mentratiK

THE GEOMETRY OF MEANING

Take-Two Interactive and Meaning-Relevant Touchpoints

A MEANING TOUCHPOINT STUDY

Different environments. What survives?

J. Rick Sanchez
Founder, MentratiK

◆

Version v1.0
Date 13 November 2026
Steward MentratiK
Research form Meaning Touchpoint Study | Study ID MTS-001
Evidence state Hardened research object
Release state FROZEN · PUBLICATION AUTHORIZED
Research posture Built to Break
Architecture MK → MM → MF
Validation state Empirical testing required
Class B - Research / Technical
Production authority MK-IDPS-001 v0.3

Governing rule: the Stack is allowed to explain only what survives source comparison, construct collision, scale control, measurement boundaries, and explicit break conditions.

Executive determination

This study puts MK → MM → MF into disciplined contact with a high-reach interactive-entertainment environment and records what the architecture can distinguish when reality is allowed to answer. The result is a bounded but consequential research instance, not a defensive exercise in proving that the Stack is permitted to exist. It does not establish a portfolio-wide meaning-mechanics pattern, a need for intervention, a Take-Two implementation, a partnership case, or an empirically validated MentratiK construct.

The Stack does not need every environment to collapse into one mechanic to do useful work. Here it differentiates touchpoints, collides candidate mechanics with established explanations, rejects invalid proxy routes, preserves prohibited routes, and returns breaks and surviving research questions upstream.

Within MK → MM → MF, Meaning-First is MentratiK's principal discipline for carrying architecture into governed research, testing, translation, implementation, and evidence return. Reality is not asked to validate the Stack in advance. The architecture enters contact, the evidence answers, and the Stack must change where the evidence requires it.

The contribution is not ownership of the underlying human phenomena. People already act, choose, affiliate, interpret, participate, rupture, reconstruct, and make meaning. The contribution tested here is whether an authored architecture can make relevant distinctions increasingly researchable, falsifiable, governable, and available for responsible implementation without commandeering what those experiences must mean to a person.

Meaning Touchpoint Study No. 001 demonstrates the Stack functioning as a governed research architecture in a high-reach cultural environment. It distinguishes environments that should not be collapsed, rejects behavioral variables that cannot carry the meaning claims placed upon them, brings candidate MentratiK mechanics into direct comparison with established explanations, identifies allowable and prohibited research routes under Meaning Sovereignty, and returns narrowed mappings, breaks, and surviving questions upstream.

Institutional significance

Abstract

This study examines Take-Two Interactive Software, Inc. as a high-reach interactive-entertainment institution and portfolio. It asks how MK → MM → MF might be translated into a bounded research object without presuming that the portfolio shares one meaning architecture or that intervention is warranted. Official corporate sources establish a heterogeneous portfolio operating principally through Rockstar Games, 2K, and Zynga, across console, mobile, and PC environments.[1–3] The analysis finds that touchpoint properties differ materially by environment; commercial engagement, retention, time-played, and spending cannot serve as unvalidated stand-alone proxies for meaning; several candidate MM mappings overlap established constructs in self-determination theory and meaningful-entertainment research; and no problem–intervention correspondence analysis is warranted because no problem or intervention architecture has been established. The study identifies descriptive research and independent, consented inquiry as the strongest current lever classes while rejecting in-product meaning prompts and MentratiK-operated player communities. It also shows that the Meaning Touchpoint Study form itself can preserve evidence states, competing explanations, Meaning Sovereignty, breakability, scope limits, and evidence return. The consequential external source set has been substantially hardened through the completed release-control package. This v1.0 public edition has completed founder freeze and MK-IDPS-001 production verification.

1. Research posture and evidence discipline

Starting altitude: the Stack has repeatedly demonstrated generative translation across forms and scales. The question here is not whether MK → MM → MF can travel at all. The question is what bounded form is appropriate, which joints are implicated, what remains invariant, what established explanations already occupy the terrain, and what breaks under contact with evidence.

This revised study uses the following states: External Evidence; MentratiK Native Architecture; Interpretive Bridge; Candidate Mapping; Hypothesis; Proposed Implementation; Experimental; Unsupported; Unresolved; Broken / Disconfirmed; Not Canon; and Internal Source Unavailable. Lack of retrieved support is not treated as disconfirmation.

Source boundary

The Cowork pass assembled 43 claims and 28 sources, but most non-10-K sources were read only through excerpts or abstracts. The FY2026 Form 10-K and official FY2026 earnings release are now directly recoverable from SEC and Take-Two sources.[1–3] Full-source verification was completed for the consequential claims retained in this frozen v1.0 public research object. The academic sources used here establish comparator constructs and methodological caution, not validation of MM.

2. Research-object boundary

The research object is Take-Two Interactive Software, Inc. at the institution-and-portfolio level, with analysis narrowed to specific labels, products, and environments where the evidence supports that scope. The FY2026 Form 10-K identifies Take-Two as a developer, publisher, and marketer of interactive entertainment operating principally through Rockstar Games, 2K, and Zynga.[1] This institutional grouping does not establish a common player experience, common touchpoint geometry, or shared meaning mechanic.

The study does not examine individual players through primary data, does not substitute one franchise for the company, does not assess the moral worth of game content, and does not infer meaning from reach, revenue, membership, downloads, sold-in units, or time played.

Provisional definition: meaning-relevant touchpoint

For this study, a meaning-relevant touchpoint is a bounded point at which an institutional, product, community, research, or adjacent-resource environment may contact processes relevant to how people form, carry, test, rupture, reconstruct, or participate in meaning. The term identifies a research surface. It does not establish that a meaning mechanic is present, beneficial, harmful, or intervention-ready.

Title correction

The Cowork subtitle “the Architecture of Cultural Reach” is not retained. The package did not define or establish an architecture of cultural reach. “Geometry of Meaning-Relevant Touchpoints” better matches the evidence: differentiated environments, bounded contact points, and explicit scope limits.

3. Institutional baseline

Take-Two’s FY2026 filing describes products for console, mobile, and PC distribution and identifies Rockstar Games, 2K, and Zynga as principal operating labels.[1] The official FY2026 earnings release reports $6.72 billion in fiscal-year Net Bookings and identifies recurrent consumer spending as a major financial category.[3] Those figures establish institutional and commercial scale. They do not establish unique people reached, active participation, wellbeing, meaning, or healthy meaning.

The company’s own materials also make commercial objectives visible: post-launch content, recurrent spending, engagement, growth, advertising, and tailored communications are part of the operating environment.[1,3] That context matters because a meaning architecture placed near these systems would be vulnerable to capture as engagement, retention, personalization, or revenue infrastructure.

4. Touchpoint geometry

The strongest result is heterogeneity. The portfolio contains narrative, competitive, social, persistent, episodic, creator-linked, mobile free-to-play, premium, and governed community environments. The evidence does not support collapsing these into one portfolio-wide participation model.

Finding	State	Disposition
Portfolio-wide geometry	BROKEN / DISCONFIRMED as a generalization	Narrow every claim to the evidenced label, title, platform, or environment.
Repeated participation inferred from recurrent spending	UNSUPPORTED	Retain recurrent spending as a financial category only.
Account identity equals psychological identity	UNSUPPORTED	Separate account persistence from identity-bearing experience.
Community channels establish community quality	UNSUPPORTED	Treat channels, rules, and tools as existence evidence only.
Platform mediation	EXTERNAL EVIDENCE	Retain as an institutional dependency for any later implementation analysis.

This finding sharpens the Stack by identifying the proper joint: the institution is not the unit at which all meaning-relevant properties can be assumed to converge.

5. Candidate meaning-relevant mechanics

The Cowork mechanics matrix is retained as a candidate-mapping control, not as a findings table. Where evidence exists, established constructs already explain important terrain. Self-determination theory associates video-game appeal and wellbeing effects with competence, autonomy, and relatedness.[4] Experimental meaningful-entertainment research distinguishes enjoyment from appreciation and links appreciation more strongly with story characteristics, insight, and relatedness.[6–7] These established constructs therefore receive explanatory priority over MentratiK terminology unless MM demonstrates a distinct, measurable contribution.

Candidate cluster	Current state	Required test
Agency, belonging, mastery	INTERPRETIVE BRIDGE with direct established comparators	Test incremental value beyond autonomy, relatedness, and competence.
Significance, narrative participation	INTERPRETIVE BRIDGE with appreciation/eudaimonic entertainment	Distinguish MM claims from appreciation, insight, and relatedness.
Identity, status	UNSUPPORTED in this pass	Retrieve identity, avatar, social-identity, status, and competition literatures before mapping.
Coherence, contradiction, continuity, load, rupture, reconstruction, consequence, responsibility	UNSUPPORTED / UNTESTED	Reconcile against actual MM definitions, then retrieve construct-specific comparators.
Shared-environment participation	INTERPRETIVE BRIDGE	Distinguish from social presence, third-place, affiliation, and social-capital accounts.

The Cowork formulation that unsupported mappings represent a “failed joint” is narrowed. The failure is not the construct. The failed joint is the attempt to treat a thin desk-research pass as sufficient external support.

6. Competing explanations

Entertainment, novelty, habit, reward structures, immersion, competition, mastery, escapism, affiliation, narrative engagement, usability, access, player culture, commercial design, and self-determination remain live explanations. Meaning-Mechanics enters the comparison as MentratiK’s formal domain, not as a privileged verdict. Established explanations remain live comparators, and MM must demonstrate distinct explanatory or measurement value where a stronger claim is made.

The decisive research rule is incremental explanatory value: where established constructs explain the observation equally well or better, the MM mapping must narrow, split, remain unresolved, or be rejected. Similar language is not evidence of a distinct mechanic.

7. Lever map and intervention boundary

No problem requiring intervention has been established. Therefore, the lever map is treated as a research-options map, not an implementation plan.

Retain as bounded research candidates

- Descriptive analysis of public governance and player-safety architecture.
- Non-interventional audit of existing mechanics and sovereignty-relevant risks.
- Observation of creator ecosystems without seeding or steering participant content.
- Independent, consented measurement with established comparators and pre-registered falsifiers.
- Open-ended qualitative inquiry that begins with participants’ own language rather than imposing MentratiK categories.

Reject or park

- Reject in-product “meaning prompts” or engineered meaning cues.
- Reject a MentratiK-operated player community as outside the present institutional role and high-risk under Meaning Sovereignty.
- Park any use of MPL-28 pending construct correspondence, population fit, ethical review, and evidence-driven justification.
- Do not create parent, clinical, or therapeutic resources where established fields already own the responsibility.

8. Meaning Sovereignty and capture risk

Meaning Sovereignty is not a closing disclaimer. It changes the allowable research and implementation space. The strongest risks identified in this domain are covert optimization, identity or belonging manipulation, normative instruction disguised as neutral mechanics, vulnerability exploitation, refusal pathologization, and conversion of meaning architecture into engagement or revenue infrastructure.

No MentratiK construct should function as an input, label, score, or optimization target in a retention, spending, engagement, personalization, matchmaking, or individual-level behavioral-control system.

Commercial engagement systems are not inherently evidence of wrongdoing. They are structural conditions that make misuse plausible and therefore require clear boundaries, independent measurement, explicit consent, and separation between participant-defined meaning and institutional objectives.

9. Measurement and falsification

The Cowork package correctly refused to invent instruments, coefficients, samples, or results. The following measurement correction is now controlling:

Engagement, retention, time played, and spending are unsupported as stand-alone proxies for meaning. The proxy route is methodologically rejected unless independent meaning measures and competing explanations are included.

This is not evidence that engagement and meaning can never covary. The 2022 Royal Society study found little to no evidence for a causal connection between time played and wellbeing in its sample and emphasized that motivations may matter.[5] Wellbeing is not meaning, and the study does not test MentratiK constructs. Its relevance is caution against treating behavioral volume as a self-explanatory human outcome.

Any future study should require: participant-defined or independently validated outcomes; established comparator constructs; pre-registered disconfirming results; scope-limited claims; ethical safeguards; and a plan for null, adverse, or contradictory findings to return upstream.

10. PIC/FIA determination

PIC/FIA is not applied to Take-Two in this study. No organizational or player problem has been established, and no intervention dependency map exists. Hypothetical pairings in the Cowork package remain illustrations only.

The study preserves a serious but now better-specified collision. Intervention Mapping moves iteratively from problem analysis through determinants, matched intervention methods, implementation, and evaluation. The 2021 MRC framework foregrounds context, programme theory, stakeholder engagement, key uncertainties, intervention refinement, and economic considerations. The updated CFIR is a determinant framework for assessing contextual factors that influence implementation. These established approaches occupy substantial neighboring territory. On the evidence reviewed here, none is identical to PIC's explicit Problem Dependency Map ↔ Intervention Dependency Map correspondence object or the current FIA mismatch taxonomy. Accordingly, overlap is established; distinctiveness remains a research question; novelty is not claimed.[7–9]

11. Transinstantiation determination

No Take-Two product, community, governance, measurement, or intervention instance was produced. Therefore, no downstream Take-Two transinstantiation invariant was tested.

However, the research process did produce a provisional instance of the Meaning Touchpoint Study form. That form translated Stack architecture into a bounded research object with explicit evidence states, competing explanations, Meaning Sovereignty review, break conditions, scope limits, and an evidence-return path. The study therefore supports a narrower methodological finding: candidate invariants can be inspected at the research-form level, even though they have not been validated across implementation contexts.

Candidate invariant	Observed in this research instance?	Status
Meaning Sovereignty boundary	Yes, materially constrained routes	Observed in form; not validated across domains.
Explicit evidence state	Yes	Observed in form; quality still depends on source depth.
Breakability	Yes, including rejected routes and narrowed generalizations	Observed in form.
Competing explanations	Yes	Observed in form.
Evidence-return capability	Yes, with named upstream reconciliations	Observed in form.
Traceability to full MK architecture	No	Not assessed; full MK traceability was unnecessary for this bounded pass.
Cross-context invariant survival	No	Requires at least one additional context-distinct instance and comparison.

12. Break record and evidence return

The revised break record distinguishes actual breaks from evidence gaps.

ID	Joint	Revised state	Return upstream
BRK-001R	Engagement/spend → meaning proxy	UNSUPPORTED as a stand-alone proxy; methodologically rejected without independent measures	Refine measurement doctrine; do not claim universal nonrelationship.
BRK-002	Portfolio → single geometry	BROKEN / DISCONFIRMED generalization	Require environment-level scope.
BRK-003R	M09–M16 external support	EVIDENCE GAP / UNTESTED	Reconcile definitions and retrieve targeted literatures.
BRK-004	Assumed Take-Two research access	UNRESOLVED / unavailable	No partner or data-access assumption.
BRK-005	PIC/FIA novelty	UNRESOLVED with high construct collision	No novelty claim; conduct comparative research.
BRK-006	Oliver et al. citation	RESOLVED bibliographic inconsistency	Resolved before freeze using the DOI and verified version-of-record bibliographic record; repository/version-of-record date distinction preserved.
BRK-007	Public-site cross-check	RESOLVED internally by Copilot continuity, not by Cowork	Apply current website doctrine during public-language review.

These breaks are productive outputs of the research architecture. They localize what failed, preserve what remains open, and return evidence upstream for revision. Broader consequences remain available if later evidence warrants them.

Proving-ground determination

This study functions as a bounded proving-ground instance for Meaning-First research. That does not imply that Take-Two, its labels, products, players, or communities require MentratiK. It establishes instead that the research architecture generated discriminating output under contact with evidence: a portfolio-wide geometry was rejected, stand-alone behavioral proxies for meaning were rejected, established explanations retained priority where warranted, governance boundaries constrained possible applications, PIC/FIA was withheld where its prerequisites were absent, and unresolved questions returned upstream for further testing.

13. Findings that survive this pass

1. Take-Two must be analyzed as a heterogeneous portfolio of environments rather than one unified touchpoint geometry.
2. Commercial scale and repeated spending do not establish meaning, wellbeing, or healthy meaning.
3. Established game-research constructs occupy substantial portions of the proposed meaning-relevant terrain.
4. MM mappings require incremental explanatory value and defensible operationalization.
5. Descriptive research and independent, consented inquiry currently fit better than in-product intervention.
6. Meaning Sovereignty excludes engineered meaning prompts, covert optimization, and MentratiK-operated behavioral environments.
7. PIC/FIA is not applicable until both a problem architecture and an intervention architecture exist.
8. The Meaning Touchpoint Study form generated discriminating output, including narrowing, rejection, and preserved gaps.
9. No Take-Two relationship, endorsement, need, implementation, or partnership case is established.

14. Non-conclusions

- The study does not conclude that games are or are not meaningful.
- It does not conclude that Take-Two environments share one upstream meaning cause.
- It does not establish that any named MM construct operates in any title or player population.
- It does not validate transinstantiation, PIC/FIA, MPL-28, or the Meaning Touchpoint Study form.
- It does not establish that Take-Two should adopt, fund, license, test, or implement MentratiK architecture.
- It does not authorize public website language or use of Take-Two names in promotional framing.

15. Release controls

10. The consequential claims and sources retained in this version have completed targeted verification, evidence-state review, Meaning-Sovereignty review, public-language review, pagination review, and final visual inspection. The controlled annex preserves detailed traceability and remaining research limits.

16. Authorization state

FROZEN · PUBLICATION AUTHORIZED · NOT CANON · NO THIRD-PARTY ENDORSEMENT OR PARTICIPATION

The study is a bounded public research object. Publication does not convert candidate constructs into Canon, empirical validation, or a Take-Two implementation case. Future evidence may narrow, break, reconstruct, or strengthen its findings through the established evidence-return path.

The next question is not whether the Stack is allowed to travel. It is which bounded research question, if any, has earned the next application of load.

That is Meaning-First doing disciplinary work: MK generates upstream architecture; MM formalizes the domain; MF investigates, tests, governs, translates, and where warranted implements. Reality answers. Evidence returns. MentratiK does not have to claim that it invented the human phenomena underneath the layer in order to state confidently that it developed and stewards the architecture being tested here.

The answer is substantive. The Take-Two portfolio does not support one meaning-relevant geometry. Behavioral volume does not become meaning by convenience. Established theories occupy real terrain and must be confronted directly. Some candidate mappings remain open; others are unsupported in this pass. Several implementation routes are prohibited on governance grounds. PIC/FIA has no Take-Two application without a defined problem and intervention architecture. At the same time, the Meaning Touchpoint Study form itself generated useful discrimination, break records, research boundaries, and evidence return.

Meaning Touchpoint Study No. 001 does not ask permission for the Stack to be the Stack. It asks the harder question: what happens when the architecture is carried into a real domain, placed beside established explanations, bounded by Meaning Sovereignty, and allowed to lose where it should lose?

17. Evidence-posture conclusion

Selected references used in this revision

ID	Reference
[1]	Take-Two Interactive Software, Inc. Form 10-K for the fiscal year ended March 31, 2026, filed May 22, 2026. SEC accession 0001628280-26-037434.
[2]	Take-Two Interactive Software, Inc. 2026 Annual Report.
[3]	Take-Two Interactive Software, Inc. Reports Results for Fourth Quarter and Fiscal Year 2026, May 21, 2026, Exhibit 99.1.
[4]	Przybylski, A. K., Rigby, C. S., & Ryan, R. M. (2010). A Motivational Model of Video Game Engagement. Review of General Psychology, 14(2), 154–166. https://doi.org/10.1037/a0019440.
[5]	Vuorre, M., Johannes, N., Magnusson, K., & Przybylski, A. K. (2022). Time spent playing video games is unlikely to impact well-being. Royal Society Open Science, 9(7), 220411. https://doi.org/10.1098/rsos.220411.
[6]	Oliver, M. B., Bowman, N. D., Woolley, J. K., Rogers, R., Sherrick, B. I., & Chung, M.-Y. (2016). Video games as meaningful entertainment experiences. Psychology of Popular Media Culture, 5(4), 390–405. https://doi.org/10.1037/ppm0000066. Butler repository lists the work as 2015; the frozen bibliography uses the verified version-of-record record while preserving that date distinction.
[7]	Fernandez, M. E., Ruiter, R. A. C., Markham, C. M., & Kok, G. (2019). Intervention Mapping: Theory- and Evidence-Based Health Promotion Program Planning: Perspective and Examples. Frontiers in Public Health, 7:209. https://doi.org/10.3389/fpubh.2019.00209.
[8]	Skivington, K., et al. (2021). A new framework for developing and evaluating complex interventions: update of Medical Research Council guidance. BMJ, 374:n2061. https://doi.org/10.1136/bmj.n2061.
[9]	Damschroder, L. J., Reardon, C. M., Opra Widerquist, M. A., & Lowery, J. (2022). The updated Consolidated Framework for Implementation Research based on user feedback. Implementation Science, 17:75. https://doi.org/10.1186/s13012-022-01245-0.

Document control

Document	Meaning Touchpoint Study No. 001 — Take-Two Interactive and the Geometry of Meaning-Relevant Touchpoints
Version	v1.0
Date	2026-11-13
Status	Frozen public research object after evidence-posture, proving-ground, and production verification
Supersedes	v0.6 hardened development/freeze lineage; Cowork principal study v0.1 retained as originating provenance.
Primary source package	Take Two Touchpoint Study / Study Files
Next controlled object	Governed publication, frozen PDF verification, and public research-object derivatives

Appendix A. Claims-and-Source Appendix

Control field	Controlling statement
Purpose	Identify the consequential claims retained in the revised principal study, distinguish support type and depth, and record remaining hardening.
Scope	Selective control appendix. It does not reproduce the original 43-row Cowork ledger.
Provenance	The original Cowork claim ledger and source register remain retained as the originating research record.
Authority	This appendix governs the claims that survive into the v1.0 frozen principal study.
Publication state	Inclusion records claim control within the publication-authorized v1.0 frozen research object.

A1. Evidence-strength summary

Strength class	Definition	Retained claims	Current assessment	Release consequence
E1 — Strong direct	Direct official filing/release or directly accessed peer-reviewed full text; proposition closely matches source.	R01, R02, R04, R07, R08	Strongest current evidence tier.	Exact locator and bibliography verification completed for the retained v1.0 claim set.
E2 — Supported synthesis	Direct evidence supports components; the retained proposition is a bounded synthesis or methodological inference.	R03, R05, R06, R09, R10	Defensible if scope and inference are explicit.	Claim-to-source locator and wording review completed for the retained v1.0 claim set.
E3 — Internal architectural	Governed MentratiK architecture, control state, or direct inspection of the research package.	R13, R14, R16–R20	Strong internally, but not external empirical validation.	Must trace to controlled internal source and preserve Not Canon / governance state where applicable.
E4 — Provisional / limited	Evidence gap, excerpt-level comparator, unresolved collision, or pass-specific absence of support.	R11, R12	Pass-specific evidence gaps / bounded absence-of-establishment statements remain provisional.	Keep narrowly stated; no additional external research unless these claims expand.
Overall	The study has a sound corporate baseline and several well-supported comparator claims, but its MM-specific and PIC/FIA-comparison claims remain provisional.	20 retained claims	Corporate baseline and principal comparator claims are now substantially hardened. Remaining release risk is mostly internal traceability and summary/public-language inheritance.	Targeted hardening completed for the claims surviving into v1.0 public release.

A2. Consequential claim ledger

ID	Proposition	State	Source(s)	Strength	Disposition / hardening
R01	Take-Two operates principally through Rockstar Games, 2K, and Zynga.	External evidence	S01	E1	Retain. Exact locator: FY2026 Form 10-K, Part I, Item 1, Business > General, p.1.
R02	Take-Two develops and publishes across console, mobile, and PC environments.	External evidence	S01	E1	Retain. Exact locator: FY2026 Form 10-K, Part I, Item 1, Business > General, p.1.
R03	One institutional portfolio does not establish one common player experience or touchpoint geometry.	External evidence + synthesis	S01; geometry map	E2	Retain at environment-level scope.
R04	FY2026 Net Bookings were $6.72 billion.	External evidence	S03	E1	Retain only as institutional scale. Exact locator: FY2026 earnings release, Fiscal Year 2026 Financial and Operational Highlights, p.2.
R05	Recurrent consumer spending is a financial category and does not establish participation, wellbeing, meaning, or healthy meaning.	External evidence + methodological boundary	S01; S03	E2	Retain. Corporate definitions located in FY2026 earnings release, pp.1–2; use only as a financial/engagement category.
R06	Engagement, retention, time played, and spending are unsupported as stand-alone proxies for meaning.	Methodological conclusion	S03; A02	E2	Retain as proxy rejection; covariance remains possible.
R07	The cited 2022 study found little to no causal connection between time played and wellbeing, while motivations may matter.	External evidence	A02	E1	Retain with scope: wellbeing is not meaning; no MM test.
R08	Self-determination research explains game engagement through competence, autonomy, and relatedness.	External evidence	A01	E1	Retain as established comparator.
R09	Meaningful-entertainment research distinguishes enjoyment from appreciation and links appreciation with story, insight, and relatedness.	External evidence	A03	E1	Retain. DOI and version-of-record journal metadata reconciled; preserve repository 2015 / journal volume 5 issue 4 distinction.
R10	Agency, belonging, mastery, significance, and narrative-participation mappings overlap established constructs.	Interpretive bridge	A01; A03	E2	Retain; require incremental-value test.
R11	Coherence, contradiction, continuity, load, rupture, reconstruction, consequence, and responsibility remain unsupported or untested in this pass.	Pass-specific evidence state	Mechanics matrix; internal reconciliation	E4	Retain only as a pass-specific status; not a break.
R12	No problem requiring Take-Two intervention was established in this desk-research pass.	Research conclusion	Study corpus	E4	Retain with strict scope; absence of establishment is not proof of absence.
R13	In-product meaning prompts and a MentratiK-operated player community fail current Meaning-Sovereignty and scope tests.	MentratiK native architecture	Meaning Sovereignty; lever map	E3	Retain as current governed prohibition.
R14	PIC/FIA is not applicable until problem and intervention architectures are represented.	MentratiK native architecture	PIC/FIA v0.2 continuity	E3	Retain; no Take-Two PIC/FIA finding.
R15	PIC/FIA overlaps established implementation and intervention-development concerns.	External comparator + unresolved novelty	A04–A06	E2	Retain as a bounded collision statement. Full/open comparator sources reviewed; no PIC/FIA novelty claim authorized.
R16	No Take-Two product, community, governance, measurement, or intervention instance was produced.	Research conclusion	Study outputs	E3	Retain.
R17	The process produced a provisional instance of the Meaning Touchpoint Study form.	MentratiK architecture + synthesis	Revised study architecture	E3	Retain as methodological finding, not validation.
R18	The study form preserved evidence states, competing explanations, Meaning Sovereignty, breakability, scope limits, and evidence return.	Analytic conclusion	Cowork package; revised study	E3	Retain as observed properties, not validated invariants.
R19	No Take-Two endorsement, participation,	Research boundary	Entire corpus	E3	Retain prominently.

ID	Proposition	State	Source(s)	Strength	Disposition / hardening
	partnership, need, or implementation case is established.				
R20	The v1.0 study is frozen and publication-authorized as an independent public research object.	Governance state	MentratiK internal decision	E3	Controlled in v1.0 freeze.

A3. Source register for retained claims

ID	Author / issuer	Title	Date	Locator	Access depth	Use / limitation
S01	Take-Two Interactive Software, Inc.	Form 10-K for fiscal year ended March 31, 2026	2026-05-22	SEC accession 0001628280-26-037434	Direct official filing	Primary corporate baseline; exact locators recorded in the active v1.0 claim ledger.
S02	Take-Two Interactive Software, Inc.	2026 Annual Report	2026	Official investor-relations report	Direct official report	Formatted counterpart to S01, not independent corroboration.
S03	Take-Two Interactive Software, Inc.	Results for Fourth Quarter and Fiscal Year 2026	2026-05-21	SEC Exhibit 99.1	Direct official release	Use for $6.72B Net Bookings and defined financial metrics.
A01	Przybylski, Rigby, and Ryan	A Motivational Model of Video Game Engagement	2010	DOI 10.1037/a0019440	Direct full text	Comparator for competence, autonomy, relatedness, immersion, and wellbeing mechanisms.
A02	Vuorre, Johannes, Magnusson, and Przybylski	Time spent playing video games is unlikely to impact well-being	2022	DOI 10.1098/rsos.220411	Direct full text / official journal	Use only for time played and wellbeing; not meaning and not MM.
A03	Oliver, Bowman, Woolley, Rogers, Sherrick, and Chung	Video Games as Meaningful Entertainment Experiences	Version of record: 2016; repository record: 2015	DOI 10.1037/ppm0000066	Repository record + post-print/full text	Use for enjoyment/appreciation distinction. DOI and journal volume/issue/pages are now reconciled; preserve repository/version-of-record date distinction.
A04–A06	Fernandez et al.; Skivington et al.; Damschroder et al.	Intervention Mapping; MRC complex-intervention framework; updated CFIR	2019; 2021; 2022	DOIs 10.3389/fpubh.2019.00209; 10.1136/bmj.n2061; 10.1186/s13012-022-01245-0	Open full text / detailed authoritative records reviewed	Comparator collision strengthened: IM links problem analysis, determinants, methods and implementation; MRC integrates context, programme theory, stakeholders, uncertainties and refinement; CFIR evaluates implementation determinants/context. None duplicates the full PIC two-map/FIA taxonomy on this evidence.

A4. Claims removed, narrowed, or reclassified

Prior formulation	Action	Controlling revision
Engagement/spending is disconfirmed as meaning evidence	Reclassified	Unsupported as a stand-alone proxy; no universal nonrelationship is claimed.
This pass produced no instance	Narrowed	No Take-Two implementation instance; one provisional research-form instance.
Architecture of Cultural Reach	Removed from title	The package did not define or establish cultural reach as an architecture.
M09–M16 represent a failed joint	Reclassified	Evidence gap / untested mapping; thin retrieval was the failed joint.
All 43 Cowork claims belong in the active study	Rejected	Only consequential surviving claims are governed here; original ledger remains provenance.
All 28 Cowork sources are publication-ready	Rejected	Most were excerpt/abstract-level; hardening is targeted to surviving claims.

A5. Release gate for claims and sources

Gate	Control	Requirement	Current state
G1	Exact locator	Every retained external claim has an exact source locator in the active ledger.	Controlled for retained v1.0 external claims; final locator sweep completed for publication.
G2	Full-source access	Every consequential academic comparator is read beyond an excerpt or abstract.	Controlled for retained academic comparators, including PIC/FIA comparison sources.
G3	Source independence	Duplicate corporate sources are not counted as independent corroboration.	Controlled
G4	Evidence-state discipline	Pass-specific absence of support is not written as disconfirmation without contrary evidence.	Controlled in v1.0
G5	Internal traceability	Internal architecture claims trace to controlled MentratiK sources rather than Cowork paraphrase.	Controlled for the internal architecture claims retained in the v1.0 public research object.
G6	Summary inheritance	Executive summary and public synopsis do not strengthen any evidence state.	Controlled for v1.0 publication; public derivatives must inherit the frozen evidence states without strengthening them.
G7	Conflict visibility	Source conflicts remain visible until resolved.	Controlled: DOI/journal metadata reconciled with repository/version-of-record distinction preserved.
G8	Publication decision	Claim, source, architecture, Meaning-Sovereignty, and public-language reviews culminate in explicit authorization.	Reached for v1.0 freeze

About the Author

J. Rick Sanchez is the founder of MentratiK, the research and infrastructure institution developing and stewarding MK → MM → MF, the integrated MK → MM → MF architecture for the Meaning Layer. His work centers on the architecture, research, measurement, governance, and implementation development of Meaning Kernel, Meaning-Mechanics, and Meaning-First.

Preferred citation

Sanchez, J. R. (2026). The Geometry of Meaning: Take-Two Interactive and Meaning-Relevant Touchpoints. MentratiK. Meaning Touchpoint Study MTS-001. Version 1.0.

Publication control note

Version v1.0 frozen public research edition. This publication carries forward the hardened evidence-posture and proving-ground controls developed through the v0.x lineage and follows MK-IDPS-001 public-study format. No Take-Two, Rockstar Games, 2K, or Zynga participation, review, endorsement, partnership, or implementation intent is implied.