive support for focus, recall, prioritizing, social prompting; solo and team input and cuing delivered for ease and clarity. To integrates with phones and smart assistive and home devices .	Users drag and drop words and pictures on a "semantic screen" one point at a time, showing related points as appropriate. The software is adaptive to a range of disabilities. This program adapts to changing needs, environments, circumstances centered on user control.
U4U Prototype of USHIN	Social media with cool graphics; collaborative decision making ; mind-mapping; polling knowledge bases; content and project management,, voting, e-democracy alternatives to centralized platforms ... — with a unique parsing of information for clarity, mutual understanding and ongoing comparative organization.	Proves the USHIN concept for online deliberation using ushin semantic screens with individual and community valuations and filters for easy synthesis of arguments and relate them among a variety of perspectives for comparison among and connection to a choice of participants, etc., on their most valued issues and options.	Participants will move around text, shapes and other objects to change and relay messages with nuanced meaning. Working model of basic features using the free, open, mind-map platform Freeplane; demo of the semantic screen; then a modestly interactive online prototype with increasingly more sophisticated visuals and functionality as support communities grow.
u2u2u Device App Communication Coordinator	Fun way to customize a dashboard to coordinate contacts, calendar and social media — with open breadth of channels and unique mutuality of connection settings.	Easily integrate and synthesize your digital life, with quick gestures that clear your inbox your way, so that you can find information the way you want.	Basic USHIN tools for users to integrate and handle contacts, calendar, clock and tags among common channels of communication such as email and social media.
USHIN Federated Network Platform & Protocols	Distributed social networks; technical and federated business trust systems; compare sites, Wikipedia; Craigslist; Task Rabbit; Etsy; Quora, Reddit, email, mindmaps — with cooperatively developed protocols to connect among text platforms & co-create a logical, vetted, living reference and communication milieu.	Coordination of information, communication, deliberation and exchange of all kinds of data with user, source & crowd vetting of information sources who follow common standards and protocols for tools and services offered to members and visitors accessing common public spheres through their guiding/sheltering portals.	Once the prototype is launched the features of USHIN will be updated on the public website, www.ushin.net. Now a single landing page, check back for the U4U participant portal, Flash demo of the semantic screen, and use cases exemplifying advanced features accessed by browser plugins, website widgets and custom applications.

USHERING

People can usher anything by creating a focus point and considering eight kinds of meaning that relate. People usher for themselves silently and in conversation for clarity, exploring related points in turn. The limited 2D example below will come alive in the prototype dynamic display. Participants will find, compare, evaluate, and connect with each other by exploring and changing foci, related points and visual cues for relative urgency, importance, relevance, popularity - among selected participants - in view of the collective wisdom of all, as you include for your view.

An example of a focus topic is pictured below. U4U, in the middle, with a trapezoid, means that this prototype is a focus topic. Surrounding it is a single level of related sub-points. This image shows only one point in the center, and one for each meaning shape. It is a seed for U4U to grow, with related points and queries from participants relating to this and many other isses.

FACTS
The ushin protocol has been tested with cardboard shapes to organize and categorize interpersonal and small group deliberations, a rough digital model is being tested and we have specifications for a working online prototype.

MERITS
U4U will inspire participants and viewers with its neutrality to ensure fairness, clarity to solve confusion, ease to relieve tension, deliberation for comprehension and with inclusive collaboration to respect agency.

PEOPLE
U4U is hosted by USHIN, Inc., an independent, small nonprofit garnering the interest of respected individuals from a variety of fields who are willing to contribute and authorize original input to the project.

THOUGHTS
We believe that U4U will bring people together around urgent issues and recognize that no one of us, no single group nor exclusive alliance, can solve the world's problems inclusively, yet all of us must, each for all.

ACTIONS
We are currently testing features of U4U with a software model demonstrating rudimentary features of the mature ushin concept. We are reaching out to early participants with card mock-ups of the ushin communication structure.

U4U

FEELINGS
We are delighted to present a working model of ushin and are curious to learn what is "alive in you"* when you respond.

NEEDS
The community of USHIN supporters are in need of meaningful contribution, rooted in meeting real needs for each and all. The team requires conceptual, financial, social, and technical support to implement U4U as a viable strategy.

TOPICS
U4U includes topics from participants that will be parsed, weighted, expanded, compared and evaluated by each for all--including the subject of "universal shared information" and this prototype itself.

* Marshal Rosenberg's "Nonviolent Communication" attends to feelings and needs as core of what he called "alive" in people in the moment. From this base USHIN fosters inclusivity and comprehensive understanding at the present moment with input unbounded by any single time, place or perspective.

U4U Pre-Prototype Processes

While the prototype is being developed:

- The prototype team is now accepting input for deliberation in the prototype in any format.

- Volunteers usher your data into mind-maps using the free, open source program, Freeplane.

- A working group is creating a prototype Flash demonstration for ushin.net/U4U to introduce the 8 shapes and some of their functionality.

- Outreach volunteers are reaching out to potential U4U participants by various channels, including being given U4U Paper Mockups, (see page 8).

- Volunteer ushers will personally help participants respond using ushin tags.

- Outreach volunteers are delivering this booklet invitation to potential participants.

- Each main point is crafted to begin with the merit of a statement followed by examples of thought, feeling, need, fact, action, people, or topic, as might relate.

- Pre-prototype input contributions will inform early technical and social development.

- Ushers who make it easy to for participant input to be published on U4U will not be able to publish for the author. Instead they publish guesses pending author commit to the prototype.

- Each participant agrees to public authorship of, and USHIN, Inc. accepts source responsiveness for, crowd vetted queries directly related to content we publish, according to source agreements and participant desires for managing instances of original content publication.

- Participants respond to queries about their input, editing and managing points, or delegate others, or the community, to turn usher guesses into points from their own chosen identities.

- Ushers will relay points and requests as directed by participants and manually input responses into pre-prototype maps pending launch of the U4U user interface.

- When the prototype is ready, prior to publication, each author will commit original input directly into the public prototype.

- Future participants may create subgroups for independent deliberation outside of the public commons, and control what branches and nodes may merge into public ushin.

The U4U team is eager to receive feedback about our strategy,
names of people you'd suggest we contact,
and **issues you value most** to include in the USHIN pre-prototype, U4U.

When layered with syndicated protocols for shared reference & communication through interoperable, distributed networks,
the USHIN concept will far outreach the hint at compassionate communication presented to early participants with these first rudimentary models.

U4U Paper Mockup

The paper mockup makes it easy for pre-prototype participants to add points and queries as meaningful grist for our deliberative mill. The tricky part is done by volunteers who usher participant messages onto 8 cards that serve as guesses pending each participant publishing their own points and queries for themselves when the prototype goes live online.

There are no set rules: participants respond as they wish to support their points and queries. This is a rough mockup of the U4U software, which is a rough mockup of USHIN, all of which follow the same ground rules:

    1. Each shape represents a distinct meaning to the participant;

    2. Shapes with dark sides facing up are statements, or "points;"

    3. Shapes with blank sides face up are questions, or "requests."

If you have a set of cards please see our 4 minute video that shows how to play, which enacts the steps below. http://ushin.net/movie/u4u_mockup_demo.mp4

Ushers synthesize points that each potential participant has said or written, by "ushering" them into shapes. These are presented to the original author as guesses to edit and publish in U4U. Whether by cardstock or keyboard, U4U participants choose and compare shapes, add examples, fortify their own input, guess at other perspectives, consider nuances, form combinations, connections, and generate new points to deliberate such as actions to take. Future online input will include other ushin features for participants to value, relay and comprehensively review information with rich visual displays for quick analysis. To request cards, or participate in the prototype online, visit www.ushin.net/u4u.

To reveal the message sent to you with cards:
1. Set aside the blank packet (for your response)
2. Hold the packet with text and remove the star shaped card, reading its text.
3 and slide out the rest of the cards in one stack.
4. Read them from the top down to maintain sender's flow.

To respond with your own blank set of 8 cards:
1. If you agree with our guess, find the matching shape of the other color cards and put it on top with the point black side facing upwards. You can write on the card or leave the pair together, as is, to convey that your meaning is understood.
2. If you question the guess: put the blank side face up, and note your query on the blank.
3. Toss aside any input of no value to you.

Place a stack of paired cards in your recipient's packet and send it back in the enclosed envelope.

To contribute to the prototype as a participant or community member go to ushin.net/U4U.

You are invited to suggest points and queries to deliberate in the prototype. The U4U team started the ball rolling by suggesting the topic, "**U4U,**" to explore the prototype as a prototype topic, taking off in 3D what is mocked-up on page 8.

The founder of USHIN, Inc. chose the open subject "**Health and Healing**" to elicit needs, met and unmet, related to sample diagnoses, symptoms and treatments. Personal experiences as self-cited facts will integrate with syntheses of cited, evidence-based criteria. The USHIN, Inc. Board of Directors suggested that U4U showcase **"Brain Injury,"** a common and multifaceted medical issue recently in the news.

Citizens who attended an USHIN Discussion following the 2016 Presidential primary suggested a deliberation about "**Democratic Agency.**" They wanted to underscore the merit of clear actions involving real people around this issue and secure a place to gather facts and connect citizens with each other and with elected and appointed officials. Ushin technology, were it already available online, could have been a go-to source for those in despair about their loss of voting rights.

Other topics recommended for the prototype are often not understandable in a sound bite, for example, "**Alternative Facts**" and "**Surveillance and Security.**" Additionally, the community of USHIN supporters have urged deliberation on many subjects, including "**Nonviolent Transformation**," "**Rebalancing the Biosphere**," "**Social Movements**," "**Generative Economies**," and "**Cryptocurrencies.**"

A renowned linguist, in a 2015 conversation with USHIN, Inc. enthusiasts, suggested that ushering the term "**Preconscious Mind**" would bring together academic disciplines, including Philosophy and Psychology, whose divergent approaches to the topic now have no common deliberative forum.

Once the prototype is launched, you and other participants will be able to use a browser plug-in to edit, tag and publish their own input for themselves directly. Viewers will be able to see, and later contribute, original input and connect with other participants in context. Now in development, early stage prototype maps will soon be available for view at www.ushin.net/U4U.

U4U participants will explore multiple levels and relationships, and be able to see urgency, importance, relevance, popularity and analyses - including analyses of action results - with a variety of visual cues for rapid comprehension and interaction.

Conclusion

The U4U prototype will prove that parsing out information into basic categories of meaning will clarify messages and deepen understanding. By choosing a single main point, communicators hone their impact. Surrounding points with various types of related information bolsters comprehensive support for the main point. The semantic screen maintains focus and fosters deliberation of particulars, weighted and controlled by each participant and by participants as a whole, as well as subgroups. Prototype participants will find, compare and evaluate issues and their connections. Ushin and U4U are included as issues for deliberation. Genuine grassroots decentralized support, a logical way out of our shared dilemmas, and a unique hook will all draw people into the discussion. U4U is the next step toward an accessible, inclusive, user-controlled, crowd-vetted and neutral knowledge base and communication system relevant to meeting needs for all sentient beings.
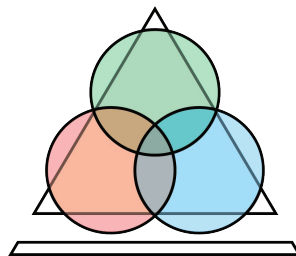
USHIN, Inc.

The USHIN concept of universal shared information is promoted by the volunteer-led non-profit company, USHIN, Inc., an Arizona based educational not-for profit. USHIN, Inc. promotes personal, community, and global health through free and open universal shared information for everyone.

USHIN, Inc. was formed in the 90's with broad-based support for open evaluation of health options for both the public and professionals. The newborn internet then held promise of, but failed to deliver, wisdom generated by collective, deliberative participation. Fortunately technologies are now ready for the USHIN concept. Concurrently, citizens are increasingly aware of the need for communication neutrality, transparency and ways to sort out the truth for ourselves.

USHIN, Inc. is hosting the prototype described in this booklet. The volunteer-led Tucson nonprofit will be one of the participants in U4U, as well as a model source. USHIN Inc. plans to wean U4U when the protocols for USHIN are stable within a distributed system of vetted autonomous sources. Sources will then cooperatively support U4U as a focus for deliberation related to the USHIN system itself. As an USHIN source for health-related information, USHIN, Inc. will continue to collaborate with others to sustain a free, open, development and evolution of the USHIN vision.

Please contribute your points & queries,
funds,
and, or expertise.

www.ushin.net/donate
Email: community@ushin.net

USHIN, Inc., is a **501c3** tax-deductible nonprofit
US Federal Tax ID **86-0773771**

Choose where your donation goes:
Ushers - Developers - Projects
* Adopt a snippet of code *

The concept of universal shared information is freely given
to everyone as a process by which we, each and all,
take personal responsibility for our share
in co-creating free and open communication in our times for the future.

www.ushin.net