

Title (en)

A SYSTEM AND METHOD FOR OPTIMIZING ENVIRONMENTS TO FACILITATE AGENT PROCESSES

Title (de)

SYSTEM UND VERFAHREN ZUM OPTIMIEREN VON UMGEBUNGSBEDINGUNGEN ZUR ERLEICHTERTEN HANDHABUNG

Title (fr)

SYSTEME ET PROCEDE SERVANT A OPTIMISER DES ENVIRONNEMENTS POUR FACILITER DES ACTIONS D'AGENTS

Publication

**EP 1062548 A1 20001227 (EN)**

Application

**EP 98965381 A 19981222**

Priority

- US 9826083 W 19981222
- US 6889997 P 19971223

Abstract (en)

[origin: WO9932017A2] A system and method for optimizing environments to facilitate agent processes and configurable environments used in connection with the system and method. The system combines emerging technologies, with emerging insights as to human processes and emerging insights as to the relationship of between the two, i.e. how things that are perceived at different levels of consciousness affect human processes. The environments include components that allow rapid reconfiguration including reconfigurable furniture (110, 120, 130, 170, 190); adjustable lighting (181, 200) sound (210) and other sensory experiences that we now know affect human processes. As the ability to control the sensory inputs to agents (1-10, 21) within an environment (20) increase, the usefulness of the present invention increases. An iterative, feedback driven system and method for optimizing interaction among agents acting on multiple levels is also provided. The system includes plurality of real agents each real agent (1-10, 21) having a plurality of characteristics, means for measuring actual performance of agents; means for inputting expected performance of agents; means for comparing actual performance of agents to expected performance of agents and means for modifying agents based on the difference between actual performance of agents and expected performance of agents. A system and method of optimizing agent pattern language values in collaborative environments that are subject to predetermined architectural rules is also provided. The systems and methods also employ an iterative, feedback driven system and method for facilitating interaction among agents promoting feedback, learning and emergent group genius in a radically compressed time period.

IPC 1-7

**G05B 13/04**

IPC 8 full level

**G06F 17/50** (2006.01); **G06N 5/04** (2006.01); **G10K 15/00** (2006.01); **G10K 15/12** (2006.01); **H04R 1/00** (2006.01); **H05B 37/02** (2006.01)

CPC (source: EP)

**G06N 5/043** (2013.01)

Designated contracting state (EPC)

AT BE CH CY DE DK ES FI FR GB GR IE IT LI LU MC NL PT SE

DOCDB simple family (publication)

**WO 9932017 A2 19990701**; **WO 9932017 A3 19991028**; **WO 9932017 A9 19990923**; AU 2085999 A 19990712; CA 2316192 A1 19990701; EP 1062548 A1 20001227; JP 2001526437 A 20011218; JP 2009282988 A 20091203

DOCDB simple family (application)

**US 9826083 W 19981222**; AU 2085999 A 19981222; CA 2316192 A 19981222; EP 98965381 A 19981222; JP 2000525020 A 19981222; JP 2009138702 A 20090609