Cross Industry Working Team
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Foreword

This Cross Industry Working Team (CIWT) is sponsored by the Corporate Information Management Program of the National Information Infrastructure (NII).

The Action Team's goal is the support of creating information infrastructures that are more responsive to the needs of the business sector. In this context, a vision is made for a business environment that is more flexible, more responsive to change, and more able to take advantage of opportunities. This vision is based on the premise that information technology can be used to support the business community in its quest for increased competitiveness, productivity, and growth in the 21st century. The Action Team's vision is based on a set of ideas and a number of high quality business scenarios.

The Action Team's ideas are based on a strong information technology foundation. The Action Team's ideas are based on the premise that information technology is a tool that can be used to support the business community in its quest for increased competitiveness, productivity, and growth in the 21st century. The Action Team's ideas are based on a set of ideas and a number of high quality business scenarios.

Normativity, in the Action Team, means that people are solely responsible for their own actions. This means that people are responsible for their own actions, and that they are responsible for the consequences of their own actions. This means that people are responsible for their own actions, and that they are responsible for the consequences of their own actions. This means that people are responsible for their own actions, and that they are responsible for the consequences of their own actions.

The underlying mechanisms of creation, ownership and management of information are based on the concepts of normativity. Normativity is a set of rules that govern the creation, ownership and management of information. These rules are based on the concepts of normativity. These rules are based on the concepts of normativity. These rules are based on the concepts of normativity. These rules are based on the concepts of normativity. These rules are based on the concepts of normativity. These rules are based on the concepts of normativity.

The underlying technologies for these requirements are also discussed. These technologies are based on the concepts of normativity. These technologies are based on the concepts of normativity. These technologies are based on the concepts of normativity. These technologies are based on the concepts of normativity. These technologies are based on the concepts of normativity. These technologies are based on the concepts of normativity.

1.0 Introduction

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2.0 Underpinnings of Normativity

Normativity is based on the concepts of normativity. The concepts of normativity are based on the concepts of normativity. The concepts of normativity are based on the concepts of normativity. The concepts of normativity are based on the concepts of normativity. The concepts of normativity are based on the concepts of normativity. The concepts of normativity are based on the concepts of normativity. The concepts of normativity are based on the concepts of normativity.

The Business Model for Cross Industry Working Team (CIWT)

- interaction with the contents
- interaction with the environment
- interaction with other users (Interaction on the Social Plane)

4.4 Interaction Dimensions

Interaction Dimensions can be either qualitative[1], if based on qualitative or quantitative[2] if based on a scale. Interaction Dimensions can be classified as Physical, Cognitive, Social and Affective. Physical Interaction Dimensions are those that are implemented by the physical body and sensorimotor skills. Cognitive Interaction Dimensions are those that are implemented by the cognitive skills of a person, such as reasoning, memory, attention, learning, etc. Social Interaction Dimensions are those that are implemented by the social skills of a person, such as cooperation, negotiation, etc. Affective Interaction Dimensions are those that are implemented by the affective skills of a person, such as motivation, emotion, etc.

The term Interaction Contexts, i.e., "physical, cognitive, social, affective, and other contexts in which interaction takes place" [Jaimes 2006] is used to describe the environment in which the interaction takes place. Interaction Contexts are classified as Physical, Cognitive, Social, Affective and Other Contexts. Physical Contexts are those that are related to the physical environment, such as time, place, light, temperature, etc. Cognitive Contexts are those that are related to the cognitive state of a person, such as attention, memory, etc. Social Contexts are those that are related to the social environment, such as the presence of other people, the relationship between people, etc. Affective Contexts are those that are related to the affective state of a person, such as motivation, emotion, etc. Other Contexts are those that are related to other contexts, such as the computer system, the network, etc.

There are several ways of classifying preferences in the literature, such as Interest, Attitude, Sentiment, Emotion, Affect, Motivation, and Mood. Preferences are classified as Interest, Attitude, Sentiment, Emotion, Mood and Other.

Interest is a feeling that causes attention and to stimulate curiosity. Attitude is a feeling or a mental disposition that is formed through experience and is a tendency to react in a certain way. Sentiment is a feeling or a mental disposition that is formed through reasoning. Emotion is a feeling that is generally short and is triggered by a specific event. Mood is a feeling that is generally long and is not triggered by a specific event.

While we know that measuring the mood of a person is important, it is difficult to measure it. Mood is a feeling that is generally long and is not triggered by a specific event. Mood is related to Emotion, Affect, Motivation, and Other. Mood is related to Emotion because it is a feeling that is generally long and is not triggered by a specific event. Mood is related to Affect because it is a feeling that is generally long and is not triggered by a specific event. Mood is related to Motivation because it is a feeling that is generally long and is not triggered by a specific event. Mood is related to Other because it is a feeling that is generally long and is not triggered by a specific event.

4.5 Operating Environments

Although the mouse discovered for the mass market (needed a flat surface) and the keyboard (needed a flat surface and a desk) are the most common input devices, there are many other input devices, such as:

- Touch screens (which need a flat surface and are used on desktops and laptops) and other touch devices, such as touch pads, touch sticks, and touch buttons (which are used on PDAs and smartphones)
- Pen based input devices (which need a flat surface and are used on desktops and laptops) and other pen based input devices (which are used on PDAs and smartphones)
- Motion Sensing Devices (which need a flat surface and are used on desktops and laptops)
- Other sensors (such as those used on appliances and other devices, such as those used in a car, such as those used in a building, such as those used in a city, such as those used in a country, such as those used in a region, such as those used in the world, such as those used in space, such as those used in the universe, such as those used in a multiverse, such as those used in an omniverse, such as those used in a pluriverse, such as those used in a metaverse, such as those used in a multimetaverse, such as those used in an omnimetaverse, such as those used in a plurimetaverse, such as those used in an infinite number of metaverses, such as those used in an infinite number of pluriverses, such as those used in an infinite number of multiverses, such as those used in an infinite number of omniverses, such as those used in an infinite number of pluri-multi-omniverses, such as those used in an infinite number of pluri-multi-omniverses in an infinite number of pluri-multi-omniverses in an infinite number of pluri-multi-omniverses