



The Becoming of the New

A new model demands new concepts:

In the following I will explain the **core concepts** of a cosmological model, which assumes the structural openness of the cosmos. From this arises the meaning of the term 'emergence'.

These concepts are:

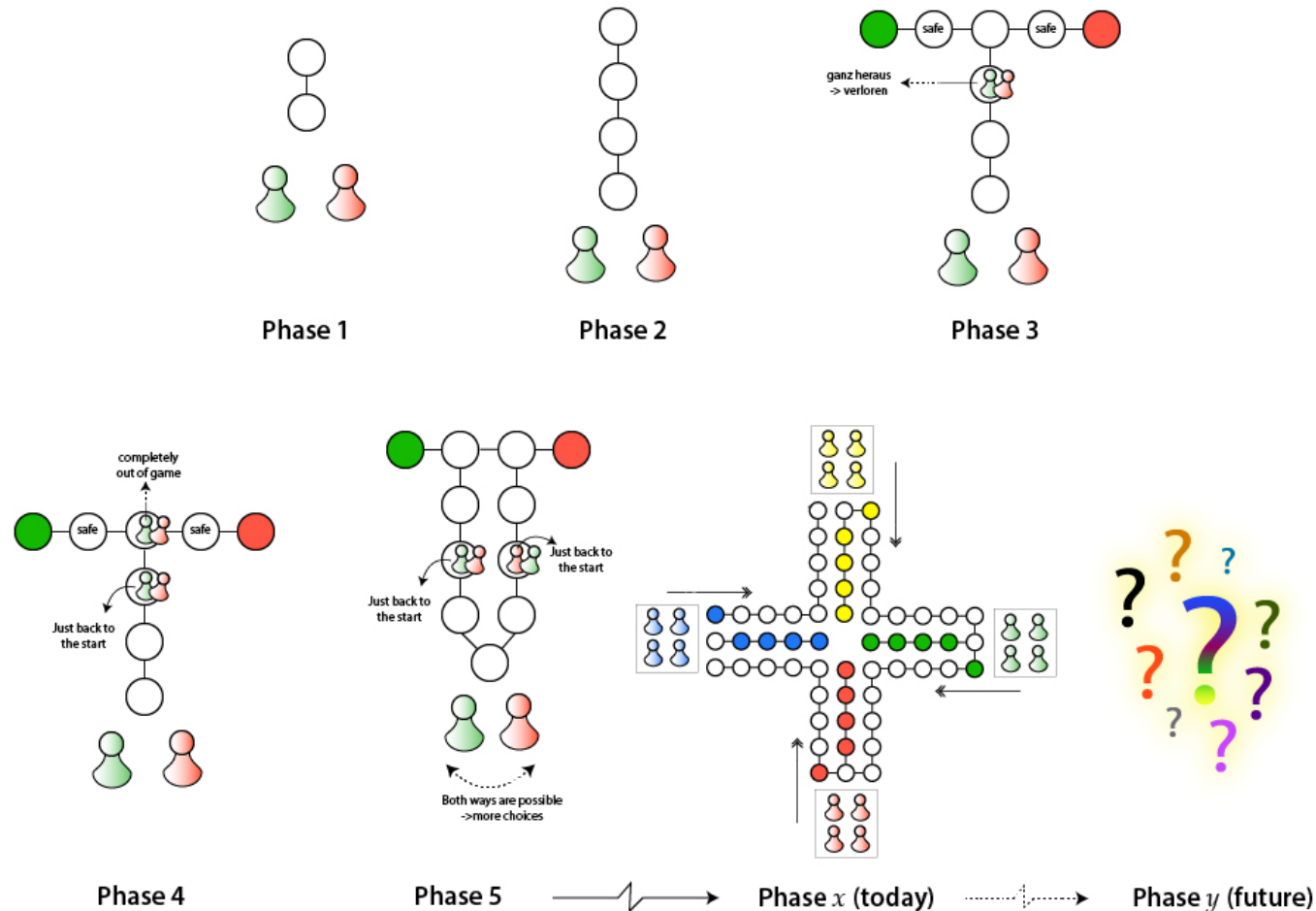
Essential terms of the emergence model developed here:

1. (Relatively encapsulated **entities**;) **fields, objects, and systems** (as functional object populations), and furthermore all state changes at these entities and individual processes between the entities.
2. The **structure of conditions** (instead of laws of nature)
3. The **layering of levels** of existence or emergence
4. The **typification** of the emergent layers
5. Different **spaces of possibilities**

Example 1 of a conditional structure:

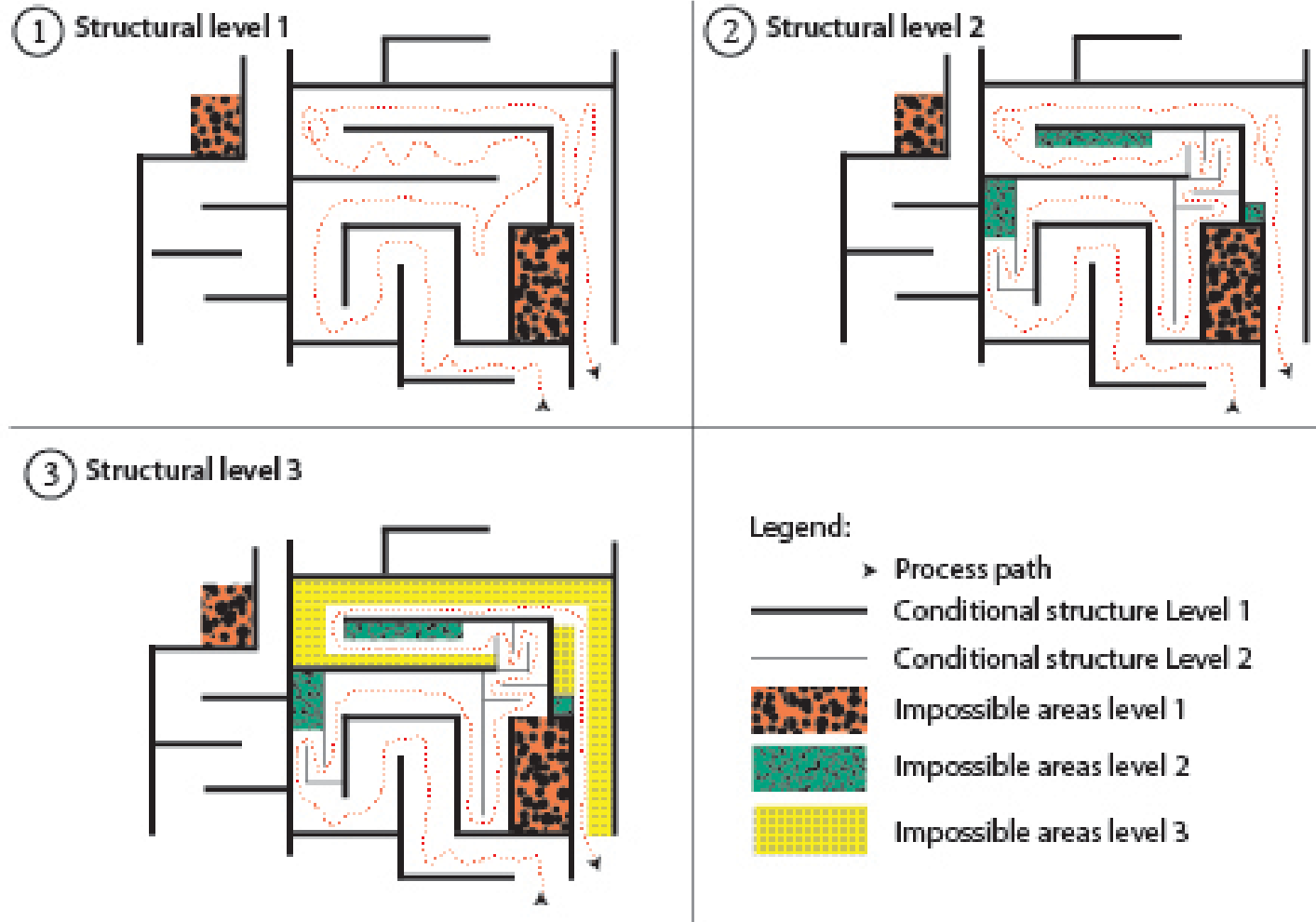
A widely known German board game as an example of an evolving structure of conditions

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Example 2 of a conditional structure:

Structural development using the example of a labyrinth



The typification of layer elements:

Each emergent level is constituted by a variety of **entity, state, and process types** (for entities: as fields, objects, and systems).

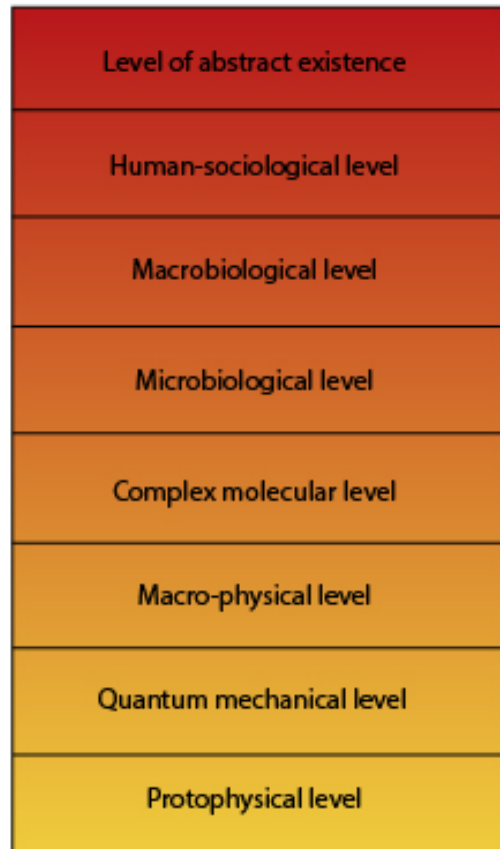
Stabilization of emergent levels requires the elicitation of **compatible** entity, state, and process **types**. A stable **possibility space** is formed within the variance space.

(More on the concept of possibility space in a moment).

How are the levels of emergence related:

Two models of transition between emergent levels

Too rigid: Simple tier layering



(no variety of types, no transitions)

Better: The spiral of development

