PAHLÉ INDIA FOUNDATION

Center for the Digital Future
ILLUMINATING WHAT'S NEXT

GDKP INDIA

by PAHLÉ INDIA FOUNDATION

with **K&S Model**

Official Proposal by Prof. **Umberto Sulpasso**
presented by Ms **Manoranjana Gupta**

GDKP BHARAT

GDKP-INDIA 2024
By Pahlé India Foundation

With K&S Model

First measure of Wealth of Nations innovating GDP to combine
Market economy, business and social - cultural values

CALL FOR

To assure the widest representation of relevant people and institutions in this first way of combining cultural values and business in GDKP India, Pahlé India Foundation promotes two special bodies

EXECUTIVE COMMITTEE

Special operational body to clarify business opportunities to India market

SPECIAL GDKP INDIA COUNCIL

Special operational council to set the cultural values to be represented and included in the GDKP-India 2024

People and institutions are called to offer to be part of them writing to Special Pahlé team.

Modi's K-Moon

"There are several ways in which the moon can be defined. But for both J.F. Kennedy and N. Modi, the moon can be defined as the highest human achievement, conquest of knowledge" (Umberto Sulpasso)

GDKP-INDIA 2024

Gross Domestic KNOWLEDGE Product INDIA 2024

The first measure of a Nation's Wealth in terms of knowledge

K&S MODEL

Presentation of GDKP India 2024

Manoranjana Gupta

MANORANJANA GUPTA

Integrating intangible values such as sustainability & resilience into computation of GDKP replacing GDP for economic growth revolution[1]

We are talking about a new, historical and innovative method of measuring a country's wealth in the Digital Age, shifting from the production of goods and services used to calculate the Gross Domestic Product to instead measuring the production of knowledge. We are talking about integrating intangible values such as sustainability & resilience into GDP computation to create a new economic measure to compute the wealth of nations. Replacing GDP with GDKP could swing India and all other developing nations towards an economic growth revolution.

The Gross Domestic Product, as originally elaborated by economist Simon Kuznets, was valued in the 1990s as a theoretic innovation that became the most commonly-accepted gauge of economic progress worldwide. However, in the last 20 years, the GDP has come under increased scrutiny because it measures only basic values for production in a specific year without guidance for long-term change.

The Commission on the Measurement of Economic Performance and Social Progress examined how the wealth and social progress of a nation could be measured without relying on GDP. The Commission criticized the GDP because it provides solely a simple total value of goods and services produced in a specific year, and does not measure the quality of production or provide information on individual wealth, and lacks the information to provide guidance for national economic growth.

The Commission's final report in 2009 recommended moving away from using the GDP, but without a specific recommendation for an alternative. Since then, many indices were suggested as possible substitutes for the GDP, but all failed to be accepted.

GDKP takes a different approach to measuring a nation's growth and future. It addresses all of the Commission's criticisms of GDP by establishing a new form of measurement: GDKP measures a nation's growth and future through four basic pillars - Knowledge items, Country's Knowledge Producing Matrix, Country's Knowledge User Matrix and the Cost of Learning.

Many times I spoke to Professor Sulpasso and he warns that a sixth mass extinction is on the cards. The end of the Anthropocene age is nearing. Even the United Nations agrees. And the culprit is the GDP model of calculating the wealth of nations.

This basically implies that for the planet to survive, we need to get rid of GDP and replace it with an index that takes everything into its calculation in the digital age - Be it climate change, be it sustainability, resilience, pollution, cost of learning and all other intangibles.

[1] Text of a speech delivered at Cambridge university conference on resilience and sustainability in modern economy, by MS Manoranjana Gupta, Senior Advisor for GDKP India of UCS Digital Center for Future, Annenberg School

Today, whether you are a developed nation or a developing one, you are dependent on this index for all mechanisms of international and national financing. Almost sixty years ago, on 18th March 1968, Robert F Kennedy gave a speech at the University of Kansas in which he famously questioned the authority of the Gross National Product as a legitimate measure of national wellbeing. He said - and I quote - The GDP 'measures neither our wit nor our courage, neither our wisdom nor our learning, neither our compassion nor our devotion to our country'. 'It measures everything in short, except that which makes life worthwhile.'

Half a century on, with the world still obsessed with increasing the GDP at almost any cost, it's worth pausing a moment to reflect on the distance we have travelled—or not travelled—since that March day in Kansas. And on the reflections of a man who, were it not for the assassin's bullet, might have brought America and the world to its senses five decades ago: measuring the 'busy-ness' of the economy and calling that progress never was and never will be the route to a lasting prosperity.

That critique has mainly focused on the measurement problem: the idea that an accounting framework based around the production and consumption of goods is not a very good measure of economic success. Measurement is a gloriously technical issue. A safe enough space to allow even governments and intergovernmental agencies to approach the problems that Kennedy was alluding to.

But the clean language of measurement has allowed even the most conservative politicians to engage 'safely' in the debate about the merits and failings of the GDP. When David Cameron launched the UK Office for National Statistics' – calling it the National Wellbeing Project - in 2010, he even cited Kennedy's Kansas speech in his defence.

Each time I discuss the subject with Professor Sukpasso, he says emphatically that we must correct this fatal imbalance. We are all heading for extinction because of this unhealthy computation which is making the rich nations richer and the poor nations poorer. The recent pandemic that has disrupted the entire planet, has further exacerbated this problem. And yet, no one dared to make a change.

Important authorities have followed one another to solve the problem of renewal, but only India has taken a relevant initiative by identifying the hundreds of factors that go into the computation of the GDKP, which is destined to radically change the world. The Niti Aayog, the highest economic policy planner in the country, has appointed Prof Sulpasso to work on this novel idea. Along with several other arms of the government, Niti Aayog is working on this historical concept.

For those who may be interested in knowing more about the GDKP, I must tell them that the traditional economic growth model computations are based on three basic factors.

One, getting raw material at the lowest possible cost wherever it is located .. even if it means going to war; second, pushing production costs to bare minimum even if that implies economic instability and mass unemployment; and third, focusing on only production of mass consumption items regardless of its impact on planet safety.

Prof. Sulpasso points out that originally this reference to GDP of the late '40s had its historical justification. Coming out of the terrifying crisis of Wall and from the disasters of the Second World War, humanity wanted to return to live nicely, it wanted food, consumer goods, and the lack of essential goods .. all this naturally promoted a push to production of material goods at mass production and at lowest prices, but economists did not realize that a vision of the wealth of nations valid for the post-war world, based only on the material production of goods, had become totally irrelevant with respect to the worldwide evolution of a post-IT society and the birth of the Internet. Boundaries had fallen apart and GDP could not be any longer a reference.

There was a historical error on part of the economists. They did not realize that the most extraordinary cultural innovation of knowledge, Internet and IT, was the basis of a radically different economy all over the world, in which knowledge became by far the most important raw material of humanity ... produced and traded by billions of people across boundaries of nations. Knowledge had become the most important raw material in the world. And .. we needed a new measure for calculating the wealth of a nation. GDP could no longer be based only on material wealth. Intangible factors must be introduced.

I have heard everyone here discussing sustainability and resilience, but as I understand, sustainability and resilience play a crucial role in determining the ECONOMIC progress of a country ! Sounds incredible, but it is true .. that we have been following the concept of GDP which has been thrust upon us as the sole indicator of a country's progress. But over a period of time, it has been recognised that there are limitations to the GDP being touted as the singular most important index determining a nation's economic progress.

The world is today divided into silos, thanks to the huge disparity between the GDP of nations. And it has become a vicious circle ! Today, developed nations which enjoy a higher GDP get billions of dollars from multilateral institutions in funding so that they can grow bigger and grow wealthier, whereas funding to the poor nations with a poor GDP is next to nil, therefore making the rich richer and the poor poorer.

Sustainability and Resilience in New Metrics

IN CONCLUSION, the traditional GDP measures only tangible economic outputs, neglecting essential aspects like:

1. Environmental degradation
2. Social inequality
3. Human well-being
4. Knowledge generation .. and
5. Cultural Heritage

In the light of this anomaly, there is an urgent need to incorporate intangible values, such as sustainability and resilience, into a broader metric. We need to incorporate

1. Natural capital depletion
2. Social cohesion and inclusivity
3. Human capital development
4. Innovation and knowledge creation .. and ...
5. Cultural diversity and preservation

By accounting for these intangible values, GDKP would:

1. Encourage sustainable practices
2. Foster resilience in the face of global challenges
3. Promote investments in human capital and knowledge generation 4. Support the preservation of cultural heritage and biodiversity

Shift from GDP to GDKP

The shift from GDP to GDKP would require significant changes in how we approach economics, policy-making, and decision-making. It would also necessitate the development of new methodologies and data collection systems to capture these intangible values accurately.
While this transition presents challenges, it is essential for creating a more equitable, sustainable, and resilient future. By acknowledging the limitations of GDP and embracing a more comprehensive metric like GDKP, we can better align our economic systems with human well-being and the long-term health of our planet.
Breaking the GDP monopoly requires a multifaceted approach that involves various stakeholders, including governments, international organizations, academia, and civil society. We need to .... Raise awareness, Educate policymakers, business leaders, and the general public about the limitations of GDP and the benefits of a more inclusive metric.
We need to develop alternative metrics to Integrate intangible values such as environmental, social, and governance (ESG) factors into national accounting systems.
We need Policy reforms and we need to encourage governments to adopt policies that prioritize sustainable development, social equity, and environmental protection.
We need International cooperation. We need to Collaborate through global forums like the United Nations, the IMF and the World Bank ... to establish a new standard for measuring progress.
And most of all, we need leaders to champion the cause and commit to implementing GDKP as a complementary metric.

Jai Hind

By working together and pursuing these strategies, we can create a more inclusive and sustainable economic framework that values the well-being of people and the planet. But, of course, it is not going to be easy. Changing the paradigm of how we measure progress and prosperity will face resistance and obstacles. Countries
that benefit from the current system are bound to resist the change that could impact their power or profits. However, the benefits of a more comprehensive metric like GDKP make the effort worthwhile. With persistence, collaboration, and a shared vision, we can overcome these challenges and create a better future for all.
Thank you .. and with this, I hope to have ignited the thought within all of you to evaluate our new research and become our cheerleaders.
Many thanks and Jai Hind

Sulpasso
GDKP INDIA 2024, Modi's K Moon

Homage of the Author

Robert Kennedy[2] DEATH OF GDP USA

Too much and for too long, we seemed to have surrendered personal excellence and community values in the mere accumulation of material things. Our Gross National Product, now, is over $800 billion dollars a year, but that Gross National Product – if we judge the United States of America by that – that Gross National Product counts air pollution and cigarette advertising, and ambulances to clear our highways of carnage.
It counts special locks for our doors and the jails for the people who break them. It counts the destruction of the redwood and the loss of our natural wonder in chaotic sprawl. It counts napalm and counts nuclear warheads and armored cars for the police to fight the riots in our cities. It counts Whitman's rifle and Speck's knife, and the television programs which glorify violence in order to sell toys to our children.
Yet the gross national product does not allow for the health of our children, the quality of their education or the joy of their play. It does not include the beauty of our poetry or the strength of our marriages, the intelligence of our public debate or the integrity of our public officials. It measures neither our wit nor our courage, neither our wisdom nor our learning, neither our compassion nor our devotion to our country, it measures everything in short, except that which makes life worthwhile.
And it can tell us everything about America except why we are proud that we are Americans.

If this is true here at home, so it is true elsewhere in world.

Jeff COLE[3]

It has been 56 years since Robert Kennedy gave a speech warning us how poorly we measure the success of our nation. [4]
His words are more today as they were 56 years ago since for the Intergovernmental agency of UN, GDP has been judged the most dangerous menace to Human Race survival and the dangerous road to 6ht mass extinction GDP was introduced in late 30's by USA to value the wealth of a country in terms of material product. We were in the age of industrial revolution. Only material product counted. Now we live in the Internet age, in IT revolution and we start living AI world knowledge transformation. With billions of people interchanging values and information across national boundaries, we need to have intangible and immaterial elements in the measure of Wealth of nation. And India does first with GDKP because knowledge is by far the most relevant intangible and immaterial element of economy and to quote Robert F. Kennedy "*which is true here at home, so it is true elsewhere in world*"

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[2] Robert Kennedy speech at Kansas University March 18th 1968
https://youtu.be/3FAmr1la6w0?si=L-smzSjbl1FwZ9SN

[3] Professor research University of Soouthern California. Founder and director Center for Digitale Futura USC Annenberg School

[4] When this remark was made by the **Social Science Research Council (SSRC)**.to commemorate RFK speech only 40 years had elapsed. But it should be noticed that even if great teams have been appointed to innovate GDP, up to now no global measure of wealth of nation has been proposed before GDKP India

Hope of the Author

Narendra Modi BIRTH of GDKP INDIA 2024

GDP is DEAD

Nuclear Energy for the Future of AI,
Emergence of GDKP India 2024

AI Goes Nuclear
31,500 Data Needed for GDKP INDIA 2024

Silicon Valley is pouring billions into nuclear energy linked to AI because without it, the U.S. risks 'browning the grid".
The third human knowledge revolution is taking the road to nuclear plant.
Here some headline titles of major financial newspapers.

Production of Knowledge requires so much energy that IT moves to Nuclear Energy". But this means that the production of knowledge becomes the decisive factor in the new international hierarchies

To fuel the AI boom, Microsoft, Google, and Amazon are turning to nuclear energy.

Microsoft (MSFT) and Constellation Energy (CEG) announced an agreement to restore a dormant nuclear power plant to power the tech company's AI and cloud data centers.

Google is also joining Big Tech's move into nuclear power, financing seven nuclear plants.

This move has been described as a "world first." The deal with the start-up Kairos Power will help Google meet the increasing demand for electricity created by artificial intelligence.

GDP is dead because we have transitioned from an industrial society to an information society (see page. 9). But it has been definitely buried by AI. The involvement of information companies in nuclear energy makes the death of GDP irreversible.

The new wealth of the nation is the Gross Domestic Knowledge Product (GDKP) India

Is there any further doubt that knowledge is becoming the discriminating economic force of production of society?

GDP is DEAD

A ghost is haunting the world of economics

Selected headlines

AI Is Fueling A 'Nuclear Renaissance.' Bill Gates And Jeff Bezos Are In The Mix.

Google will help build seven nuclear reactors to power its AI systems

Microsoft deal propels Three Mile Island restart,

In Wyoming Amazon joins Google, Microsoft in going nuclear

The nuclear deal to sustain the development of AI is the consequence of this revolution that has changed forever the notion of wealth of nation from GDP to GDKP.
The entry of major software companies into the construction of nuclear facilities occurs due to the necessity of developing artificial intelligence.
This strategic development by major information companies in AI implies two things:

1. A new global elite of nations is being created linked to AI development.
2. The new internationalization of the economy is tied to the development of knowledge. International alliances are connected to advances in AI.

India cannot afford to pursue policies that do not grant access to the highest global knowledge elite of the planetary economy. And the road to it is the GDKP INDIA

NYSE cancels GDP

From GDP, Wealth of Nation of Industrial Society

Nothing illustrates radical world's economy change in the last years better than the comparison between the ten most capitalized companies on the NYSE

GDP Wealth of Nations Before the Internet:

1. **General Motors (GM)**
2. **American Telephone and Telegraph Company (AT&T)**
3. **Standard Oil Company of New Jersey (now ExxonMobil)**
4. **General Electric (GE)**
5. **DuPont**
6. **U.S. Steel Corp**
7. **Sears, Roebuck & Co.**
8. **Amoco (Standard Oil of Indiana)**
9. **Socony-Vacuum Oil (now part of ExxonMobil)**
10. **Swift & Company**

These companies were leaders in their respective industries, reflecting the industrial and consumer trends of that era.

NYSE cancels GDP

GDKP Wealth of Nations in Info society

1. **Apple Inc. (AAPL)**
2. **Microsoft Corporation (MSFT)**
3. **Amazon.com, Inc. (AMZN)**
4. **Alphabet Inc. (GOOGL)**
5. **Berkshire Hathaway Inc. (BRK.A)**
6. **NVIDIA Corporation (NVDA)**
7. **Tesla, Inc. (TSLA)**
8. **Meta Platforms, Inc. (META)**
9. **Johnson & Johnson (JNJ)**
10. **Exxon Mobil Corporation (XOM)**

In year 56 IA (internet age), to find an industrial product manufacturer in the list of the highest capitalized companies at NYSE, one needs to go down to the 7th position to find an industrial producer. Apple, first on the list, produces objects, but its success stems from the brilliance of software

GDP is dead because it represents the wealth of nations in an industrial society.

GDKP India is the wealth of nations in present information society

GDKP INDIA 2024 LEADS THE NEW WAY OF CALCULATING THE WEALTH OF A COUNTRY

Culture of a country, religions, intangible, immaterial, social values, sex integration, do not count for GDP.

For GDP counts only mass production, objects, the same all over the world, massification of economies.

*This massification of culture not only destroys values and traditions but promotes war, discrimination, **pandemics**, lack of **self-reliance** and what is worst, people become terminal of mass products selling*

Wealth of Nations must recoup values as essential tools of social economic development

GDKP INDIA 2024

WITH GDKP INDIA 2024, FOR THE FIRST TIME CULTURE AND TRADTIONS ENTER IN the notion of Wealth of Nation.

And that will promote a much higher GDP based also on intangible and immaterial values.

GROSS DOMESTIC KNOWLEDGE PRODUCT
NEW WEALTH OF NATIONS

FORMULA

GDKP INDIA 2024 = Kis x V x M

GDKP INDIA 2024

Three basic components

Kis

Knowledge items. They are selected identifying traditional K items but also cultural items. Special role is recognized to digital tools which are distinguished in differentiated categories. The selection of Ki is the first critical innovation of the model.

V

Velocity of circulation of KIs. The second critical innovation of the model derives from the recognition the higher circulation of knowledge items increases the GDKP produced in a nation. That velocity is dependent from two elements, the IT tools and digital transmission of Kis

M

Mass of people within which Kis circulate. That is a function of access to Internet of people and of course of use that people make of the access.

THREE DIMENSIONS OF GDKP INDIA 2024

IS (INTERNATIONAL STADARD) - GDKP INDIA 2024

The first step of GDKP India is based on sum of values of Kis produced. Those values need to be calculated together with CSO for two reasons:

1. In order to make key ratios that we will discuss later there is a need of consistency. They must come from the same source
2. In order to make the GDKP India recurrent, the same institution must do it in the future.

Hopefully with support of UN that list will become a standard for IS GDKP of other countries.

NDM (NATIONAL DIGITAL MANAGED) – GDKP INDIA 2024

There are two ways the Government of India can increase IS-GDKP. One is increasing velocity of circulation of Kis, that can be done modernizing educational structures or favoring through proper budgeting decisions k innovation in business practices. In the second part of the report, we will identify potential operations. Obviously, they enter in a decision-making process formalized by MoSPI.

F (FULL & FINAL) - GDKP INDIA 2024

And here we arrive to the last step of GDKP India 2024. This refers to the Mass of people within which Kis circulate at least potentially. We don't know among how many people kis circulate, but we are able to set potential coefficients. They are important because the second way the Government of India can increase IS-GDKP is increasing the number of people that can get access to Kis produced.

F-GDKP India 2024 can be done through M coefficients that must be decided together with the Ministry of Information and technology

IS-GDKP INDIA 2024
Pillars

Two matrices and index of cost of learning

- **IKPM: India Knowledge Producers Matrix**
  Represents the Indian economy in terms of knowledge production. We can consider this index as the first budgeting reference. It answers the question: What type of knowledge is produced in India and who produces it? It serves to calculate the K factor multiplier of GDP of India.

- **IKUM: India Knowledge Users Matrix**
  Represents the density of knowledge absorbed by various sectors of the economy. It will help to calculate the K factor multiplier of India's sectors of economy. This matrix provides a representation of the modernity of the special economic sectors.

Index of cost of learning

It is not critical for calculation of GDKP India, but opens the road to higher level of it at Mass level of population confronting it with the index of cost of living

A. **by rural or urban areas**
B. **by age brackets**
C. **by sex discrimination**

GDKP INDIA 2024

TWO RATIOS

To appreciate the importance of this formula of IS- GDKP India 2024, we must start studying two ratios. Let us assume that GDKP India has been calculated; the ratios to consider are:

1. **First Ratio:**
   GDP/GDKP = K, the multiplier factor of knowledge in terms of GDP.
   K is the knowledge multiplier in terms of GDP of India's GDKP.

2. **Second Ratio:**
   GDKP/GDP = D, the knowledge density rate of India's GDP across different sectors: agriculture, services, industry, etc.

The two ratios integrate and influence each other, not only for obvious construction reasons of each being the inverse of the other, but for a relationship of mutual subordination. Increasing the density of knowledge capital in specific sectors, evidently impacts the K factor. And the other way round, increasing the overall K factor will have evident repercussions on K absorption o certain special sectors.
Let's look at them more deeply.

K Factor of India

To understand the importance of the first of the two ratios, let us hypothesize that GDKP India has been calculated. Let us assume that the GDP for year XY is 10,000 and the GDKP is 1,000; the ratio GDP/GDKP equals 10, meaning 10 is Knowledge multiplier for India. The multiple value in GDP by investment in Knowledge. The ratio tells us that in year XY, in India, for every 1,000 rupees invested in knowledge, 10,000 rupees of GDP were obtained; thus, K = knowledge factor of the Indian economy.

But what does the K factor mean?

Firstly, it should be noted that the K factor is confined to that particular year and is static. To transform it into a dynamic measure that can project future investments in knowledge, certain special conditions must be verified: choise of special K is. Just as for M, the Keynesian multiplier, there are special conditions to consider for the multiplier effect to occur (it is fundamental that some productive factors exist unutilized). In India, to produce the K multiplier effect, it will be necessary to evaluate the correlation between specific forms of knowledge production across different sectors of the economy. This includes looking at the absorption density coefficients (D).
***Connected to the K factor is also the second matrix, IKUM, which provides the basis for the knowledge multipliers in various economic sectors*.**

GDKP INDIA 2024

Density of K, Coefficient

Let's examine the second matrix of the model, IKUM (India Knowledge USER Matrix) – which is a selected portfolio of 50 items applied to 30 sectors. In a certain sense easier to construct in terms of the number of 1500 data to be calculated, but very difficult for data to be retrieved. The very relevant for the fact that it simultaneously affects the budgeting policies of the Indian government but also the investment decisions of the market.

The matrix is constructed by calculating the use of a selected portfolio of Knowledge items (selected 50 Kis out of 600 of IKPM) for a reduced (30 sectors out of 50 of IMPM) in various segments of economy. But this is only the first preliminary operational step.

The second step is to identify the contribution to GDP India that each of those sectors has contributed. When that is done it is possible to calculate the ratio D, investment in K by GDP of the sector. A real modernity coefficient.

We call these D, density coefficients from K in sectors of economy whose revers is the K multiplier, but we must consider the multiplier effect is much more rigid over time due to the slowness of adaptation or technologies slowed down by natural occupational viscosity. But given this, it is clear that these D density coefficients serve not only to the Indian government to promote the modernization of certain areas with adequate K budgeting policies, but also to clarify opportunities for capital investment to the private sector.

Two basic innovations of GDKP – India 2024

WE HAVE REPEATEDLY MENTIONED THAT BASIC NEW FEATURES OF GDKP INDIA 2024 ARE THE FIRST QUANTITATIVE INTRODUCTION OF

A. **Role of culture, tradition, social values**
B. **Velocity of circulation of knowledge items**

Before moving to the calculation of the first IS- GDKP India 2024, we need to focus better on those two issues.

The First Innovation of GDKP India 2024: Culture has become a business item

TECHNOLOGY CHANGED THE NATURE OF CULTURE

- Technology: The increase in Internet usage in India has been driven by the widespread availability of affordable smartphones and data plans. Markets, stock exchanges, financing, national and international deals—millions of transactions occur in India each day globally among people and businesses. This includes everything from e-commerce purchases to banking transactions, business-to-business transactions, and peer-to-peer payments. Unfortunately, terrorism also arises from knowledge found on the Internet, and political elections increasingly depend on it. Major e-commerce platforms like Amazon, Alibaba, and eBay collectively handle millions of transactions daily. Additionally, online payment systems like PayPal and mobile payment services such as Apple Pay or Google Pay facilitate numerous transactions each day. But let us consider that tourism is becoming fully dependent on the Internet and here enters the cultural history of places.

Technology used by the masses has produced a powerful side effect: the emergence of culture as a key factor of the economy.

The arrival of the masses in the information society in India, as elsewhere: a) Has massively reclaimed traditional cultural values, transforming them into national and export economic values. This can be seen in tourism for all nations, yoga for India, rock music for the USA, religious and cultural festivals, and distance education on platforms like YouTube. b) Has challenged social discrimination, highlighted distribution distortions, and imposed the quantification of intangible components and immaterial factors of wealth. This includes a culture of mass protest. c) Has transformed entertainment into a mass process that involves the whole society and has an increasingly significant economic value. This includes the culture of entertainment through radio, TV, cinema, and YouTube, with cultural factors having immensely growing, if not determinative, economic impacts (e.g., political elections).

THE BUSINESS ASPECT OF IT

The cultural aspects that have surged into GDKP India have not only created *new markets but also new products and new circuits for placing good*s. In this spectacular growth of communication, cultural values have become subjects of communication, information, and financial transactions. Mass tourism thrives on cultural information available online. Transportation, accommodation, food, and archaeological sites are cultural items that have transformed local culture into mass consumer products. Music and religious festivals attract ever-increasing crowds of participants. These are just examples that illustrate how culture has forcefully entered into the production of national wealth. As we will see in the list of Kis, these elements are part of the new knowledge structure of the nation.

RELEVANCE OF NATIONAL CULTURE

However, there is a new dimension necessary to integrate these critical cultural elements into the model (each state can choose its own), and this element must be sought in the integration with the new technological tools of the information society. This explains the vast dissemination and detailed specification of DIGITAL KNOWLEDGE. TOOLS among the Kis in the model.

When we examine the values of numerous items in the model, and sometimes they may seem overly detailed and selected, we must remember that TECHNOLOGY & CULTURE are integrated into the new vision of Knowledge derived from the Internet, the IT revolution, and now AI, which often shifts productive priorities. This awareness has led to an influx of absolutely new and relevant items that we have sought to reflect in the selection of Kis in the model.

We must remember that the two components are so deeply integrated that it would be impossible to address the technical aspects of calculation without considering the cultural mutations of K, which is largely dependent on its strong integration with the technological revolution, which continuously renews its components.

Culture in all its forms, produced by the masses—from traditional values to entertainment—must be included in measuring the Wealth of India. When this is accomplished by the Pahlé Foundation, it will represent a decisive step towards a new measurement of national wealth on a global scale. This is a most challenging task, and it is undoubtedly one of the greatest innovations of the model that the Pahle Foundation will need to adapt to the Indian economy. To quantify those data will necessitate complex and articulated data collection. Thousands of data points will need to be calculated and sometimes produced for the first time. If we want to understand the role of new knowledge in Indian society—knowledge produced by the masses on the Internet and by AI—to formulate special growth policies, promote private capital investments, and develop the stock exchange, the difficulties in calculations must be addressed and solved.

If we want to use a slogan, we might say that with GDKP, culture integrated with technology returns to being the driving force of wealth in India, and that is what can position GDKP India at the forefront globally. This is an objective that will surely delight all Indians.

This is, therefore, the first great challenges of GDKP India: *to capture the new knowledge produced by the masses in all its forms, structures, and components, and to give it an economic manifestation: quantitative value.*

Second INNOVATION of GDKP India 2024: Velocity of circulation of Kis

A key element for the second step of GDKP well deal with assessing different velocity of ki. We will deal on the issue later when we discuss NDM-GDKP India 2024, now we just note that In the model, there are five categories of circulation speeds of Kis, corresponding to five categories of Kis. They are

1. **Knowledge containers such as books, DVDs, newspapers, films, documentaries.**
2. **Digital tools that promote the production of knowledge.**
3. **Knowledge amplifiers: places.**
4. **Knowledge disseminators: people.**
5. **Knowledge multipliers: networks.**

They will be characterized by different coefficients linked to the potential circulation.

PAHLÉ INDIA FOUNDATION Center for the Digital Future ILLUMINATING WHAT'S NEXT

Caveat:s difference from Fisher identity and NDM-GDKP model

Often called the equation of exchange, Fisher Identity is written as **MV = PQ**
In which:

- **M**: Represents the money supply (the total amount of money in circulation within an economy).
- **V**: Represents the velocity of money (the average number of times a unit of currency changes hands in a given period, reflecting how quickly money circulates through the economy).

Therefore, MV indicates the demand given that money supply.

- **P**: Represents the average price level (a measure of the overall price of goods and services in an economy).
- **Q**: Represents the real output (the total quantity of goods and services produced in an economy).

Therefore, the PQ represent the offer at certain levels of price

What we want to focus with Fisher's identity is that if Government exaggerates in increasing money supply or for lack of credibility Velocity of circulation increases in excessive way, the impact Is on P, inflation!!

With GDKP Model something totally different happens. If Knowledge (Money) increases or V velocity of circulation of Kis increases, Q (producing of Knowledge) will increase immediately and P will be reduced!

Call for a simulation software, first reason budgeting

We mentioned several times that IS-GDKP can be increased through parameters of Velocity and Mass. That means that we need a simulation software to help government in budgeting a higher GDKP, which in turn will affect GDP through K factor and D factor.

Therefore, a top priority of government should be to invite a proper software-houses to make that simulation software for the Nation and then for the States.

Simulation software on GDKP India, could be basically promoted for adaptations to all GDKP of India states

NOTE OF FIRST INNOVATION

We have to move now to the calculation of first step of IS-GDKP India 2024, but in order to fully appreciate the great importance for IS-GDKP India 2024, we must remember that K is not a psychic or psychological entity BUT it is a true commodity bought and sold in the market.

PLEASE LET'S FOCUS ON THIS STRUCTURAL KNOWLEDGE CHANGE

Naturally, we all know that K is a psychological entity, and the initial difficulty that the construction of the model had to face was the transformation in commodity a psychological entity par excellence because Knowledge as such is immaterial and intangible. We will see later the difference between intangible values and immaterial values and how K manages to connect them; however, it is important to reiterate that if one wishes to approach the theme of the value of K from a psychological perspective, the problem becomes unsolvable. How can you calculate the value of love, hatred, or sympathy? As they are considered psychic entities, determining their value is impossible. Furthermore, in the case of knowledge, if one restricts consideration to it as a psychic entity—which it certainly is, and perhaps the most important for human development—making quantitative assessments of value becomes impossible. Therefore, it must be reiterated that it is only by transforming K into a commodity that these ratios can be performed, thereby proceeding to the calculation of GDKP India. But how that is done?

How GDKP India transforms this complex psychic entity into a commodity?
This occurs through the special concept of Knowledge Items.

IS-GDKP INDIA 2024
IKPM (India Knowledge PRODUCTION Matrix)
THE KNOWLEDGE PRODUCTION FABRIC OF THE INDIAN ECONOMY

This matrix indicates the value of knowledge produced in India and identifies who produces them,

Knowledge Items: Y-Axis
The matrix is constructed by collecting the knowledge items along the y-axis.
We define knowledge items as all physical material products and tools that contain knowledge, amplify it, and multiply it, as well as individuals who disseminate it.

Knowledge Producers: X-Axis
On the x-axis, instead we will have all the producers of knowledge in the Indian economy. As we will see, these are also influenced by the much broader specificity of Kis in the Internet Age. For example, among the knowledge producers on the Internet will be individual households, which in old-fashioned knowledge production were only found within public or private research structures. Religious entities and entertainment structures.

it is by far the most important document Pahlé foundation will provide to India Government to make it decide budgeting k policy for following goals:

1. **Higher increase of GDP**
2. **Improved social general situation via better distribution of Knowledge**

KNOWLEDGE PRODUCTION STRUCTURE OF INDIAN ECONOMY

STRUCTURE OF INDIA Knowledge Production Mmatrix

On the ordinate axis there are Knowledge items classified as:

A. **Knowledge content items**
B. **Digital and no digital tools**
C. **Amplificators of k**
D. **Diffusors of K**
E. **Knowledge circuits**

On the abscissa axis we set the producers of knowledge items.

A. **Household**
B. **Government**
C. **Private investors**
D. **Foreign operators**
E. **Cultural and social institutions**
F. **Religion entities**
G. **Nonprofit foundations**

It is not overly ambitious to state that IKPM provided by Pahlé is the fundamental pillar for the development of the Indian Government economy decision making in terms of K.

INTANGIBLE AND IMMATERIAL COMPONENTS OF THE MATRIX

Kis: The Knowledge Items

But let's go back to the first basic innovation of the model. Radical critiques of GDP focus on the fact that it ignores intangible and immaterial factors for a correct vision of the wealth of nations.
Intangible values play a fundamental DIRECT role in forming GDP, and these refer to non-physical factors that can influence economic performance, growth, and the competitiveness of a country or organization. These intangible values include:

- **Human Capital:** Education, skills, and training of the workforce.
- **Nation's Education Level**
- **Innovation and Research and Development Culture:** This also includes risk propensity and openness to change.
- **Relational and Organizational Capital**

In contrast, the immaterial values of the economy are elements that have an INDIRECT impact on economic growth and social well-being. Some important examples include:

- **Environment and Climate:** The quality of air and water, biodiversity, sustainable management of natural resources, and climate change mitigation are all crucial immaterial values.
- **Health:** An efficient healthcare system, high life expectancy, and pension systems.
- **Social Cohesion:** Social peace, and levels of trust and cooperation within a society.
- **Culture and Tourism:** The cultural, artistic, and landscape heritage of a country are immaterial resources that attract tourists and contribute to the economy.
- **Gender Equity:** Gender parity in the labor market leads to increased economic productivity through the full utilization of talent and skills from all individuals. Reducing gender inequalities contributes to social well-being and sustainable economic growth.
- **Institutions and Governance:** Trust in institutions is an essential public good.

IN THE EXTENDED LIST OF KIS FOR THE FIRST TIME
ALL THOSE IMMATERIAL AND INTANGIBLE VALUES ARE INCLUDED

PAHLÉ INDIA FOUNDATION

Center for the Digital Future
ILLUMINATING WHAT'S NEXT

IKPM EXTENDED List of Knowledge Items

First Category: Container of K

1. **Books** - Physical printed works of various genres.
2. **E-books** - Digital books across various genres.
3. **Newspapers** - Daily or weekly publications offering news and analysis.
4. **Magazines** - Periodicals focused on topics like fashion, technology, culture, or business.
5. **Audiobooks** - Audio versions of books available for purchase through platforms like Audible.
6. **DVDs** - Physical discs containing movies, documentaries, or educational content.
7. **CDs** - Music, spoken word, or audio recordings in a physical format.
8. **Vinyl Records** - Analog audio recordings in a format popular with collectors.
9. **Video Games** - Digital and physical games with educational content or immersive knowledge experiences.
10. **Mobile Apps** - Paid applications that provide education, learning, or specialized content (e.g., language learning apps).
11. **Textbooks** - Academic books used in schools and universities.
12. **Online Courses** - Paid courses offering structured learning experiences, often available through platforms like Udemy or Coursera.
13. **Tutorial Videos** - Paid access to video lessons or skill-building tutorials.
14. **Workshop Recordings** - Paid recordings of educational or professional development workshops.
15. **Research Papers** - Individual research studies or articles purchased through platforms like JSTOR or publishers.
16. **Patents** - Intellectual property representing new inventions or ideas that can be sold or licensed.
17. **Scientific Journals** - Paid access to peer-reviewed scientific articles and papers.
18. **White Papers** - In-depth documents exploring technology, business models, or other subjects.
19. **Digital Art** - Artworks that convey knowledge or culture, available for purchase as NFTs or digital files.
20. **Movies** - Produced by major producers.
21. **TV Movies** - Films designed for television by major producers.
22. **Documentaries** - Paid films that explore in-depth subjects or tell factual stories.
23. **Streaming Video Subscriptions** - Paid subscriptions to platforms like Netflix or Amazon Prime for exclusive documentaries or educational content.
24. **Datasets** - Commercially available datasets used for research, machine learning, or analytics.
25. **Music Scores** - Written or digital music compositions available for purchase.
26. **Sheet Music** - Physical or digital formats of written music.

27. **Stock Photography** - Images available for purchase, often used in media and advertising.
28. **Stock Video Footage** - Video clips available for commercial use, often used in documentaries or ads.
29. **Archival Prints** - Historical documents or artistic reproductions available for sale.
30. **Maps (Physical and Digital)** - Geographic maps sold as posters, atlases, or digital downloads.
31. **Software Licenses** - Paid software products, including educational or specialized tools like AutoCAD or MATLAB.
32. **Language Learning Software** - Commercial software (e.g., Rosetta Stone, Duolingo Premium) that teaches new languages.
33. **Children's Educational Toys** - Toys designed to help children learn concepts like math, language, or problem-solving.
34. **3D Printed Models** - Physical models sold for teaching anatomy, architecture, or engineering.
35. **Medical Simulators** - Devices sold to medical institutions for training purposes (e.g., CPR dummies, surgical simulators).
36. **Models (Scientific or Historical)** - Sold models that represent structures or concepts, such as DNA or historical monuments.
37. **Encyclopedias** - Physical or digital collections of comprehensive knowledge on a wide array of subjects.
38. **Atlas** - Collections of maps and geographic data sold as printed books or digital formats.
39. **Video Tutorials** - Paid access to instructional videos on platforms like Skillshare or YouTube premium channels.
40. **Animation Tutorials** - Paid lessons on creating animation, often sold as courses or video series.
41. **Virtual Reality Experiences** - Paid VR simulations that provide immersive educational content.
42. **Training Programs** - Structured courses or programs for skill development, often sold by companies.
43. **Comics** - Illustrated narratives often conveying social, historical, or cultural themes.
44. **Philosophical Treatises** - Printed works that delve into philosophical arguments and ideas.
45. **Audiovisual Lessons** - Multimedia lessons, such as interactive DVDs or apps, sold for educational purposes.
46. **Online Magazines** - Paid access to digital magazines on various subjects.
47. **Movies** - For movie theaters.
48. **Movies** - For TV.
49. **Streaming services** – such as those offered by Prime, Netflix, Disney+, Hulu, HBO, Apple TV, Paramount+, Peacock.
50. **Streaming services** – such as those available in India through Hotstar, Zee5, SonyLiv.
51. **Documentaries** - For TV or streaming services.

52. **Film Scripts** – Published scripts from movies, often sold in
53. books or digital formats.
54. **Instructional Books** – Guides on how to perform certain tasks (e.g., carpentry, photography).
55. **Museum Exhibition Catalogs** – Printed catalogs available for sale at art exhibitions.

Second category, digital and non-digital tools

a. Producers of Knowledge (Devices and Tools for Creating or Recording Information)

1. **Video Cameras** – Used to record video content, now often enhanced with 4K and HDR capabilities.
2. **Webcams** – Compact cameras for recording or streaming video online, including HD and 4K models with integrated microphones.
3. **Voice Recorders** – Devices used to record audio or spoken word, now often with noise-cancellation features.
4. **Microphones** – Devices used to capture sound for recording or transmission, including USB and wireless varieties.
5. **Drones (with cameras)** – Used to capture aerial footage or data for research, equipped with advanced stabilization and AI tracking.
6. **3D Printers** – Machines used to create physical objects from digital models, with multi-material printing options.
7. **Smartphones** – Devices that can capture high-definition video, photos, and audio, as well as share and transmit information.
8. **Desktop Computers** – High-performance computing devices used for content creation, research, and media production.
9. **Laptop Computers** – Portable computers for creating digital content, featuring powerful processors and graphics for on-the-go editing.
10. **Graphic Tablets** – Devices used by artists and designers to create digital illustrations or animations, with pen pressure sensitivity.
11. **Camcorders** – Portable video cameras used for recording videos with optical zoom and image stabilization features.
12. **Digital SLR Cameras** – High-quality cameras for professional photography, often incorporating mirrorless technology.
13. **Action Cameras (e.g., GoPro)** – Compact, durable cameras used for filming in active or outdoor environments, now with GPS and live streaming.
14. **DJ Equipment** – Comprehensive setups including turntables, mixers, and digital controllers for producing and performing music.
15. **Musical Instruments (Electric)** – Instruments that can record and transmit sound digitally, with connectivity to digital audio workstations.

16. **Synthesizers** – Electronic instruments used for sound production in music and media, featuring analog and digital synthesis.
17. **Film Scanners** – Devices used to digitize film negatives and slides, supporting high-resolution scanning.
18. **Projectors** – Advanced models used to visually display images, videos, or presentations, including laser and short-throw projectors.
19. **Podcasting Kits** – Bundles including microphones, headphones, and recording equipment for producing podcasts, with online distribution capabilities.
20. **Animation Software** – Programs that allow users to create animated content, now featuring AI-assisted animation processes.
21. **Game Development Software** – Tools used to create video games, with VR/AR development capabilities.
22. **Recording Studio Equipment** – Equipment such as digital mixing consoles, studio monitors, and advanced DAWs.
23. **Editing Software (Audio/Video)** – Sophisticated programs like Adobe Premiere or Logic Pro for producing and editing complex content.
24. **Content Management Systems (CMS)** – Software platforms used to create, manage, and modify dynamic digital content for websites.
25. **Motion Capture Systems** – Technology used to record movement, with enhanced real-time processing and wearable sensors.
26. **Graphic Design Software** – Tools like Adobe Illustrator for creating visual designs and artwork, with 3D design capabilities.
27. **Digital Audio Workstations (DAWs)** – Comprehensive software suites for producing, recording, and mixing music.
28. **Production Drones** – Drones specifically designed for video production, equipped with interchangeable cameras and professional-grade stabilization.
29. **Podcast Production Equipment** – Upgraded kits that include advanced mixers, high-quality mics, and professional editing software.
30. **Virtual Reality Cameras** – Cameras used to create immersive VR content, capturing 360-degree video and sound.
31. **AI Content Creation Tools** – Software that uses artificial intelligence to assist in generating written, visual, and audio content

b. Receivers of knowledge

1. **Televisions (Smart TVs)** – Devices used to receive broadcasts or stream digital media.
2. **Radios** – Devices for receiving audio broadcasts, both analog and digital (AM/FM/DAB).
3. **Tablets** – Portable touchscreens used for reading e-books, streaming media, or browsing the internet
4. **E-readers (e.g., Kindle)** – Devices specifically designed for reading digital books

5. **Desktop Computers** – Used to access digital media, websites, or software applications.
6. **Laptops** – Portable computers for accessing digital knowledge, work, or research.
7. **Portable DVD Players** – Devices used to watch DVDs on the go.
8. **Smartphones** – Devices used to browse the internet, read news, access apps, and watch videos.
9. **Smart Watches** – Wearable devices capable of receiving notifications, updates, and other information
10. **Headphones** – Devices used for private audio consumption, from music to podcasts.
11. **VR Headsets** – Devices used to experience immersive virtual environments for education or entertainment.
12. **AR Glasses** – Augmented reality glasses that overlay digital information on the physical world.
13. **Bluetooth Speakers** – Wireless speakers used to receive and transmit audio.
14. **Car Radios (Autoradio)** – Radios built into cars for receiving broadcasts and media playback.
15. **Home Theater Systems** – High-quality audio and video setups for consuming entertainment.
16. **Streaming Devices (e.g., Roku, Apple TV)** – Devices that stream media from online platforms.
17. **Satellite Dishes** – Devices used to receive satellite television broadcasts.
18. **Portable Media Players** – Devices for playing music, audiobooks, or video on the go.
19. **CD Players** – Devices used for playing audio CDs.
20. **DVD Players** – Devices for playing DVDs and consuming video content.
21. **Blu-ray Players** – Devices used to play high-definition Blu-ray discs.
22. **Audiobook Players** – Devices that specifically play audiobooks, often with specialized features for narration.
23. **Home Radios** – Analog or digital devices for receiving radio broadcasts in the home.
24. **Satellite Radios** – Devices that receive satellite-based radio signals for greater variety and reach.
25. **Internet Radios** – Devices that stream radio stations over the internet.

c. Transmitters of Knowledge (Devices and Tools for Sharing or Distributing Information

26. **Wi-Fi Routers** – Devices that transmit internet signals for wireless access.
27. **Cellular Towers** – Physical infrastructure that transmits mobile communication signals.
28. **Modems** – Devices that transmit and receive data through cable or DSL connections.

29. **Fax Machines** – Devices used to send and receive printed documents over phone lines.
30. **Printers** – Devices used to transmit digital documents into physical form (e.g., laser printers, inkjet printers).
31. **Photocopiers (Xerox Machines)** – Machines used to create copies of physical documents.
32. **Pen Drives (USB Flash Drives)** – Portable storage devices for transferring digital information.
33. **External Hard Drives** – Devices used to store and transmit large amounts of digital data.
34. **Cloud Storage Subscriptions** – Services like Dropbox or Google Drive used for storing and sharing digital files.
35. **Email Servers** – Servers used to send and receive email communications.
36. **Network Servers** – Devices that distribute data across a network for multiple users to access.
37. **cell Phones** – Mobile devices used to transmit voice, text, and data.
38. **Telecommunication Satellites** – Satellites used to transmit data, television, and radio signals globally
39. **Ethernet Cables** – Physical cables used to transmit data between computers and networks.
40. **Fiber Optic Cables** – High-speed cables used to transmit large amounts of data quickly.
41. **Broadcast Antennas** – Towers or structures that transmit television or radio signals.
42. **Video Conferencing Systems** – Hardware used to transmit live video and audio for meetings and presentations.
43. **Satellite Phones** – Phones that transmit signals through satellites for communication in remote areas
44. **Television Transmitters** – Devices that transmit TV signals to televisions across regions.
45. **5G Cellular Modems** – Devices that transmit data using 5G networks.
46. **Radio Broadcast Transmitters** – Equipment used by radio stations to transmit their signals.
47. **Satellite Transponders** – Devices that receive and transmit signals between Earth and space.
48. **Optical Fiber Transceivers** – Devices that transmit and receive data via fiber optic
49. **Digital Signage Systems** – Devices that transmit and display digital information in public spaces..
50. **Satellite Modems** – Devices that transmit internet data via satellite.
51. **Mobile Hotspots** – Portable devices that transmit cellular data as Wi-Fi for connected devices.
52. **Smartphones (with 5G)** – Devices that transmit high-speed mobile data and voice communication.
53. **Satellite Receivers** – Devices that receive satellite signals for television or internet.

d. Hybrid Devices (Produce, Receive, and Transmit Knowledge)

54. **Smartphones** – Devices that produce, transmit, and receive information via calls, apps, internet, and media.
55. **Tablets** – Touchscreen devices capable of producing, receiving, and transmitting media and information.
56. **Digital Audio Recorders** – Record sound and transmit it to computers or cloud services for sharing.
57. **Voice Assistants (e.g., Alexa, Google Assistant)** – Devices that receive voice commands, transmit data, and provide information
58. **Interactive Whiteboards** – Produce digital content that can be transmitted to other devices or platforms.
59. **Laptops** – Multifunctional devices that can produce documents, receive media, and transmit data.
60. **Television Broadcasting Stations** – Produce TV content and transmit it via satellites or networks.
61. **Video Game Consoles** – Receive games from online platforms and transmit gameplay data to servers.
62. **Satellite Dishes** – Receive television and radio signals from satellites and transmit them to receivers.
63. **GPS Systems** – Receive satellite signals and transmit location data to the user.
64. **Streaming Platforms (e.g., Twitch)** – Receive user-generated video and transmit it live to audiences.
65. **Fitness Trackers** – Wearable devices that receive, produce, and transmit health-related data to apps
66. **Smart Home Cameras** – Capture video footage and transmit it to mobile apps or cloud storage
67. **POS Systems (Point of Sale)** – Devices that receive payments, produce receipts, and transmit transaction data.
68. **Wireless Printers** – Receive digital content and produce physical printouts

*This comprehensive list spans a wide array of devices that can be bought and sold, covering tools used for **producing**, **receiving**, and **transmitting** knowledge in various industries and formats.*

Third category Amplifiers, places

(example: schools, theaters, temples)

Secular and **religious knowledge amplifiers** in India play vital roles in education, cultural preservation, and spiritual growth. They contribute significantly to the rich tapestry of knowledge in the country. These places are generally associated with learning, culture, or the arts and provide opportunities for education and enlightenment.

A. Secular Places

1. **Schools** – Various centers for basic education
2. Pre-primary Education (Kindergarten):
3. Primary Education
4. Upper Primary Education (Middle School):
5. Secondary Education:
6. Higher Secondary Education (Senior Secondary):
7. **Universities** – Centers of higher education and research.
8. **Colleges** – Institutions for specialized post-secondary education.
9. **Public Libraries** – Community hubs for reading, research, and study.
10. **Private Libraries** – Exclusive collections of knowledge often tied to institutions or individuals.
11. **Museums** – Places where historical, cultural, and scientific knowledge is displayed.
12. **Science Centers** – Interactive centers that focus on science education.
13. **Art Galleries** – Spaces that display visual arts, providing cultural knowledge and appreciation.
14. **Research Institutes** – Places where specialized knowledge is developed and shared.
15. **Conference Centers** – Venues for professional events, lectures, and knowledge exchange.
16. **Lecture Halls** – Spaces for academic presentations and learning.
17. **Seminar Rooms** – Small-scale educational environments for discussion and learning.
18. **Workshops (Training Facilities)** – Places where hands-on learning occurs.
19. **Cultural Centers** – Hubs for promoting the arts, language, and traditions.
20. **Media Centers** – Locations that produce and disseminate information (news, documentaries, etc.).
21. **Broadcast Studios** – Facilities for producing radio, TV, and online media.
22. **Performing Arts Theaters** – Stages for plays, dance, and performances that convey cultural narratives.
23. **Cinemas** – Spaces for watching films that convey stories, ideas, and information.
24. **Auditoriums** – Large venues for concerts, speeches, and presentations.
25. **Opera Houses** – Venues for musical and theatrical performances.
26. **Planetariums** – Spaces designed for astronomical education and exhibitions.
27. **Community Centers** – Local spaces where events, classes, and activities foster knowledge-sharing.
28. **Design Studios** – Places where designers collaborate on creative projects.
29. **Journalism Schools** – Institutions that train students in media, communication, and journalism.
30. **Language Schools** – Institutions dedicated to teaching foreign languages.
31. **Concert Halls** – Spaces for performing and listening to music.

32. **Recording Studios** – Places where music, podcasts, or audiobooks are produced and shared.
33. **Trade Exhibition Halls** – Venues for presenting new products, technologies, or research.
34. **Monuments and Memorials** – Places where historical events or figures are commemorated, offering lessons.
35. **University Laboratories** – Facilities where scientific research and experimentation are conducted.
36. **Radio Stations** – Places where audio content is created and broadcast to educate and inform.
37. **TV Studios** – Production environments where educational or entertaining content is created and distributed.
38. **Convention Centers** – Large venues for hosting conferences, exhibitions, and knowledge-sharing events.
39. **Game Design Studios** – Places where video games, simulations, and interactive media are created.
40. **Historical Sites** – Places that provide insights into the past, often preserved as educational locations.
41. **Botanical Gardens** – Spaces dedicated to the study and appreciation of plant life.
42. **Zoos and Aquariums** – Institutions focused on animal education and conservation.

B. Religious Places (50)

1. **Churches** – Christian places of worship and teaching.
2. **Temples** – Hindu or Buddhist places for spiritual learning and devotion.
3. **Mosques** – Islamic places of worship and education.
4. **Synagogues** – Jewish places for prayer and religious study.
5. **Monasteries** – Religious communities where monks or nuns live and pass on spiritual knowledge.
6. **Convents** – Communities of nuns that teach and spread religious doctrine.
7. **Abbeys** – Large monasteries or convents that often serve as centers for religious study.
8. **Cathedrals** – Large Christian churches that serve as spiritual and educational centers.
9. **Gurdwaras** – Sikh places of worship and learning.
10. **Pagodas** – Buddhist temples often used for meditation and the teaching of Buddhist principles.
11. **Basilicas** – Important churches that serve as pilgrimage sites and educational hubs for Catholics.
12. **Vihara** – Buddhist monasteries that focus on teaching meditation and Buddhist teachings.
13. **Stupas** – Buddhist structures used for meditation, teaching, and storing relics.
14. **Shrines** – Holy places dedicated to gods, saints, or important religious figures.

15. **Ashrams** – Hindu spiritual retreats focused on meditation and the pursuit of knowledge.
16. **Zawiyas** – Islamic spiritual centers, particularly in Sufi tradition.
17. **Kabbalistic Centers** – Jewish places of learning focused on the esoteric study of Kabbalah.
18. **Islamic Schools (Madrasa)** – Centers for learning Islamic theology, law, and religious sciences.
19. **Hindu Gurukuls** – Traditional Hindu schools where knowledge is passed from teacher to student.
20. **Taoist Temples** – Centers for learning Taoist philosophy and religious practices.
21. **Sufi Lodges** – Places where Sufi followers gather for prayer, meditation, and the study of mysticism.
22. **Pilgrimage Sites** – Sacred places visited for religious significance, often serving as centers for learning.
23. **Religious Community Centers** – Places where religious communities gather to share knowledge and discuss faith.
24. **Mormon Temples** – Sacred spaces for Latter-day Saints where both religious rites and teachings occur.
25. **Bahá'í Houses of Worship** – Temples dedicated to Bahá'í worship and spiritual education.
26. **Hindu Heritage Centers** – Places for preserving and teaching Hindu traditions and philosophy.

These physical spaces, objects, and institutions play crucial roles in preserving, teaching, and spreading religious knowledge within their respective faith communities and sometimes to the broader public.

Fourth category is reserved for speakers

(example: Teachers, consultants, gurus, priests)

Here's a list of secular professions and roles where people promote knowledge:

1. University professors
2. High school teachers
3. Elementary school teachers
4. TED Talk speakers
5. Corporate trainers
6. Science communicators
7. Educational consultants
8. Museum curators

9. Librarians
10. Educational technology specialists
11. Instructional designers
12. Adult education instructors
13. Vocational trainers
14. Online course creators
15. Educational YouTubers
16. Podcast hosts focused on education
17. Literacy coaches
18. STEM educators
19. Language teachers
20. Special education instructors
21. Educational psychologists
22. Curriculum developers
23. Educational researchers
24. Academic advisors
25. Career counselors
26. Professional development coaches
27. Workshop facilitators
28. Keynote speakers
29. Educational policy analysts
30. Textbook authors
31. Educational software developers
32. Distance learning coordinators
33. Life skills trainers
34. Financial literacy educators
35. Health educators
36. Environmental educators
37. Digital literacy instructors
38. Media literacy specialists
39. Cultural sensitivity trainers
40. Educational administrators
41. Tutors and academic coaches
42. Educational assessment specialists
43. Educational journalists
44. Science center staff
45. Historical reenactors
46. Documentary filmmakers
47. Educational game designers
48. Educational tour guides
49. Public health educators
50. Think tank researchers
51. School Teachers
52. College Professors

53. Educational Consultants
54. Public Speakers
55. Science Writers
56. Journalists
57. Librarians
58. Tutors
59. Museum Curators
60. Authors
61. Editors
62. Research Scientists
63. Instructional Designers
64. Education Policy Analysts
65. Curriculum Developers
66. Psychologists
67. Sociologists
68. Economists
69. Historians
70. Linguists
71. Anthropologists
72. Environmentalists
73. Engineers
74. Mathematicians
75. Statisticians
76. Data Analysts
77. Webinars Hosts
78. Workshop Facilitators
79. Podcast Hosts
80. Behavioral Scientists
81. Computer Programmers
82. IT Consultants
83. Cybersecurity Experts
84. Epidemiologists
85. Biologists
86. Chemists
87. Physicists
88. Philosophers
89. Archaeologists
90. Cultural Critics
91. Business Analysts
92. Marketing Analysts
93. Urban Planners
94. Legal Analysts
95. Political Analysts
96. Financial Advisors

97. Health Educators
98. Nutritionists
99. Technical Writers
100. Grants Writer

Here's a list of religious diffusors of knowledge, including various religious leaders, teachers, and other roles associated with different faiths:

1. Hindu Pandits
2. Sikh Granthis
3. Sufis
4. Vedic Scholars
5. Druids
6. Pujaris
7. Madrasah teachers
8. Yeshiva instructors
9. Dharma teachers (Buddhism)
10. Gurus (Hinduism)
11. Swamis
12. Lamas (Tibetan Buddhism)
13. Priests
14. Rabbis
15. Imams
16. Ministers
17. Pastors
18. Monks
19. Clergy Members
20. Religious Educators
21. Theologians
22. Religious Studies Professors
23. Chaplains
24. Missionaries
25. Sunday School Teachers
26. Spiritual Advisors
27. Religious Writers
28. Seminary Instructors
29. Youth Group Leaders
30. Worship Leaders
31. Deacons
32. Buddhist Monks
33. Nuns
34. Religious Historians
35. Interfaith Dialog Facilitators
36. Catechists

37. Religious Counselors
38. Spiritual Directors
39. Religious Conference Speakers
40. Religious Radio Hosts
41. Gospel Music Artists
42. Liturgists
43. Evangelists
44. Apologists
45. Hermits
46. Zen Masters
47. Kabbalists
48. Ayatollahs
49. Religious Podcasters
50. Quranic Tutors
51. Bible Study Leaders
52. Religious Social Workers
53. Pilgrimage Guides
54. Shinto Priests
55. Religious Text Translators
56. Spiritual Healers
57. Ethicists
58. Pastoral Care Workers
59. Sunday school teachers
60. Religious education instructors
61. Theology professors
62. Seminary instructors
63. Youth pastors
64. Religious scholars
65. Biblical archaeologists
66. Religious historians
67. Chaplains
68. Spiritual directors
69. Religious counselors
70. Interfaith dialogue facilitators
71. Religious text translators
72. Religious music directors
73. Religious art curators
74. Elders (various indigenous religions)
75. Religious retreat leaders
76. Religious camp counselors
77. Religious podcast hosts
78. Religious bloggers and writers
79. Religious television presenters
80. Religious social media influencers

81. Religious community outreach coordinators
82. Religious charity organizers
83. Religious ethics consultants
84. Religious studies professors
85. Comparative religion scholars
86. Religious artifact conservators
87. Religious manuscript experts
88. Religious symbolism interpreters
89. Religious pilgrimage guides
90. Religious conflict mediators
91. Religious environmental educators
92. Religious gender studies experts
93. Religious youth group leaders

Business and Industry Professionals

1. **Consultants** – Experts providing specialized knowledge to organizations.
2. **Trainers in Corporates** – Professionals who conduct training sessions in companies.
3. **Human Resource Managers** – Leaders who educate employees on policies and practices.
4. **Project Managers** – Individuals who share knowledge related to project management.
5. **Sales Representatives** – Individuals who educate clients about products and services.
6. **Market Researchers** – Professionals who gather and share market-related knowledge.
7. **Public Relations Specialists** – Individuals who communicate knowledge about organizations.
8. **Business Coaches** – Professionals who guide and educate business owners.
9. **Entrepreneurs** – Individuals who share their knowledge through business ventures.
10. **Mentors** – Experienced individuals guiding others in their professional journeys.
11. **Finance Advisors** – Specialists who educate clients on financial matters.
12. **Marketing Specialists** – Professionals who share knowledge about market strategies.
13. **Data Analysts** – Individuals who interpret data and communicate findings.
14. **Content Creators** – Those who generate and share knowledge through various media.
15. **Business Analysts** – Professionals who provide insights and knowledge about business processes.
16. **Financial Analysts** – Experts who analyze financial data and share insights.
17. **Software Developers** – Professionals who educate through tutorials and workshops.
18. **Industry Experts** – Professionals recognized for their knowledge in specific fields.

19. **Webinar Hosts** – Individuals who conduct online seminars to share knowledge.
20. **Industry Trainers** – Specialists who educate about industry standards and practices.
21. **Quality Assurance Specialists** – Professionals who ensure products meet standards through education.
22. Media and Communication Professionals
23. **Journalists** – Writers and reporters who disseminate information and knowledge.
24. **Editors** – Professionals who curate and refine content for clarity and accuracy.
25. **Authors** – Writers who share knowledge through books and articles.
26. **Bloggers** – Individuals who create content to educate and inform readers.
27. **Podcasters** – Hosts who share knowledge through audio content.
28. **Documentary Filmmakers** – Creators who educate through visual storytelling.
29. **Social Media Influencers** – Individuals who disseminate information through social media platforms.
30. **Broadcast Journalists** – Reporters who provide news and information on television and radio.
31. **News Anchors** – Presenters who share news and current affairs with audiences.
32. **Content Writers** – Writers who create informative content for websites and publications.
33. **Graphic Designers** – Creatives who communicate knowledge through visual content.
34. **Public Speakers** – Individuals who address audiences to inform and inspire.
35. **Documentary Producers** – Individuals who produce educational content in film format.
36. **Film Critics** – Individuals who analyze and educate about films and cinematic techniques.
37. **Cultural Critics** – Writers who analyze and provide insight into cultural phenomena.
38. **Educational YouTubers** – Creators who provide educational content through videos.
39. **Online Course Creators** – Individuals who design and share courses online.
40. **Scriptwriters** – Writers who create content for educational and informative programs.
41. **Journalism Educators** – Instructors teaching journalism and media studies.

Community and Civic Leaders

1. **Nonprofit Leaders** – Individuals leading organizations that educate and serve communities.
2. **Activist Educators** – Individuals who teach and raise awareness about social justice.
3. **Civic Educators** – Professionals who promote understanding of civic duties and rights.
4. **Peer Educators** – Individuals who provide education and support among peers.

5. **Community Organizers** – Individuals who mobilize communities to share knowledge and advocate for change.
6. **Environmental Educators** – Specialists who promote awareness about environmental issues.
7. **Advocacy Group Leaders** – Individuals leading efforts to educate about specific causes.
8. **Cultural Anthropologists** – Researchers who educate about cultural practices and beliefs.
9. **Social Media Activists** – Individuals who use social media to educate and advocate for social change.
10. **Public Health Officials** – Individuals who educate the public on health issues and policies.

Scientific and Research Professionals

1. **Scientists** – Researchers who conduct studies and share their findings.
2. **Research Analysts** – Individuals who analyze data and disseminate insights.
3. **Laboratory Technicians** – Professionals who work in labs and educate about scientific processes.
4. **Field Researchers** – Individuals who gather information and share their findings with the public.
5. **Philosophers of Science** – Scholars who analyze and teach the foundations of scientific inquiry.
6. **Policy Analysts** – Professionals who evaluate policies
7. **Academics** – Scholars engaged in higher education and research.
8. **Historians** – Individuals who study and share knowledge about the past.
9. **Geographers** – Experts who educate about spatial relationships and geography.
10. **Anthropologists** – Researchers who study human behavior and cultures
11. Technology and Innovation Professionals
12. **Tech Educators** – Individuals who teach technology skills and knowledge.
13. **IT Trainers** – Specialists who educate about information technology.
14. **Web Developers** – Professionals who create websites and share knowledge about digital content.
15. **Cybersecurity Experts** – Individuals who educate organizations about security practices.
16. **Software Engineers** – Professionals who create software and educate users on use.
17. **Blockchain Experts** – Educators on blockchain technology and its applications.
18. **Data Scientists** – Individuals who analyze and share insights from data.
19. **Robotics Instructors** – Educators specializing in teaching robotics and automation.
20. **Game Developers** – Professionals who create games and educate through interactive media.
21. **Digital Marketing Specialists** – Educators on online marketing strategies and practices.

22. Miscellaneous Knowledge Diffusers
23. **Documentarians** – Filmmakers focused on educating through documentaries.
24. **Culinary Instructors** – Chefs who teach cooking techniques and food knowledge.
25. **Fitness Trainers** – Professionals who educate about health and fitness.
26. **Travel Guides** – Individuals who educate about cultural and historical sites.
27. **Child Development Specialists** – Professionals who educate about child growth and learning.
28. **Crisis Management Specialists** – Educators on managing emergencies and disasters.
29. **Cultural Attachés** – Representatives who promote cultural knowledge between countries.
30. **Public Speakers** – Individuals who address audiences on various topics.
31. **Community Health Workers** – Individuals educating communities on health issues.
32. **Digital Content Creators** – Individuals creating educational content for online platforms.
33. **Elderly Care Educators** – Specialists educating on caregiving for older adults.
34. **Sports Educators** – Individuals teaching rules, techniques, and strategies in sports.
35. **Food Scientists** – Professionals educating about food safety and nutrition.
36. **Agricultural Educators** – Specialists teaching about farming and sustainable practices.
37. **Transportation Safety Educators** – Individuals teaching safe travel practices.

The fifth category of K items is given by multipliers

(example: television networks, radio networks, internet lines, platforms, satellites)

Basic digital multipliers

1. **Internet** – Global network of interconnected computers.
2. **Wi-Fi Networks** – Wireless local area networks for internet access.
3. **Cellular Networks** – Mobile communication systems for voice and data.
4. **Satellite Networks** – Communication systems using satellites in orbit.
5. **Fiber Optic Networks** – High-speed communication lines using light signals.
6. **Broadband Connections** – High-speed internet access technologies.
7. **Ethernet Networks** – Wired networking technology for local area connections.
8. **Virtual Private Networks (VPNs)** – Secure connections over the internet.
9. **Telecommunication Towers** – Structures that support antennas for mobile communication.
10. **Digital Signage Networks** – Electronic displays used for information dissemination.
11. **Optical Networks** – Networks utilizing light for data transmission.

12. **Content Delivery Networks (CDNs)** – Systems that deliver web content to users based on location.
13. **Digital Messaging Platforms** – Services for real-time messaging (e.g., Slack, WhatsApp).
14. **Cloud Computing Networks** – Systems providing on-demand computing resources over the internet.
15. **Social Media Platforms** – Networks for sharing content and connecting individuals (e.g., Facebook, Twitter).
16. **Online Learning Platforms** – Websites offering courses and educational materials (e.g., Coursera, Udemy).
17. **Peer-to-Peer Networks** – Systems that enable direct sharing of resources among users.
18. **Intranets** – Private networks within organizations for information sharing.
19. **Extranets** – Controlled private networks allowing access to authorized users outside the organization.
20. **Telepresence Systems** – Technologies that enable remote communication and collaboration
.

Broadcasting Networks

21. **TV Broadcasting Networks** – Systems transmitting television content to viewers.
22. **Radio Broadcasting Networks** – Systems transmitting audio content to listeners.
23. **Streaming Services** – Platforms for delivering audio and video content online (e.g., Netflix, Spotify).
24. **Podcast Networks** – Platforms that host and distribute podcasts.
25. **Digital Terrestrial Television (DTT)** – Broadcasting technology using terrestrial transmitters.
26. **Satellite Radio** – Digital audio service delivered via satellite.
27. **Public Access Channels** – Community channels for local programming and information..
28. **Live Streaming Services** – Platforms for real-time video broadcasting.
29. **Online Radio Stations** – Internet-based audio broadcasting services.

Information Networks

31. **Library Networks** – Systems connecting libraries for resource sharing.
32. **Academic Journals** – Publications disseminating research and scholarly articles.
33. **Research Databases** – Online repositories of academic and scientific research.
34. **Knowledge Management Systems** – Tools for organizing and sharing knowledge within organizations.
35. **Professional Associations** – Networks of professionals sharing resources and knowledge.

36. **Alumni Networks** – Groups of former students sharing connections and resources.
37. **Collaborative Research Networks** – Partnerships between institutions for joint research projects.
38. **Open Access Journals** – Scholarly journals providing free access to research articles.
39. **Government Information Networks** – Systems providing access to public records and data.
40. **Crowdsourced Knowledge Platforms** – Websites where users contribute and share information (e.g., Wikipedia).

Social and Community Networks

41. **Community Forums** – Online discussion boards for sharing information and advice.
42. **Networking Events** – Gatherings for professionals to connect and exchange ideas.
43. **Support Groups** – Networks providing emotional and informational support to members.
44. **Volunteer Organizations** – Groups mobilizing individuals for community service and education.
45. **Trade Associations** – Organizations representing specific industries and sharing knowledge.
46. **Parent-Teacher Associations (PTAs)** – Networks connecting parents and educators for school improvement.
47. **Citizen Journalism Networks** – Platforms for individuals reporting news and events.
48. **Mentorship Programs** – Initiatives connecting mentors with mentees for knowledge sharing.
49. **Civic Organizations** – Groups promoting community engagement and education.
50. **Hackathons** – Events where individuals collaborate to create solutions and share knowledge.

Technological Networks

51. **Tech Startups** – Innovative companies developing and sharing new technologies.
52. **Open Source Communities** – Groups collaborating on software development and sharing knowledge.
53. **Developer Networks** – Platforms for programmers to connect and share resources.
54. **API Networks** – Systems allowing different software applications to communicate and share data.
55. **Machine Learning Platforms** – Services enabling data scientists to collaborate on AI projects.
56. **Gaming Networks** – Online platforms connecting gamers for multiplayer experiences.

57. **Digital Payment Systems** – Networks facilitating electronic transactions and financial knowledge.
58. **Telehealth Networks** – Systems connecting patients with healthcare providers remotely.
59. **E-commerce Platforms** – Online marketplaces connecting buyers and sellers.
60. **Blockchain Networks** – Decentralized systems for secure information sharing and transactions.
69. **Stock Exchanges** – Platforms for buying and selling securities and sharing financial knowledge.
70. **Fintech Platforms** – Technology-driven services improving financial transactions and knowledge.
71. **Crowdfunding Platforms** – Systems allowing individuals to fund projects collectively.
72. **Peer-to-Peer Lending Networks** – Platforms connecting borrowers and lenders directly.
73. **Healthcare Information Systems** – Technologies sharing patient and clinical data.
74. **Telemedicine Platforms** – Services enabling remote consultations between patients and doctors.
75. **Health Information Exchanges (HIEs)** – Systems allowing healthcare providers to share patient information.
76. **Pharmaceutical Networks** – Collaborations for research, development, and distribution of medications.
77. **Medical Research Networks** – Partnerships for sharing clinical research and findings.
78. **Patient Advocacy Groups** – Organizations educating and supporting patients.
79. **Clinical Trial Networks** – Systems connecting researchers and participants in studies.**Climate Action Networks** – Initiatives addressing climate change through education and advocacy.
80. **Environmental NGOs** – Non-profit organizations working to protect the environment.
81. **Green Building Councils** – Networks promoting sustainable building practices and education.**Art Collectives** – Groups of artists collaborating and sharing resources.
82. **Cultural Exchange Programs** – Initiatives promoting the sharing of cultural knowledge between countries.
83. **Museum Networks** – Partnerships between museums for sharing exhibits and knowledge.
84. **Performing Arts Networks** – Collaborations among artists and organizations in the performing arts.
85. **Culinary Networks** – Groups promoting food culture and culinary knowledge.
86. **Heritage Preservation Networks** – Organizations dedicated to preserving cultural heritage.
87. **University Consortia** – Collaborations between universities for resource sharing.
88. **Research Collaboratives** – Partnerships between researchers for joint studies.
89. **Academic Conferences** – Events where scholars share research and knowledge.

90. **Think Tanks** – Organizations conducting research and disseminating policy knowledge.
91. **Professional Development Networks** – Groups providing continuing education opportunities for professionals.
92. **Digital Archiving Systems** – Technologies preserving and sharing historical documents.
93. **Online Marketplaces** – Platforms facilitating the sale and exchange of goods and services.
94. **Digital Archives** – Online repositories preserving historical documents and knowledge

This is not an exhaustive list, but rather a qualified sampling of key network and knowledge-promoting platforms and technologies.

WHO PRODUCES KNOWLEDGE?

1. **ORTEGA Y GASSET is a visionary Spanish philosopher who wrote a very successful book: "The rebellion of Masses" in which he studied the impact of coming into ruling role of the masses.** Ortega y Gasset observed the rise of a new social phenomenon he called "mass man" or "mass society" whose main feature is the birth of large numbers of people with similar thoughts, behaviors, and aspirations. That can renew democracy but can also be better manipulated. There is no doubt that Ortega y Gasset anticipated what happened in German Nazi where people where reduced to mass society and driven into tyranny.

2. As a matter of fact, among many negative consequences he sets change of democracy, loss of cultural inheritance, conformity and… rise of populism and totalitarianism. He makes a list of areas where Masses enter with force. We can add to the vision of Ortega Y Gasset that Masses now produce Knowledge

BUT

the way GDKP INDIA 2024 includes Kis is made to save culture and traditions as a tool to increase GDP in a proper way.

IKPM: PRODUCERS OF KNOWLEDGE

The other essential component of this matrix is the x-axis, which involves identifying knowledge producers within the Indian economic system. It should be clarified that the presence of Dr. Kumar will serve as a decisive reference for identification of these categories, and here mentioned categories serve only an explanatory function.
We will begin with general categories and then seek to articulate them.

GENERAL CATEGORIES

The identified general categories are eight:

1. **Household**
2. **Government**
3. **Private operators**
4. **Foreign operators**
5. **Secular social institutions**
6. **Religious institutions**
7. **NGOs**
8. **Non-profit foundations**

Possible Subdivisions into Subcategories

1. **Household**
   - Individuals
   - Families

2. **Government**
   The sectors of government that can be considered knowledge producers mainly include:
   - **Education**: Ministries and departments dealing with education at all levels, from primary schools to universities, are crucial for the production and dissemination of knowledge.
   - **Research and Development**: Government research institutes and agencies that fund and support scientific and technological research significantly contribute to generating new knowledge.
   - **Culture**: Departments and government agencies promoting culture and preserving cultural heritage are important for disseminating historical and artistic knowledge.
   - **Health**: Public health sectors not only provide services but often conduct medical and public health research, contributing to knowledge in the medical field.
   - **Environment and Agriculture**: These sectors produce knowledge through research and studies on the environment, sustainable agriculture, and biodiversity.
   - **Military Sector**: Produces knowledge through research and development of military technologies, information gathering and analysis, conducting exercises and simulations, and documenting operational experiences. This knowledge can include technical, strategic, geographical, and even anthropological insights, often restricted and with limited access.
   - **Judiciary System**: Produces knowledge through jurisprudence, interpretation of laws, case analysis, and documentation of legal proceedings. This knowledge contributes to the development of law, understanding social behaviors, and defining the limits of individual and collective actions. Its dissemination occurs through judgments, laws, legal doctrine, and academic publications.

It is important to emphasize that the knowledge produced by these last two institutions can be subject to biases, vested interests, and controls over the dissemination of information. Transparency and public access to this knowledge vary greatly depending on the context and existing regulations. Nevertheless, their contribution to overall understanding is undeniable, although often indirect and with limited access.

3. **Private Enterprises**
   Here are examples of companies in the private sector that produce knowledge and educational content:

- **Publishing Houses**: Produce textbooks, manuals, and educational materials.
- **Educational Software Producers**: Create apps and programs for learning.
- **E-learning Platforms**: Offer online courses and digital resources.
- **Educational Video Production Companies**: Create documentaries and educational videos.
- **Educational Technology Companies**: Develop tools and devices for teaching.
- **Private Schools and Training Institutes**: Provide education and specialized courses.
- **Educational Consulting Firms**: Offer consulting services for schools and institutions.
- **Educational Game Companies**: Create games that teach various skills.
- **Producers of Teaching Materials**: Create teaching aids such as maps, models, and science kits.
- **Tutoring and Academic Support Agencies**: Offer private lessons and support to students.

In the private sector, knowledge products related to films, documentaries, and audiovisual media include several categories. Here are some examples:

- **Film Production**: Includes fiction films, short films, feature films, and TV series. Production companies create original content for cinema and television.
- **Documentary Production**: Specializes in creating documentaries for TV, cinema, or streaming platforms. Documentaries may cover a wide range of topics, from nature to history and social issues.
- **Web Content Production**: Involves creating videos for online platforms such as YouTube, Netflix, and other streaming services. These can range from web series to short documentaries.

- **Distribution and Sales**: Companies that handle the distribution of films and audiovisual content for screening in theaters, broadcasting on television, or streaming platforms.
- **Post-Production**: Provides editing, special effects, sound design, and color grading services. These technical skills are crucial for finalizing audiovisual products.
- **Localization and Translation**: Services including subtitling and dubbing, adapting audiovisual products for different linguistic markets.
- **Marketing and Promotion**: Companies specializing in promoting films and documentaries through advertising campaigns, social media, and other communication strategies.
- **Education and Training**: Offered by film schools and academies focusing on training professionals in the film and audiovisual sector.

4. Foreign Enterprises

This framework provides a structured way to analyze the various foreign producers of knowledge within the Indian economic system. Here are some categories of companies operating in the fields of education, filmmaking, and publishing:

- **Educational Companies:**
  - E-learning Platforms: Such as Coursera, Udemy, and Khan Academy, which offer online courses on various subjects.
  - Educational Institutions: Universities and colleges with international programs like Harvard, Stanford, and the University of Cambridge.
  - Textbook Publishers: Examples include Pearson and McGraw-Hill, which publish educational books and resources.
- **Filmmaking and Film Production:**
  - Production Companies: Companies like Warner Bros., Universal Pictures, and Sony Pictures produce films and content for the big screen.
  - Video Production Services: Companies providing support for video production, such as independent studios and production firms.
  - Distribution Platforms: Like Netflix and Amazon Prime Video, which distribute film and television content.
- **Publishing:**

  - Publishing Houses: Such as Penguin Random House, HarperCollins, and Simon & Schuster, which publish books, magazines, and informational materials.
  - Self-Publishing Platforms: Like Blurb and Kindle Direct Publishing, which allow authors to publish and distribute their works.
  - Digital Media: Websites and online magazines producing editorial content, such as Buzzfeed and Vice.
- **Professional Training Companies:**
  - Companies that offer continuous education and professional development programs, like General Assembly and Pluralsight.

These categories encompass a wide range of activities in the sector of knowledge production, educational and cultural.

5. Research Institutions

In India, there are various public and private research institutions operating across multiple sectors. Here are some examples:

- **Public Companies:**
  1. **Government Research Institutes**: Such as the Council of Scientific and Industrial Research (CSIR) and the Defence Research and Development Organisation (DRDO).
  2. **Public Universities**: Many state and central universities have active research departments.
  3. **National Laboratories**: Such as the Bhabha Atomic Research Centre (BARC) for nuclear research.
  4. **Space Organizations**: Such as the Indian Space Research Organisation (ISRO).

- **Private Companies**:
  1. **Multinational IT Companies**: Such as Tata Consultancy Services, Infosys, and Wipro, which have large R&D centers in India.
  2. **Tech Startups**: In sectors like artificial intelligence, blockchain, robotics, etc.
  3. **Pharmaceutical Companies**: Like Sun Pharma and Dr. Reddy's Laboratories, which invest heavily in R&D.

4. **Automotive Companies**: Such as Maruti Suzuki, Tata Motors, and Mahindra & Mahindra, which have research and development centers.
5. **R&D Centers of Multinational Companies**: Many global companies have established research centers in India, such as Google, Microsoft, and IBM.
6. **Companies in Renewable Energy**: Focusing on solar, wind, and other clean energy technologies.

This combination of public and private entities significantly contributes to knowledge production and innovation in India, covering a wide range of sectors and

6. Secular Social Institutions

In India, various non-governmental or non-corporate social institutions play a vital role in the production and dissemination of knowledge. Some of these institutions are crucial in producing knowledge through research and teaching.

1. **Non-Governmental Organizations (NGOs)**: These organizations often work on development and local research projects, collecting data and producing studies that contribute to knowledge in various fields such as education, health, and the environment.
2. **Research Centers and Think Tanks**: Numerous independent think tanks focus on economic, social, and political issues, providing analysis and recommendations based on in-depth research.
3. **Scientific and Academic Communities**: Research groups and academic communities, including conferences and scientific symposiums, play an important role in knowledge sharing.
4. **Media and Investigative Journalism**: Through investigative reports and analysis, media contribute to disseminating information and knowledge to the general public.
5. **Startups and Innovators**: Startups, particularly in the tech sector, contribute to developing new products, services, and technologies that generate new knowledge.
6. **Cooperatives and Rural Knowledge Communities**: In many regions, agricultural cooperatives and local communities share and transmit

sustainable agricultural practices and indigenous knowledge among members.

7. **Independent Research Centers**: Independent research institutes and think tanks work on various areas such as social science, health, environment, and public policies, including institutes like the Centre for Science and Environment (CSE) and the Self-Employed Women's Association (SEWA).
8. **Public and Community Libraries**: Although some are government-supported, many public libraries serve as community resources for knowledge and information, also organizing workshops and learning events for the population.

These institutions significantly contribute to knowledge dissemination

7. NGOs

A wide variety of NGOs produce knowledge based on their specific focus. Some key areas and examples include:

- **Research and Advocacy**: Many NGOs conduct research on social issues like poverty, health, education, and the environment, publishing reports and advocating for policy changes based on their findings. Examples include organizations focusing on specific diseases, women's rights, or environmental conservation.
- **Development and Implementation**: Some NGOs develop and implement programs in various sectors, generating knowledge through monitoring and evaluation of their impact. This may include NGOs working in rural development, education, or healthcare, documenting their successes and challenges.
- **Community-Based Knowledge**: Many NGOs work closely with communities, facilitating the sharing and production of local knowledge related to traditional practices, resource management, or cultural preservation. This might involve documenting indigenous knowledge systems or community-based solutions to local problems.
- **Data Collection and Analysis**: Some NGOs are involved in large-scale data collection and analysis projects, providing valuable insights into social trends and challenges. This could involve surveys, censuses, or utilizing technology to gather and analyze data on various issues.

The type of knowledge produced varies greatly depending on the NGO's mission, resources, and methodology. Key examples include:

- **Education and Literacy**: Many NGOs are dedicated to basic education, adult literacy, and higher education in rural and disadvantaged areas. Specific organizations may focus on women's education or particular geographic areas, warranting targeted research to find those most relevant to specific interests.
- **Research and Development**: Various foundations support scientific, technological, and humanitarian research in India, often collaborating with universities and research institutes. A specific search based on the scientific or humanitarian field of interest is necessary to identify suitable organizations.
- **Public Health**: Non-profit organizations in the health sector contribute to knowledge production through epidemiological research, the development of new treatments, and the dissemination of health information to the population. The diversity in this area also requires specific research.
- **Environmental Conservation**: NGOs engaged in biodiversity conservation and fighting climate change produce significant knowledge through scientific studies and environmental monitoring.
- **Health Initiatives**: Similar to education, numerous foundations work in public health, often focused on specific diseases or particular regions, necessitating detailed searches for relevant organizations.
- **Rural Development**: Many organizations focus on economic and social development in rural areas, promoting sustainable agriculture, access to drinking water, and women's empowerment. Online research is vital to pinpoint foundations that align with specific interests.
- **Human Rights and Social Justice**: Various foundations aim to promote human rights, social justice, and protection for marginalized communities. The diversity in this sector also benefits from effective online research using specific keywords.
- **Environmental Advocacy**: Several foundations work on environmental conservation, climate change mitigation, and biodiversity protection.

8. Non-Profit Foundations

In India, there are various important non-profit organizations and foundations that play a significant role in social sectors. Here are some notable examples:

1. **Tata Trusts**: One of the oldest and largest non-profit foundations in India, working in various sectors, including education, public health, and rural development.
2. **Azim Premji Foundation**: Founded by Azim Premji, this foundation primarily focuses on improving public education in India.

3. **Infosys Foundation**: The philanthropic arm of Infosys Limited, concentrating on education, health, culture, rural development, and infrastructure improvement.
4. **Reliance Foundation**: Established by Reliance Industries, it works in areas like education, healthcare, rural development, urban renewal, and more.
5. **GiveIndia**: A crowdfunding platform supporting various social causes, enabling individuals to easily donate to different organizations in need.
6. **Smile Foundation**: Primarily focused on providing education, healthcare, and employment support to disadvantaged families.
7. **Pratham**: One of the largest NGOs dedicated to education in India, with nationwide programs aimed at improving the quality and access to elementary education.
8. **Pahle India Foundation**: Founded by Dr. Rajiv Kumar as a not-for-profit policy think tank in April 2013. Its motto—“Putting India First To Make India First”—highlights its objective of creating a world-class think tank that pursues rigorous evidence-based analysis for timely inputs into policy making. PIF also provides a credible, trustworthy, and neutral platform for government, industry, academia, and civil society to enrich public discourse on topical issues.

TRE STEPS to get to GDKP India 2024

LET US REMEMBER THE 3 steps which correspond to 3 notions of GDKP:

1. **IS** (international standard) GDKP INDIA
2. **NDM** (National Digital Managed) GDKP India
3. **F** (Full and Final) – GDKP India

1. First Phase:
IS (International Standard) GDKP India 2024

The various cells of the IKPM grid will provide the values of the individual Kis produced by specific producers.

THE SUM OF ALL Y VALUES AND THE SUM OF ALL X VALUES IS THE IS-GDKP INDIA.

However, the IKPM goes far beyond the global data because it tells to the India Government the production knowledge by object and the classification knowledge by producer regarding the GDKP of India. That is without any doubt the fundamental document Pahlé will provide to Indian Government for any K budgeting policy geared to increase GDP

TWO MOMENTS FOR IS-GDKP INDIA

For operational purposes, it is necessary to distinguish two distinct time moments Pahlé could work:

A. The calculation of the total values of the Y coordinates can be done immediately with the support of the CSO and MoSPI
B. The calculation of the relevant individual cells of the matrix can be done at a later time. This requires more research, but it could be actually considered *confidential government data.*

2. Second Phase:
NDM (National Digital Managed) GDKP India 2024

Now, we pass to the concept of GDKP India, defined as NDM (National Digital Managed), which corresponds to the second step of calculation. This concept is crucial because it involves India government decisions that define knowledge policy in India

HOW TO INCREASE IS-GDKP India?

Government of India, like any other nation, has two levers to increase IS GDKP: V and M. They are:

1. Increasing V, the velocity of Kis circulation
2. increasing M, the mass accessing that get access to selected Kis,

Connected to the general formula of GDKP:

GDKP = Kis x V x M

Where:

- **V,** refers to the speed of circulation of the Kis.
- **M,** refers to the mass of Indians accessing the Internet.

Let's now examine V and will move to M in the third and final phase of the calculation.

Towards NDM- GDKP India 2024

V = Speed of Circulation

We define the speed of circulation of the Kis as the number of exchanges (individuals reached) that a Ki makes in a unit of time (year). Since it is evident that controlling this number is not possible, we can take an inductive approach: we define ***digital coefficients key for defining speed of individual Kis***.

The digital coefficients are, by nature, arbitrary and represent the primary manifestation of the digital development policy of the GDKP INDIA desired by the government. They have to be quantified by Pahlé in direct collaboration with MoSPI based on the digital policies Government intends to implement.

Here a limited progression of coefficients is suggested for the first four categories and a more pronounced one for the fifth. The logic is to indicate a progressive function of the Government's digital commitment.

Suggested Digitalization Coefficients for the GDKP India:

1. **Simple knowledge containers**: e.g., books, newspapers, DVDs, movies: **cfd 1.25**
2. **Digital tools, receivers, and transmitters**: e.g., radio, TV sets, mobile phones: **cfd 1.50**
3. **Amplifiers**: theaters, temples, schools, university classrooms, amphitheaters (PLACES): **cfd 1.75**
4. **Disseminators**: teachers, consultants, religious leaders, speakers (PEOPLE): **cfd 2.00**
5. **Multipliers**: television networks, radio networks, the internet, platforms, satellites (NETWORKS): **cfd 3.00**

Third Phase:
Final & Full Notion of GDKP India

With the completion of the third operational phase, we reach the complete definitive formulation of F (Final and Full) - GDKP India 2024, which includes the Mass factor.
The final formula of GDKP involves the participation of operators working on the Internet, and here, too, it is evident that arbitrary coefficients will need to be applied. The list of coefficients should be recommended based on the population accessing the Internet.

Population Coefficients:

- 0-10 million: **Coefficient 1.25**
- 10-50 million: **Coefficient 1.50**
- 50-100 million: **Coefficient 1.75**
- 100-200 million: **Coefficient 2.00**
- 200-300 million: **Coefficient 2.25**
- 300-400 million: **Coefficient 2.50**
- 400-600 million: **Coefficient 2.75**
- 600-1000 million: **Coefficient 3.00**

The coefficient **M** of GDKP India will obviously range between **cfd 2.50 and 5.00**.

This phase of the calculation should be managed collaboratively between PIF and the Information and Technology Ministry.
It involves jointly evaluating and defining the coefficients related to the Internet participation of the mass of Indians and policies for expanding Internet access.
It is about gauging qualitative types

IKUM (INDIA KNOWLEDGE USERS MATRIX)

The second matrix of the model is the **IKUM** (India Knowledge Users Matrix), which is important for private capital investments as well as for government knowledge policy investments.

We mentioned that the initial aim of this matrix is to define the absorption rates of knowledge by economic sectors, while the ultimate goal of the matrix is to define the multipliers in terms of sectoral GDPs from knowledge investments.

This last information is extremely relevant for K private capital decision making both for national and international investors.

THE IKUM MATRIX

Structural composition.

On the y-axis, we have made a selection of significant Ki. Here a portfolio of 50 Kis considered strategic for private knowledge investments:

1. **Books**: novels, textbooks, encyclopedias, manuals, biographies
2. **Magazines**: news magazines, scholarly journals, trade publications, hobbyist magazines
3. **Films**: educational films, feature films, documentaries, animations
4. **Databases**: online encyclopedias (e.g., Wikipedia), academic databases (e.g., JSTOR), government data repositories
5. **Websites**: blogs, news sites, educational websites, online courses
6. **Audio Recordings**: lectures, podcasts, audiobooks, music with lyrics
7. **Software**: educational software, simulation software, productivity software
8. **Wi-Fi Routers**: devices that transmit internet signals for wireless access
9. **Cellular Towers**: infrastructure transmitting mobile communication signals
10. **Modems**: devices transmitting data through cable or DSL connections
11. **Fax Machines**: devices for sending and receiving printed documents over phone lines
12. **Printers**: devices converting digital documents into physical form (e.g., laser, inkjet)
13. **Photocopiers**: machines for creating copies of physical documents
14. **Pen Drives** (USB Flash Drives): portable storage for transferring digital information
15. **External Hard Drives**: devices for storing large amounts of digital data
16. **Internet**: the global network of interconnected computers
17. **Wi-Fi Networks**: wireless local area networks for internet access
18. **Cellular Networks**: mobile communication systems for voice and data
19. **Satellite Networks**: communication systems using orbiting satellites
20. **Fiber Optic Networks**: high-speed communication lines using light
21. **Broadband Connections**: high-speed internet access technologies
22. **Ethernet Networks**: wired networking for local area connections
23. **Virtual Private Networks** (VPNs): secure internet connections
24. **Digital Signage Networks**: electronic displays for information dissemination
25. **Optical Networks**: networks utilizing light for data transmission
26. **Content Delivery Networks** (CDNs): systems delivering web content based on user location
27. **Digital Messaging Platforms**: services for real-time messaging (e.g., Slack, WhatsApp)
28. **Cloud Computing Networks**: on-demand computing resources over the internet
29. **Social Media Platforms**: networks for sharing content and connecting individuals (e.g., Facebook, Twitter)

30. **Online Learning Platforms**: websites offering courses and educational materials (e.g., Coursera, Udemy)
31. **Peer-to-Peer Networks**: systems enabling direct resource sharing among users
32. **Intranets**: private networks within organizations for information sharing
33. **Extranets**: controlled private networks allowing access to authorized users outside the organization
34. **Telepresence Systems**: technologies enabling remote communication and collaboration
35. **TV Broadcasting Networks**: systems transmitting television content to viewers
36. **Radio Broadcasting Networks**: systems transmitting audio content to listeners
37. **Streaming Services**: Platforms for delivering audio and video content online (e.g., Netflix, Spotify)
38. **Podcast Networks**: Platforms that host and distribute podcasts
39. **Digital Terrestrial Television (DTT)**: Broadcasting technology using terrestrial transmitters
40. **Satellite Radio**: Digital audio service delivered via satellite
41. **Live Streaming Services**: Platforms for real-time video broadcasting
42. **Webcams**: Compact cameras for recording or streaming video online
43. **Voice Recorders**: Devices used to record audio or spoken word
44. **Microphones**: Devices used to capture sound for recording or transmission
45. **Drones (with cameras)**: Used to capture aerial footage or data for research
46. **3D Printers**: Machines used to create physical objects from digital models
47. **Smartphones**: Devices that can capture video, photos, and audio, as well as share and transmit information
48. **Desktop Computers**: General-purpose computing devices used for content creation, research, and media production
49. **Laptop Computers**: Portable computers for creating digital content, documents, and presentations
50. **Graphic Tablets**: Devices used by artists and designers to create digital illustrations or animations

The suggested categories that we place on the x-axis are:

A. **Services**
B. **Industry**
C. **Agriculture**
D. **Infrastructure**
E. **Networks**

A. Services
(divided into the following subclasses)

1. **IT**
2. **Finance**
3. **Telecommunications**
4. **Commerce**
5. **Tourism**
6. **Health**
7. **Education**

B. Industry divided into:

1. **Manufacturing**
2. **Mining**
3. **Utilities Construction**
4. **Electricity**
5. **Gas**
6. **Water**
7. **Chemicals and Petrochemicals**

C. Agriculture basically divided into:

1. Crops
2. Horticulture
3. Dairy
4. Poultry and Livestock
5. Forestry and Agroforestry

D. Infrastructures:

1. **Ports**
2. **Stations**
3. **Railways**

4. Subways and other metro systems
5. Roads and Highways
6. Airports
7. Water and Sewage
8. Waste Systems

5. Networks:

1. Energy networks, such as the Bhakra Dam
2. Electricity networks
3. Renewable energy plants, such as solar and wind
4. Thermal and nuclear power stations
5. Water networks
6. Banking networks
7. Financial networks

Totals of this matrix indicate the total investment in knowledge of each economic sector and the forms of knowledge that are most absorbed by sectors of the economic system.

IMPORTANT HISTORICAL NOTIONS ON GDKP INDIA 2024

GDKP INDIA IS NOT POPPED UP FROM NOTHING

It needed years of nursing it in top level people consideration. I spent lots of time in India and in early stages the initiatives of Ambassador Fabian and Ambassador Shetty were absolutely decisive. Thanks to them the idea got discussed in cultural, economic and diplomatic environment. Dr. Rajiv Kumar was probably the highest sustainer of it since the earliest moment, adding immediately important considerations. However the recognition of the ambassadors role is so crucial that hopefully they will be part of final structural part in the cultural consideration of GDKP India. Here some other remarkable people and much relevant Indian institutions supported the GDKP India since the beginning. Among initiatives they promoted or participated to

a. **Vivekananda Foundation**
b. **University of Southern California**
c. **Mizoram, Indian State, promoted by Manoranjana Gupta**
d. **MoSPI, Ministry of Statistics, Planning and Implementation**
e. **NSF, National Statistic Foundation**

Moreover, a very special contribution has been provided by Dr. Hari Krishna Maram, CEO of ì Vision Digital India and Dr. Manju Gupta, former Dean of IM management school and CEO of Braincruise, who organized excellent conferences and promoted GDKP India all the time.

Call for a Simulation software: second reason Homogenizing the knowledge policies of all Indian states

A top priority of India government should be to invite proper software-houses to make Simulation software for the Nation and then Simulation software for each State saving and promoting peculiar state culture.

The Simulation software of GDKP India 2024, could be basically promoted for adaptations to all GDKP of India states

Vivekananda foundation

Dr. Arvind Gupta, Director,
Dr. Rajiv Kumar VC chairman of NITI Aayog

Prof. Umberto Sulpasso, USC, Annenberg School

"Take up one idea. Make that one idea your life - think of it, dream of it, live on that idea. Be full of that idea. This is the way to success." Swami Vivekananda

Dr. Arvind Gupta
Presentation of Vivekananda Foundation.

"GDKP will allow calculation of the value of specific knowledge items related to national culture produced and how these items change over time. In India, for examples, these specific knowledge items include the proliferation of cultural and religious teaching (yoga, Veda, and dance schools), religious festivals, and harvest festivals. GDKP can also facilitate the creation of a National Knowledge Education Platform. It will also enhance GDP and proper role of private investment "

VIF welcomes you to this Round Table Discussion on Gross Domestic Knowledge Product (GDKP) and India. We are grateful to Prof Umberto Sulpasso, Senior Fellow, Central for Digital Future, University of Southern California for being with us today for this round table. We are also honored by the presence of Dr. Rajiv Kumar, Vice Chairman NITI Aayog, Amb. KP Fabian, and Mr. Tanmoy Chakraborty, Senior Vice President, Tata Consultancy Services, for agreeing to be the panelist at this round table discussion. I would like to thank the distinguished guests who have taken time from their busy schedule to present here in this round table.

Prof Sulpasso is the author of the much-acclaimed book "*Darwinomics*", which has been published in Italian, Chinese and English. He will speak to us about the book and on the concept of GDKP in Indian Context. Prof Sulpasso has provided the theoretical basis for calculation of GDKP. I understand that when Dr. Rajiv Kumar was the DG of FICCI, a formal agreement was concluded with Prof Sulpasso for calculating India's GDKP. A team of experts is trying to take forward to this project at NITI Aayog.

Dr. Rajiv Kumar

"Face to China, Knowledge is the great challenge of modern India and GDKP is a powerful tool to make progress to it".

See p. 110 for fundamental contribution of Dr. Rajiv Kumar coauthor of the K&S model for GDKP India 2024

University of Southern California

Letter of Prof. Jeff Cole to Hon PM Narendra Modi

I am indeed very pleased that a team led by accomplished Indian economists and bureaucrats shall resume the work started by our Senior Fellow Professor Umberto Sulpasso, to calculate the GDKP India (Gross Domestic Knowledge Product of India). I am in strong support of the work that my eminent colleague, Professor Umberto Sulpasso, has so far conducted (with of course the support of the Center for the Digital Future, University of Southern California) along with NITI Aayog and the Government of India. We firmly believe that the Gross Domestic Product (GDP) is an outdated concept for modern economies and that the GDKP will go a long way to help the world understand the strength and potential of world economies. That is why we have lent so much support to the GDKP concept.

We have built a strong network around the world demonstrating the interest in GDKP India. This is an extraordinary project and India, especially NITI Aayog, has shown great foresight in being the first country to undertake the GDKP. Now we are ready to share the fruits of that work with India and the world.

Now that the pandemic has receded, it is time to get Professor Sulpasso back to India to finish the work and share the results of GDKP India with the government. COVID dissipated much of the momentum for the GDKP. Professor Sulpasso's return will do much to regain that energy to complete the work.

I believe that this is truly a historic development, both for India and the world, and I would like to congratulate this team. I also extend my heartiest congratulations to Prime Minister, His Excellency Mr. Narendra Modi, for the G20 Presidency and for his visionary leadership to catapult India amongst the top economic forces in the world. The USA was the first country to calculate the GDP, a monumentally important number that has so much to do in understanding economic development around the world over the past several generations. Now, it shall be the GDKP which will measure knowledge around the world serving as a benchmark and a stimulus to developed and developing countries.

The GDKP will measure key aspects of globalization, finance, innovation and important aspects of communications and technology. The Center for the Digital Future, based at the Annenberg School for Communication at the University of Southern California (USC), is an internationally renowned research and policy center. We have spent the past 17years tracking digital developments across the globe. We are proud to provide the home for Professor Sulpasso and to make GDKP one of our top priorities. It is Professor Sulpasso's long and fruitful relationship with India that has led the effort to begin the calculation of the GDKP with India. All of us understand that GDKP has global implications for the world and strong implications for India in understanding the progress of knowledge and learning. My best wishes to the GDKP India team!

HISTORICAL RELEVANT VIDEOS ON GDKP INDIA CONFERENCE HELD BY UNIVERSITY OF SOUTHERN CALIFORNIA, CENTER FOR DIGITAL FUTURE, DIRECTED BY DR. JEFF COLE

- From Digital Center for Future Annenberg School of University of Southern
- Sri Amitabh Kant, CEO at NITI Aayog-https://youtu.be/HmKjiswb-IY,
- Dr. Rajiv Kumar, at VC of NITI Aayog, at University of Rome, **GDKP INDIA THE NEW SILK ROAD**
- **https://youtu.be/ZLZ5Z8UuV9Q?si=yowaqP1SrEDb5urV**
- see also reference Sect. 2wl
- edge
- Ambassador K Fabian, Special Core Team, speech at USC conference https://youtu.be/QN0MUATaGTc,
- FABIAN, Core Team of NITI GDKP India
- Ambassador B. Shetty, special Core team speech at USC conference https://youtu.be/lBfPJ0kwNZ8,
- Mass impact of model for India’s Population
- Sri Ashish Kumar, DG of CSO, https://youtu.be/DNeuMzYlRMM

Mizoram

Mizoram: Knowledge true index of India's economy, not GDP, says Guv

India has undergone a revolution in the digital arena and has become a hub of knowledge, as stated by the Governor of Mizoram.

by Jason Rochanhlu
April 25, 2023

Dr. Hari Babu Kambhampati, Governor of Mizoram hailing GDKP (Gross Domestic KNOWLEDGE Product) of India the true measure of wealth of the India and not GDP and promoting Index of cost of learning essential to fight illiteracy of the country

India for GDKP, not GDP:Governor

OUR REPORTER
AIZAWL, APR 25

Inaugurating a Science-Technology-Innovation (STI) Hub at Aizawl today as part of the C20 working group on Education & Digital Transformation, Governor of Mizoram K. Hari Babu said that India has undergone a revolution in the digital arena. Not only are we now headed towards a 6G revolution, but also we are now calculating our cost of living based on digital needs, he said.

"Earlier, we used to calculate the per capita cost of living on the basic needs of roti, kapda aur makaan (food, clothing and shelter.) However, in a modern digitized society, these parameters have changed because our basic and fundamental needs have gone beyond these three things. Today, we need to calculate the index of cost of learning. And, in a modern society, the cost of learning is parallel to the cost of living. The cost of learning includes tools of learning and acquiring knowledge," he added. The Governor said that India

has become a knowledge hub and destination, "Therefore, the true index to measure an economy is not its GDP, but its GDKP! The Gross Domestic Knowledge Potential ! The 'K' factor, which is the knowledge factor, is critical, and India is far far ahead of others in the knowledge factor. Education and knowledge, coupled with the use of technology to enhance education and knowledge, are the true measure of a successful and growing nation."

Commenting on equal access to education for boys and girls, he said, "Our state of Mizoram has always been amongst the states that have shown highest literacy rates. In the last ten years, we have seen further improvement. The good news in Mizoram is that we don't have to struggle to educate our girl children. Tribal societies are blessed with gender equality. Our girls go hand in hand with our boys to schools and colleges."

Speaking on the occasion, Mizoram chief Secretary Dr Renu Sharma recognized the present Modi-led government's thrust on digital literacy but underlined the fact that digital infrastructure needs a higher outlay of funds in the state. She however noted with pride that Mizoram state of literacy percentage is the second highest in the country, second after the state of Kerala. She said tribal culture is blessed with gender equality and therefore the percentage of literacy amongst Mizo women is as high as 89.7 per cent.

The Civil 20 (C20) Mizoram Conclave on 'Education & Digital Transformation' focuses on three topics – Substance Abuse Awareness, Skill Development and Digital Transformation, and Food, Nutrition and Ayurveda. In these three sessions of Panel Discussions, the noted panellists with vast experiences in their respective fields will discuss, deliberate and interacts with the delegates of the conclave.

On March 2021, **Shri Amitabh Kant, CEO of NITI Aayog**
presented to **National Statistic Commission**
Professor Sulpasso's Model
(definition, structure, methodology and indexes)
and received a **formal Green Light for the calculation**
with that model, requesting for the calculation to add some
people to the team (obviously the CSO and MoSPI)

SRI AMITABH KANT FROM CEO OF NITI Aayog to Sherpa of G20
Speech at Los Angeles, conference of USC "INDIA FIRST": "THANK YOU PROF. SULPASSO FOR YOUR DECISION OF INDIA FIRST"

CEO, NITI Aayog recorded Message for University of Southern California Meeting

"Thank you, Dr. Jeffrey Cole, Director, Center for the Digital Future at USC for giving me this opportunity to share my thoughts on GDKP & the work we are doing at NITI for GDKP India,

India takes GDKP project seriously and NITI Aayog is convinced on its weighed benefit not only for India but also to the rest of the world, especially to the South, Professor Sulpasso & Dr Kumar have rightly identified the pressing need to capture the economic value of *immaterial goods of a country in the form of knowledge-* not only traditional Knowledge, but also the immense Knowledge circulating in the cyber space. We in NITI Aayog are pleased, when Prof Sulpasso has insisted that India should be the 1st Country to do it. With India's rich cultural, spiritual, scientific, innovative knowledge and its demographic size all put together, there couldn't have been a better country than India to begin with the estimation of GDKP.

We are moving ahead, though COVID in manner of speaking slowed us a bit but now we have our own Vaccine & large program for Vaccination underway, we are confident that we can move faster once we have done it, we will be glad to share the knowledge with the rest of the world, especially in the countries in the South because we believe that knowledge cannot be monopolized. I congratulate Prof Sulpasso, for all the efforts behind GDKP and the Centre for Digital Future for launching and facilitating GDKP-Global. We are glad indeed to know that Sulpasso Institute of GDKP. We wish the Institution all the success.

Also, I congratulate all the organisations and individuals with the shared sense of urgency to affect the fundamental changes in the economic status quo and are part of the community of GDKP Global.

I would like to end by saying that despite the current slowdown in the economy, global economic experts see strong long term economic growth for India. Over the last few years, a number of structural changes have been announced by the Government, such as implementation of Goods and Services Tax, demonetization, insolvency and bankruptcy code to minimize the leakages in the system, to encourage investments, to control inflation and to build healthy, robust and transparent ecosystem. The Indian economy has been going through a phase of healthy transformation. There has been unprecedented loss in economic activity caused by the outbreak of COVID-19, however, the government is taking continuous steps and efforts to boost the investment and bring the economy back on track by a number of initiatives and schemes such as Pradhan Mantri Gareeb Kalyan Yojana and Atmanirbhar Bharat i.e. (Self-reliant India). Self-reliance means that India should be integral part of global supply chain. Global supply chain will relocate and India should be an integral part of this shift. The calculation of GDKP-India will facilitate better allocation of resources which helps in achieving resilient and sustainable growth of Indian economy.

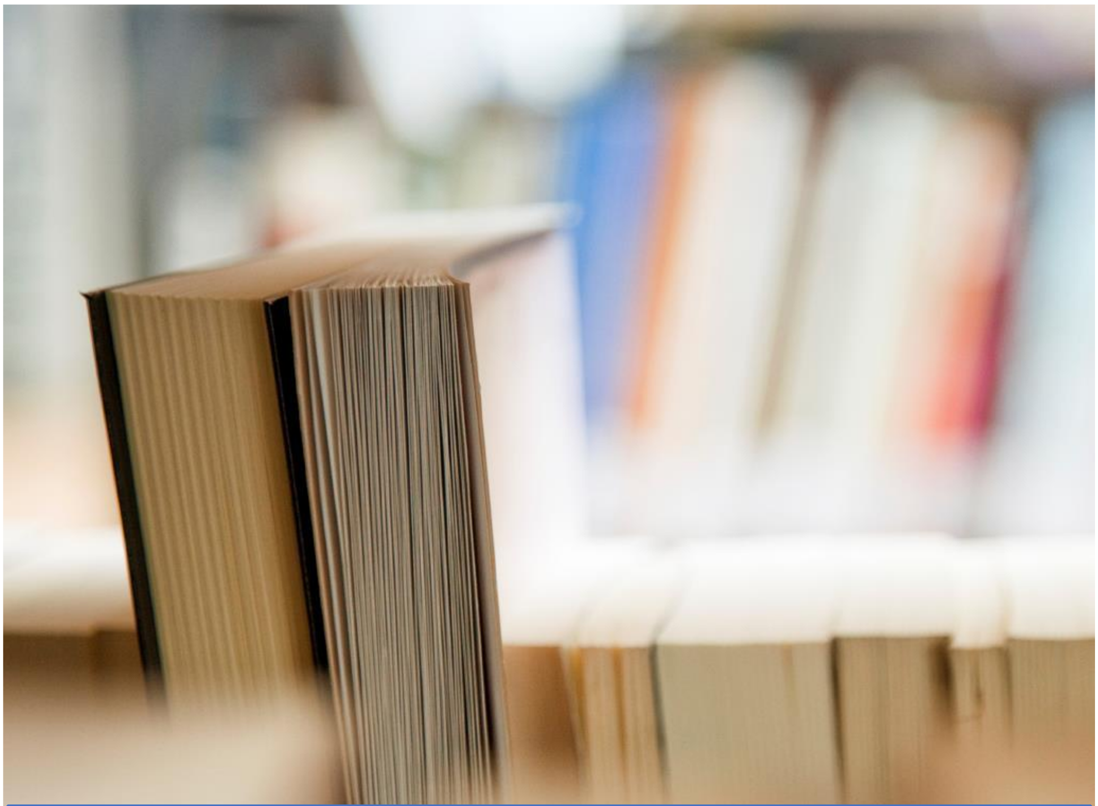
With these few words I conclude and I thank you very much Prof. Sulpasso and Ladies and Gentlemen."

Ministry of Statistics, Planning and Implementation

Dr. Praveen Shrivastava, Chief of Statistics of India and Key Indian Statistics innovator

MoSPI (Ministry of Statistics, Programme and Implementation of India) has continuously strived to highlight better and newer metrics to capture the different nuances of the economy holistically. The Ministry, in collaboration with the Indian Statistical Institute (ISI) in Kolkata, held a one-day workshop today at the India Habitat Center, in New Delhi, on the emerging area of Gross Domestic Knowledge Product (GDKP), proposed by Prof. Umberto Sulpasso, Se- nior Fellow, Center for Digital Future, University of Southern California. Prof. Sulpasso was the main speaker of the workshop, inaugurated by dr. Rajiv Kumar, vice-president of NITI Aayog (National Institution for Transforming India) and attended, among others, by academics from ISI and IIT (Indian Institute of Technology) in Mumbai, senior officials from various scientific ministries and government agencies, RBI (Reserve Bank of India) and ESCAP. As the economy develops, the key driver for growth changes over time. However, an engine that has always dominated modern times and acted in different ways is Knowledge. India has played a dominant role in ICT (information and communication technologies) globally and has contributed significantly to the knowledge economy and *Veda* literally means knowledge. By moving the construction of knowledge from the ivory tower of selected producers to mass production, Prof. Sulpasso pushed India to be the first country that should undertake the evaluation of the contribution of the knowledge revolution to economic growth.

The expert talks were followed by a round table. At the end of the workshop, it was decided that it is necessary to measure the GDKP for India, which would include consolidating the conceptual framework and capturing the relevant data, in consultation with Prof. Sulpasso.



**Ministry of Statistic and Planning Implementation
& Professor U. Sulpasso**

Gross Domestic Knowledge Product (GDKP) for INDIA:

Issues and Challenges

Organized by Indian Statistical Institute Kolkata
Amd
Ministry f Statistics and Porgramma Implementation
GOVERNMENT OF INDIA
Special edited by Prof. Nachiketa Chattopadhyay

**Sanghamitra Bandyopadhyay**, First woman Director of the Indian Statistical Institute. Currently she is on the Prime Ministers' Science, Technology and Innovation Advisory Council. In 2022 she was given the Padma Shri award for Science and Engineering by the Government of India. University of Calcutta, Rajabazar campus

"Hope that the deliberations during the workshop may lead to interesting ideas for tangible benefits for the country"

Technical Lectures

i. **Knowledge and Economic Growth**

Professor Abhirup Sarkar, Economic Research Unit, ISI

ii. **Uses and benefits of the proposed GDKP project at the policy level by Dr. Avik Sarkar, OSD, NITI Aayog**

iii. **Conceptual Issues and Challenges for Development of GDKP - Literature Survey by Dr Nachiketa Chattopadhyay and Shri A. B. Chakraborty SOSU, ISI**

iv. **Measuring Supply and Use of Knowledge Products in the SNA Framework by Dr A.C. Kulshreshtha, ISS (Retd.) and Shri Aloke Kar, SOSU, ISI**

v. **Presentation on the Data available for development of GDKP for India Shri Nagesh Kumar Singh, Director, NAD, MOSPI**

1. **Special Address**

 Key Introductory Speech Dr Nachiketa Chattopadhyay Sampling and Official Statistics Unit Indian Statistical Institute, Kolkata

Knowledge Product. One cannot find this in a standard dictionary. However, if we reverse it to *Product Knowledge,* we get many illustrations to get an idea about it. Although the concept of knowledge product is encountered in management science, the measurement issues surrounding it are yet to find a place in mainstream statistics. Thus, when Ministry of Statistics and Programme Implementation (MOSPI) requested Indian Statistical Institute (ISI) to explore the possibilities of measuring *Knowledge Product* in India, there was both some trepidation and a sense of challenge. In this background, we responded positively to explore a new research agenda for the institute that would examine the existing ideas about the concept of *Knowledge Product* and probably extend and contribute to it in the Indian context. From the documents shared by the ministry, we came to know about Professor Umberto Sulpasso, Centre for Digital Future, University of Southern California, USA and his ideas about the concept of *Gross Domestic Knowledge Product (GDKP)*. We also came to know that Dr Rajiv Kumar, Vice Chairman, NITI AAYOG, Shri Ashis Kumar, former DG, CSO, Shri K P Fabian, IFS (Retd.) and Shri Balkrishna Shetty, IFS (Retd.) have done some work regarding the *GDKP* in India in consultation with Professor Sulpasso.
Fortunately, we could involve all the aforesaid dignitaries in the workshop held on February 13, 2019. We could include only the key points of the addresses by some of the distinguished dignitaries which outline the broad vision about *GDKP*. We also requested several experts on macroeconomics and national accounts in India, viz., Prof. Abhirup Sarkar, Dr. A. C. Kulshreshtha, Sh. Aloke Kar and Sh. Asit Baran Chakraborty and experts from CSO and NITI AAYOG to contribute technical papers for the workshop. All the invited technical papers constitute a rich amount of resources that could be used in future endeavours. Detailed observations by some speakers provide a possible roadmap ahead. There was a thought provoking interactive session where experts from academics and government organisations deliberated on the challenges of *GDKP* computation. This will certainly help in careful examination of the issues involved. Finally, we have added a supplementary note wherein a slightly different but related issue is presented with a focus on implementability and policy related issues.
I like to record my sincere thanks and gratitude to all the participants in the brainstorming sessions and the workshop and to all persons involved in the preparation of this volume. I am sure that this document will excite many intellectual minds to take up the challenges culminating into a fruitful exercise on *GDKP*.

GDKP India promoted by PIF could become the highest GDKP in the world

allowing India to position itself as a reference for the international community, just as the USA did for GDP but at the same time INCREASING GDP AT MYCH HIGER RATE.

It must be noticed that GDKP INDIA promotes BOTH government and private sector initiatives that will fully leverage at much higher rate the GDP.

HERE SOME BASICE Initiatives suggested by the Pahlé India Foundation, based on GDKP India which should be supported by external structures, include:

1. **Simulation Software**: Engaging major software companies to develop effective tools.
2. **Extending the GDKP India 2024 to All Indian States.**
3. **K Diplomacy**: Enhancing international collaborations and partnerships.
4. **People University Online**: Creating accessible educational resources for all.
5. **BRICS Collaboration**: Leveraging multilateral ties among BRICS nations.
6. **Triple K**: Integrating knowledge, capital, and relationships.
7. **K Stock Exchange Index**: Establishing a stock index that reflects knowledge-based companies.
8. **K Money**: Developing innovative financial instruments around knowledge investments.

let’s recall a proper warning made by founder of Pahlé Foundation

Dr. Rajiv Kumar:
“Face to China, Knowledge is the great challenge of modern India and GDKP is a powerful tool to make progress to it”.

INDIA – CHINA

Let's start comparing some data of India with China, the other giant of east.

GDP

In 1950 India and China GDP were almost the same.
Now, China's economy is about five times larger, with a GDP of $17.7 trillion versus India's GDP of $3.2

Literacy

In 1950 illiteracy rate of India and China were the same, over 70% of Population
Now Illiteracy rate of China is almost zero, in line with western countries, illiteracy rate of India is still 20%

To offset these situations trends are not enough.

GDP Trend

BETTER TREND IS NOT ENOUGH

Let us assume that India has over a number of years a 2-3 points higher GDP growth trend. Even in this case the projected increase of GDP of two countries creates big problems because in a few years *"Just the INCREASE of China's GDP"* will be as much as the *TOTAL* India's GDP. (see the chart). That will have obviously relevant consequences in politics and even in security.

To offset this situation India GDP better trends are not enough!

India needs a ***discontinuity factor***. That is to say some bold decision in policy making that changes the rules of economic growth.

The most powerful discontinuity factor of XXI century for India is knowledge. Which we call THE K-MOON OF MODI

Knowledge discontinuity factor has overturned space relations between USA with USSR

The K-Moon of Kennedy

On October 4, 1957, the Soviet Union successfully launched Sputnik 1 into low Earth orbit. The Sputnik launch was followed by other Soviet space FIRSTS, including:

- First animal in orbit (Laika the dog on Sputnik 2, 1957)
- First human in space (Yuri Gagarin, 1961)
- First woman in space (Valentina Tereshkova, 1963)
- The first spacewalk, also known as extravehicular activity (EVA), was performed by Soviet cosmonaut Alexei Leonov on March 18, 1965.

NASA was a direct response to the Soviet Union's launch of Sputnik 1, BECAUSE SPUTNIK sparked fears in the United States about falling behind URRS and produced a relevant shift in national priorities in investment in scientific and technological advancement.

The rebalancing was achieved and competition in space showed a newfound American role. But what has definitively overturned this balance is the famous speech "I believe that this nation should commit itself to achieving the goal, before this decade is out, of landing a man on the Moon and returning him safely to the Earth." In 2023 dollar the cost f going to the moon was about of direct $ 200 billion. There where almost 400,000 people working in Knowledge connected field in an absolute variety of sectors. It is impossible to calculate the number but an immense quantity of patents derived for technologies related to areas such as materials science, aerospace engineering, computing, and telecommunications.
In particular, the main software house companies got an extraordinary push. It is sure that the American information society which now lead the world got its most powerful support by that program.

The decision to send a man on the moon created the discontinuity factor that overturned the dependent scientific space relations with the USSR.

American society became the society of knowledge as information's society dominance THANKS TO THE DISCONTINUITY K FACTOR OF THE MOON OF KENNEDY.

Knowledge discontinuity factor

The K-Moon of Modi

To restore a better balance with China as regards GDP, the trends not only are not sufficient, but being established on an enormously greater difference, they further increase the difference even when they are favorable to India. That is why to change this situation it is necessary to introduce a ***discontinuity factor***, a project of such an impact on the politics of knowledge that it modifies the disequilibrium at the root.

It must be a project of enormous importance that will have a substantial impact on the social and business structure of knowledge.

Two projects for the K-Moon of Modi based on GDKP India 2024:

- The first is the total elimination of illiteracy during the current government. Three years for **100 literacy** is an extraordinary program that must be integrated with the IDEA program, India Distant Education Agency, which aims to put all the main science courses online to make them freely available to the entire population.

- The second is "**GDKP K Indian new silk road**" which proposes India financing the creation for Asia and Africa of modern communication infrastructures with the dissemination of the GDKP of all countries involved in the K silk road.

IDEA (India Distant Education Agency) Is the equivalent of NASA. A mass scientific educational program made free available to all Indian citizens. The same objective studied and applied to higher education classes to create a comprehensive modern scientific material freely available to all Indian students.

100 literacy

Is a wonderful mixture with social and significant business goal.
That goal must be implemented by digital economy tools. Potential literacy package includes:

- **TV**: Educational broadcasts designed to improve literacy rates.
- **Specialized Mobile Applications**: Tools that facilitate learning on mobile platforms.
- **Educational Software**: Tailored software solutions for enhancing educational outcomes.
- Special Cell phone to be used only for teaching matters

India K Silk Road based on GDKP

Just as China supports the New Silk Road with logistical infrastructures, India, being the first nation in the world to create the GDKP, could launch the K SILK ROAD in Asian and African countries with Knowledge infrastructures to ensure the circulation and promotion of products related to the GDKP of the various participating countries.

The fundamental package to be built by assistance to Asian and African states would be:

1. **Network Infrastructure**:
   - **Submarine cables**: High-capacity connections that span oceans.
   - **Routers and** Switches: Devices for routing and managing data traffic along the network.
2. **Data Centers**:
   - **Servers**: Physical machines that host data and applications.
   - **Redundancy systems**: Backup to ensure continuity of service.
3. **Communication Technologies**:
   - **Internet Protocol (IP):** Critical for data transfer.
   - **VPN (Virtual Private Network):** For secure private connections over the Internet.
4. **Security Systems**:
   - **Firewall**: To protect networks from unauthorized access.
   - **Encryption systems**: To ensure the confidentiality of the data transmitted.
5. **Fuel systems**:
   - **UPS (Uninterruptible Power Supply):** Ensures that servers remain active in the event of a power outage.
6. **Mobile and Fixed Connectivity**:
   - **4G/5G mobile networks**: For mobile communication.
   - **Broadband**: High-speed connections for offices and homes.
7. **Collaborative Tools**:
   - **Video conferencing software**: To facilitate remote meetings and collaborations.
   - **Project Management Platforms**: Pe

We need not to say the immense diplomatic role of such initiative.
But here I want to mention an extraordinary great report on China Silk Road written by Prof. Dutta, director of National Security Magazine. With him and his magazine we intended, and still suggest Pahlé to do a joint seminar on India K Silk Road.

TOP PRIORITY

Call for a simulation software, market reason

Indian Government should promote GDKP India Simulation Software to open new paths for International Capital Investment in Indian Economy

INDIA WILL OFFER GREAT OPPORTUNITIES FOR NATIONAL AND INTERNATIONAL CAPITAL **KNOWLEDGE** ***INVESTMENTS***

Palhé's GREAT CHALLENGE

GDP was invented in the USA to reflect the wealth of an industrial society. Now, the information society has ushered masses into knowledge production, highlighting culture as a fundamental factor in economic development, that is portrayed by GDKP India

The GDKP India promoted by Pahlé, with proper K policies, could become the highest GDKP in the world, allowing India to present itself as a reference for the international community, similar to how the USA was for GDP. Moreover, considering that GDKP India model reflects cultural values and the participation of large masses in the production of knowledge, that could set a basic state policy. WEALTH OF NATION IN CONNECTION WITH NATIONAL VALUES

I personally always thought that India is the perfect country to calculate first the GDKP of a nation for the first time in the world due to:

a. The extraordinary millennial cultural significance of this exceptional society
b. The historical level of its intellectual classes
c. Last and not least, with proper K policy could become the highest GDKP in the world

Palhé's GREAT GOALS

Thus, Pahlé, in collaboration with MoSPI and CSO, will provide the Indian government with:

IKPM: India Knowledge Producers Matrix. This represents the Indian economy in terms of the production of knowledge items and the roles different knowledge producers have played in the nation. This document is crucial for the government to define its knowledge policy as it answers the question: what type of knowledge is produced in India and by whom.

IKUM: India Knowledge Users Matrix. This reflects knowledge presence across various sectors of the economy. The matrix provides a representation of the modernity of special economic sectors and offers the opportunity to calculate K factors (multipliers) for economic sectors.

Moreover, there is critical market information developed with private investors:

- **K Index of Stock Exchange**: A new index parallel to the Dow Jones that will guide stock prices.
- **PK Ratio**: Parallel to the PE ratio that measures the relationship between price and knowledge investment in a stock, thus indicating growth prospects.
- **Triple K**: A growth index to be added to Triple A to improve risk analysis, to be promoted in BRICS

And real top knowledge challenging

Creation

Rupees KNOWLEDGE MONEY

Pahlé’s PEOPLE

The GDKP Model can be implemented in India thanks to the Pahlè India Foundation and the uniqueness of its exceptional team.

Rajiv Kumar

Dr. Kumar has been instrumental in promoting key economic reforms, including initiatives for improving the ease of doing business and enhancing the manufacturing sector. He has served as a consultant and advisor to various ministries and government bodies, shaping economic policies and initiatives. Furthermore, Dr. Kumar has been active in fostering international collaborations in research and policy-making, enhancing India's presence in global economic discussions.

His extensive experience and contributions to India's economic landscape have made him a leading figure in economics and policy-making. His leadership at NITI Aayog has significantly impacted the country's development trajectory, making him the best reference for economic theory regarding GDKP. His role will be crucial in constructing the two most important matrices for government activity: IKPM and IKUM, for extending to other Indian states and developing implications with a powerful impact on the market, including the development of research simulation software.

From the outset, Dr. Rajiv Kumar has been the economist who fully understood the importance of GDKP for India. As Secretary of FICI, he established an operational contract with Prof. Sulpasso, and as Vice Chairman of NITI Aayog, he appointed Prof. Sulpasso as the Director of GDKP India. As Chairman of the Pahle Foundation, he is a key figure in the scientific application of the GDKP model in India, supporting the assertion that GDKP India is a result of the K&S model (Kumar & Sulpasso).

For such a historical goal, the Pahlé Foundation, founded and chaired by Dr. Rajiv Kumar, has set up a top qualified team

Pravin Srivastava, Former Chief of Indian Statistics

Certainly, one of greatest Indian statistics scholar, will be the leading statistical scientific personality in the team. Pravin Srivastava, the former Chief of Indian Statistics, will be perfect reference for innovating the first measure of Wealth of Nation in terms of knowledge on world level . His tenure at MoSPI was marked by significant advancements in statistical practices and methodologies. He played a pivotal role in shaping MoSPI's statistical policy and strengthening India's statistical framework, promoting the use of technology and innovative data collection methods. His leadership improved public trust in statistical data through transparency and accuracy, significantly contributing to the evolution of statistical practices in Indi Kr,Pokharna, Executive Director at ‘Pahle India Foundation’..

Ravi Pokharna, Executive Director at 'Pahle India Foundation'..

Former CEO of South Asia's foremost political think tank, Rambhau Mhalgi Prabodhini (RMP) also a training academy that can boast of having trained the top Indian politicians and policy makers of today. Moreover, he was part of critical Government committees in NITI Aayog, Ministry of Rural Development, Panchayati Raj etc.

Ravi is the right person to develop the financing of THIS REPORT based on K&S model, a critical strategic and policy making document that sets the stage for GDKP India 2024, the long first sought measure by UN and by business community.

On national and international ground, Ravi will be crucial to promote the financing of Modi's K-Moon, which will move India from Knowledge economy to PEOPLE Knowledge economy, a radical change in vision of India K Policy based on K&S model, to face the impending challenge of Information society and birth of AI.

Ashish Kumar, Consultant Pahlé

As the former Director General of the CSO in India and responsible for UN statistics for Asia, he possesses unique knowledge in statistics and data management. His role as DG of the CSO involved overseeing the implementation of statistical policies and ensuring the accuracy and reliability of data critical for policymaking. This is vital for applying GDKP data, as his CSO role likely included coordinating with various governmental and non-governmental agencies to enhance the quality of statistical data across different sectors.

Manoranjana Gupta, Project manager GDKP India

Senior fellow of Center for Digital Future of UCS ANNENBERG school of journalism and communication. Manoranjana combines great innovation capacity and special media vision. As a very successful entrepreneur she founded television networks and FM radio of immediate great attainment, taking care of its informative and spectacular structure.
She has linked a constant journalistic commitment that has allowed her to interview the highest political officers of the nation and stand out for the originality of her interviews.
In the specific case of GDKP India, Manoranjana immediately understood its importance to the nation, and committed herself to the best of her cultural abilities and drive. As well as carrying out the key role of Project manager, she will certainly find a way to achieve what I have always considered fundamental for the success of GDKP India, a great documentary on the GDKP knowledge revolution.

Special committee for the emergence of K policy

The emergence of AI requires the GDKP India be sustained at highest political and business level. There are two major initiatives which should be promoted by Pahlé

GDKP India 2024 Executive committee

Formed by six entities at the highest level. This committee should be made by ministries in finance, central bank, technology, education, security to focus on GDKP India and AI. Here the extraordinary relevance of Dr. Rajiv Kumar will be decisive factor since he was VC of NITI for many years.
That would be considered a special emergency committee to assure full business initiatives highest attention to the present strategical role evolution from AI for investments.

Of course, Sri Pravin Srivastava should be held as the maximum technical statistical guide of this wonderful Indian statistical innovation and he should be person who makes the first public announcement of GDKP India together and at the time of fourth quarter of GDP. Without his highest technical knowledge, it would be almost impossible to make that metric calculation in such a short time.

SPECIAL GDKP INDIA COUNCIL

The key innovation of inserting cultural values in the metrics requires a constitution of a body that singles out important cultural values of the country to be inserted.
It is a key body which should enlarge to fine art, universities, social environment and science to detect proper knowledge items to be included in the GDKP MODEL.
Given their initial seeding role two Indian ambassadors shoud co- chairman this body.
Amb. Fabian was the person who first thought of getting in India GDKP and worked hard to that notion be discussed between Author and top officials in India. Amb. Fabian introduced the Author of the model to Dr. Rajiv Kumar to present him the GDKP idea.
Amb. Shetty not only provided a math elegant vision of the formula but introduced the idea in highest statistical institutions. Joint discussions with the two ambassadors where immensely useful to tune up the project. It is possible to affirm that without them GDKP India would not exist.

Finally, SULPASSO

A special role should be set from Government of India for Prof. Sulpasso in recognition of his enduring role in making India first GDKP in the world, to guarantee on international level proper application of his model, but also to promote understanding of gigantic GDKP business potential for private capital.
He would accept the appointment be for a limited time– say one year given his personal engagements - to help applying the model to different Indian states - and together with the very special role of Dr. Kumar in establishing historical role Government of India for establishing the most modern measure for Wealth of Nation.

IN CONCLUSION

PROF. UMBERTO SULPASSO
CENTER FOR DIGITAL FUTURE OF USC, ANNENBERG SCHOOL.

DR. RAJIV KUMAR
PAHLÉ INDIA FOUNDATION

WELCOME THE COUNTRY ON BOARD OF

GDKP INDIA 2024.

GDKP – INDIA 2024
K&S model

SECTION 2
Dr. Rajiv Kumar

1. INDIA ECONOMY CHANGES, in Modi's government,

2. MEMORIES OF YEARS AS VC OF NITI

3. Knowledge, historical adaptation of GDKP to world economy role of India[5]

It is worth to notice a remarkable speech delivered by Dr. Rajiv Kumar at the university of Rome with the title:

- GDKP new Indian silk road
  https://youtu.be/ZLZ5Z8UuV9Q?si=yowaqP1SrEDb5urV

[5] Section 2 is fundamental component of K&S model for GDKP India 2024. Of course, title and chapters will be decided by Dr. Rajiv Kumar