

See: GAME THEORY

Kindness and concern have value - it's not a hard currency but it is a currency none the less...

What we crave most in this world is connection
Community Exchange Model -

Mr. Kanauff - stand and point... remember... you helped to create it... build it...
"Build it and they will come."
Field of Dreams
"Lady Patron Bountiful"
From: The Philadelphia Story
"Tell me something will you. When you can do a thing like that back, how can you possibly do anything else?"
Riddle me this...

Donation Nation Patron...
Become a nation = a federation of tribes [competing ideologies... teams]
federal [compact, league, akin to trust - more @ BIDE]
bide [to wait, to trust, to believe]:: to continue in a state or condition 2: to wait awhile: TARRY 3: to continue in a place: SOJOURN ~ vt 1: to wait for 2: archaic: to wait confidently or defiantly: WITHSTAND DAB - doing your best even while others are doing their worst... He is his heaven!

- 1 Stand and Point
- 2 Two Steps Back
- 3 Metaphysical Big Bang
- 4 Signs and Indicators

critical path analysis - conditional array - conditional modal - the narrow path
- I think. I think I am. Therefore I am. I think. Waypoints closer the way approximations.
In The Beginning - The Moody Blues

glimpse the big picture

- 1 Stand and Point - Say what you are going to do, share... a treasure map of sorts... an ontological map of the human condition.
- 2 Two Steps Back - Say how you are going to do it. connect the dots, jigsaw puzzle
- 3 Materialized creative consciousness conceptual methods, models, & maps
- 4 Signs and Indicators - Say what you've done. Do It! - Again... Let's do it again! The role of: Being recreated by: Reincarnation. Ignorance. Less

Sports metaphor of human conflict - Game Theory
empirical information on the relative advantages of the various pure strategies at their disposal. mass-action interpretation See Below

connect - the - dots jigsaw puzzle storyboard small map analogy

Free agents > potential initiates, minions competing ideologies :: evolution vs. revolution
Competing teams tribes > views, values, visions (ideologies) (equal human rights vs. class privilege) fair))
Yin Yang (clues/cues) avatar nature vs. troll nature - It's a Wonderful Life (1946) Inspirational Film Example

concept [to conceive] "i: something conceived in the mind: THOUGHT, NOTION": an abstract or generic idea generalized from particular instances
- Everything begins as a thought
conceive HEAVE ELEVATE THROW CAST
He is His Heaven!

turn based game play reinforce/diminish
loose associations, close connections
tribal in that they become closely connected through shared views (their view of the world and their role in it), values (the principles and priorities their lives revolve around), and vision (the world or state of human affairs they dream of). AIM resonant ring of truth... shared resonance... ideology... envision - desire
team in that they exhibit loose associations through their mass actions that are guided by their close connections resulting in mass effect. act in concert
tribal in that they become closely connected through shared views (their view of the world and their role in it), values (the principles and priorities their lives revolve around), and vision (the world or state of human affairs they dream of). AIM resonant ring of truth... shared resonance... ideology... envision - desire
team in that they exhibit loose associations through their mass actions that are guided by their close connections resulting in mass effect. act in concert
- league (established authority of game play rules) > A game is a (participatory) process to help people think critically about a problem that is very complex... we choose... zero-sum vs. non-zero-sum game play...
Chosen Discipline > Master's Craft > Wizardry A.C.E.

Henry Ford "Thinking..." I sought support for the craft by means of a stipend payable to associates of a well-regulated Militia. 77-78 -> competitive collaboration -
stipend [gift + to weigh, pay - more @ (PENDANT - something suspended or supported from above)] & collaborative competition...
* Become a patron of the art and science of crafting yourself and the world around you... The Master's Craft!
Please donate in support of my practice... a work in progress
to support me in my practice of the Master's Craft

Henry Ford (2) idea [to see, more @ WIT] "1a: a transcendent entity that is a real pattern of which existing things are imperfect representations b: a standard of perfection: IDEAL c: a plan for action: DESIGN 3c: an entity (as a thought, concept, sensation, or image) actually or potentially present to consciousness (DAB pattern recognition)

KUHN

About five years ago, the Economics Department at Princeton University was fortunate to have the next speaker as a visiting professor. He has been in the forefront of recognizing the importance of Nash's mass action interpretation: Jörgen Weibull.

WEIBULL

THE MASS ACTION INTERPRETATION

In his unpublished Ph.D. dissertation, John Nash provided two interpretations of his equilibrium concept for non-cooperative games, one rationalistic and one population-statistic. In the first, which became the standard interpretation, one imagines that the game in question is played only once, that the participants are "rational," and that they know the full structure of the game. However, Nash comments: "It is quite strongly a rationalistic and idealizing interpretation" ([36], p. 23). The second interpretation, which Nash calls the *mass-action* interpretation, was until recently largely unknown (Leonard [28], Weibull [53], Björnerstedt and Weibull [6]). Here Nash imagines that the game in question is played over and over again by participants who are not necessarily "rational" and who need not know the structure of the game:

If you think you can do a thing or think you can't do a thing, you're right.
Henry Ford

active & passive

"It is unnecessary to assume that the participants have full knowledge of the total structure of the game, or the ability and inclination to go through any complex reasoning processes. But the participants are supposed to accumulate empirical information on the relative advantages of the various pure strategies at their disposal.

connect-the-dots puzzle → the big picture emerges
ability = gifts
inclination = initiative
empirical = experimentation, observation, and experience
information = data points
relative = pertinent, relevant
scope = space or opportunity for unhampered motion, activity, or thought
range = the space or extent included, covered, or used

To be more detailed, we assume that there is a population (in the sense of statistics) of participants for each position of the game. Let us also assume that the 'average playing' of the game involves n participants selected at random from the n populations, and that there is a stable average frequency with which each pure strategy is employed by the 'average member' of the appropriate population.

tribe... team... mass action = mass effect

Since there is to be no collaboration between individuals playing in different positions of the game, the probability that a particular n -tuple of pure strategies will be employed in a playing of the game should be the product of the probabilities indicating the chance of each of the n pure strategies to be employed in a random playing" ([36], pp. 21 - 22.)

introduce • accept • reinforce / diminish • reject • cancel (cast-off)
project • suggest • accept • reject • cast-off

Thinking is the hardest work there is, which is probably the reason why so few engage in it... it is hard work, perseverance, learning, studying, sacrifice and most of all, love of what you are doing or learning to do.

Henry Ford

strategy = the art and science of command aimed at meeting the enemy (antagonist, foe, opponent) under conditions advantageous to one's own force; a careful plan or method especially for achieving an end

The Game Is the Stake

Jonathan Sheehan

Author's Note: *Wright's piece published by Cato Unbound is valuably read with his companion essay in the Atlantic, especially by anyone interested in the powerful religious arguments that he advances. I've taken the liberty of reacting to both, in hopes of putting the specifically religious questions on the table.*

The first explicitly game-theoretical argument ever written began like this: "God is, or He is not.... to which side shall we incline? Reason can decide nothing here.... A game is being played at the extremity of this infinite distance where heads or tails will turn up. What will you wager?"

The French mathematician Blaise Pascal—for he was the author, of course, and the date, 1660—answered simply. "Wager without hesitation that He is," for there is "an infinity of an infinitely happy life to gain," but only "a finite number of chances of loss."

What was Pascal after? Simply put, conversion. He offered the wager as a gift of Christian charity to the unbeliever. This charity he modeled on Paul's first letter to the Corinthians, "for Jews demand signs and Greeks seek wisdom, but we preach Christ crucified, a stumbling block to Jews and folly to Gentiles." The doubtful would trip over his wager, Pascal hoped, and tumble through conversion into belief.

Importantly, conversion was never a morally neutral project, neither for ^{the} him nor Paul. Adding another Christian to the world doubtless served the Christian community. But at heart of the conversion impulse ^{IMPEL:} was (and is) the conviction that the moral profit belongs to the new believer. The moral game of ^{INSPIRATION:} Christian conversion, in other words, is non-zero sum: the evangelist benefits, and so does the evangelee. ^{a wave of excitation...}
_{↳ benefit (win-win)}

Few saints were as clear (and ruthless) on this point as Augustine of Hippo. In a brief arguing for the Roman imperial suppression—he called it a "correction"—of the sect of heretic Christians known as Donatists, he compared them to raging madmen, who hate the physicians that would restore them to health. What they call violence and persecution, Augustine noted, is actually therapy for the sick soul. The "Church of Christ... persecutes in the spirit of love," he wrote. What greater act of charity than recalling men from the path of destruction and turning them to God?

Here's the point: zero sum and non-zero sum relationships depend on where you stand. The Donatists, ground under the imperial boot, found themselves playing a zero-sum game. Augustine's gain was their loss, and catastrophically so, as things turned out. From Augustine's perspective, however, this was not true at all. What they lost, according to him, was Hell. And what they got was Heaven. No doubt Augustine did pretty well for himself, preserving a unified Christian church. But the Donatists came

out ahead too, getting an infinitely valuable moral good—access to saving truths—plus the value of true Christian community. Everybody benefits, right?

Right?

Augustine tells us, I think, something interesting about Wright's gaming model of the moral imagination. The real stakes of the game do not matter. Or, more precisely, the nature of the game is the real stake. Augustine insisted he was playing a non-zero sum game. A Donatist could not possibly agree, and still remain a Donatist. For them, the difference between zero sum and non-zero sum games was the difference between life and death. The entire struggle turned on the question: what kind of game are we playing?

→ conflict of forces... What is at stake? BET, HAZZARD is a history of extinction... accepts the premise of the suggestion...

a mortal game ... conflict of forces... sustainability vs. extinction... materialized creative consciousness... the history of our world

This was true for Pascal too. Given his argument, even his seventeenth-century peers saw, any promise of infinite goods, however microscopically plausible, would demand your assent. But this weakness in the model didn't really matter. Pascal was not trying to persuade you of anything specific about God. Rather, his was an effort to persuade you to believe in the game in the first place. Once you commit to the idea of infinite goods—once you start playing Pascal's game—the game is already over.

And this seems to be true now as well. In his essay, Wright insists that *in fact* Muslims and Americans have common interests, and for this reason, we should believe in our non-zero sum relationship. In his naturalist language, we would just let the mental "machinery work as designed" and extend moral imagination to people with whom, in fact, our relationship is non-zero sum.

infinite potential infinite possibilities ... infinite benefit → we win! ... non-zero sum game...

But I don't see how this "common interest" can be neutrally adjudicated. We may have common interests, indeed. Or maybe not. Or, most likely of all, some are common, and some not. Our vision of political stability, say, may not be their vision of political stability. Even this is too easy: "they" is no doubt a stoutly plural category, with as many different political interests as there are interested parties. The same would go for other interests—economic, social, moral, and religious goods—which themselves are in competition with each other. No matter what, though, there is no neutral calculus for converting one interest into another, or weighing one against another. Only cash is fluidly convertible, not interests.

Conflict of Forces... sustainability vs. extinction!

human conflict choice of 1st Magnitude... standard of measure... competing ideologies... equal human rights... fair class privilege...

The crucial question, then, is whether we believe that we are playing a non-zero sum game. And, even more crucially, whether we can persuade others to believe that they too are playing such a game. And Wright recognizes this, I think. His sense that "transactional trust" rested on faith, in ancient times, rather than accurate perception, broadly testifies to this. In modern times, in his view, this trust is fading, the machine is "misfiring," because modern media are getting in the way, and persuading us to view (real) non-zero sum relations as zero sum relations. Hence the unnecessary conflict between America and the Muslims. Hence too the need for his book, to persuade us (and others) to believe in the non-zero sumness of things.

willful intent... can will guidance, violence choose your treasure of willful intent... can will guidance... course corrections... of violence...

to have faith that ultimately we wish to learn to live together, perhaps not in perfect harmony, but coexist!

Persuasion comes in different forms, though. Like Wright, Pascal hoped that his written arguments "... in order would win the favor of a public, and change the world. Augustine had more efficient means at his disposal. After all, his letter of correction was addressed to a man named Boniface, the Roman military tribunal charged with the enforcement of anti-Donatist laws in north Africa. Augustine, as it turns out,

* kindness and concern have value - it's not a hard currency, but it is a currency none the less...

was here not trying to persuade the Donatists at all. Rather, he wanted to persuade the most powerful empire on earth that the game was non-zero sum, and that it should start knocking some Donatist heads. For their own good, of course.

We might scoff at the transparency of Augustine's self-interest, but force and politics *often* decide the nature of the game. Since the beginning, truth be told, modern toleration talk has always depended on authority to enforce the kinds of games at play. John Locke's 1689 *Letter on Toleration*, for example, sounds a peaceful note. Anyone "may employ as many exhortations and arguments as he pleases, towards the promoting of another man's salvation," but "all force and compulsion are to be forborn." Locke sought to demolish the Augustinian moral game, to transform the non-zero sum (persecution in the spirit of love) into a zero sum (persecution is just persecution).

But what had the means to do this? Only a powerful state with the monopoly on violence, among whose prerogatives it is to determine what kinds of games are being played with what kinds of interests. It is the state that steps in and determines which interests have trumping power, and which do not. I might firmly believe that forcing you to go to church is a non-zero-sum game (since you would accrue infinite benefits), but the state tells me that I may not, because that is not how the game can be played.

This may sound like a good thing, and certainly it was for some. But definitely not if you happened to be Catholic, exactly those people who "have no right to be tolerated by the magistrate," in Locke's world, because of their commitment to papal supremacy. For Catholics, the non-zero-sum game of toleration organized by the modern British state was *entirely* a zero-sum game. They lost and the Protestants won, and it would take another 150 years before they would be granted a semblance of civil and political equality. And this was not an aberration of the system, but a sign of its smooth operation.

We might go a number of directions here, but I want to conclude with this suggestion: modern conflicts between "the West" and "the Muslims" have less to do with misfiring mental machinery, and more to do with the absence of any recognized authority for determining the kinds of games we are playing, and which interests should count in them. Settling the nature of the game, I suspect, will take more than appeals to a naturalized moral imagination. It will take hard political choices, whose costs will be significant, both to "us" and to "them." Admitting this up front seems the least we can do, speaking here from the center of our own most powerful of nations.

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Also from this issue

Lead Essay

- **Why We Think They Hate Us: Moral Imagination and the Possibility of Peace** by Robert Wright

The mechanism is operational... You joined the game in progress...
 Tunable Resonant Cavity (Vessel)... The infinite potential the individual represents... presence...
 The Long Shot... What's at stake... sustainability vs. extinction...
 a state of being encapsulated in a presence of mind...

Why your life could be part of someone else's game

By: Tom Chatfield; 21st September 2022

- Engaging a quest into a conspiracy or fictional mirror-world is akin to playing a uniquely compelling game: one offering a heady mix of purpose, exceptionalism and escape in its pursuit of purportedly forbidden knowledge. *unique, unfettered, absolute, and perfect access to reality... and therefore a monopoly of truth... they cast themselves as heroes...*
- Game-like elements underpin countless aspects of our lives today, from the mechanics of the workplace to how we spend our leisure time. You may consider yourself immune to conspiratorial manipulations, but you are most assuredly being played. Contrary to the motives of would-be freedom fighters – there's no easy way to take back control.
- An Alternate Reality Game is a fiction that plays out across multiple media, driven by a community of players encouraged to research puzzles and clues scattered across seemingly unrelated sources. Secret web addresses may be seeded in billboards, online videos or forum posts. Messages from – or even conversations with – fictional characters, played by actors, further the story. An active community of players and wiki-style repositories track everything that happens in the "alternate" reality while, behind the scenes, authors and designers drip-feed their players new material and challenges. *programming clues & cues... If an individual accepts the premise of the suggestion... the power of suggestion...*
- Conspiracy theories can be far more sinister and alarming than any game. Their potency is interwoven with matters of faith, politics and prejudice. Yet the ways in which its online transmission has tapped into a crisis of trust, while filling that void with a participatory fantasy, is painfully symptomatic of larger ills and of the ways in which people desperate for pleasure, purpose and community can get caught up in unreal versions of the world.
- The reward is participation in a rich and multifaceted story, woven throughout everyday life that is not so much piecing together fictions as claiming you've seen beneath reality's surface into a hidden pattern. *pattern recognition... a monopoly of truth... member of an exclusive class... tribe, team... our hero stories*
- Anyone hoping to confront the toxic appeal exerted by modern misinformation needs to face the fact that – among other things – people join the communities promulgating it because "they find it fun, they find it engaging, and they feel valued" with a perception perhaps of fellowship within a tribe of warrior freedom fighters. *engage in a quest*
- And the same mechanics underpinning this captivation are at work among not millions but *billions* of people every day, in the algorithmically-honed arenas of social media and weaponised information: in a world that "increasingly feels like a game we can't stop playing". *algorithm: broadly: a step-by-step procedure for solving a problem or accomplishing some end... recursive*
- Companies are utilizing "gamification" or game-like experiences (e.g. quests, opportunities) as a means to encourage and incentivise employees to work harder, faster and for longer at fundamentally disengaging work as a none-too-subtle form of surveillance and coercion. Gig workers may be the most exploited class because none of these quests and bonuses and promotions would matter if gig economy workers' overall pay wasn't so low. As it is, however, bonuses of a few extra dollars offered multiple times a day could make up a substantial proportion of their income, at which point they effectively cease to be optional. The system's shifting and ceaselessly monitored targets are, in effect, an intangible and unaccountable level of management.

- The more your work resembles a rigged game you have no choice but to play, the more likely you are to seek meaning and community elsewhere, and the more likely it may seem that hidden manipulations lurk behind all public rhetoric. "Companies that treat their workers like the robots they wish to replace them with," Hon argues, "also motivate workers by telling them they're part of a greater mission." But there's nothing authentic about most of the opportunities, incentives and targets on offer. They are, in the words of the academic and game designer Ian Bogost, pure "exploitationware": software loops whose ultimate purpose is to extract the maximum possible value at the minimum possible cost.
- The philosophy underlying this is known as *behaviourism*, and it's based on a deceptively simple proposition. Rather than trying to understand the inner intricacies of people's mental states, behaviourism suggests that paying close enough attention to stimuli and responses – that is, to the inputs and outputs of the black box known as "you" – is sufficient for understanding the human animal. Once established, this understanding can then be used to optimise both people and the systems surrounding them. At root, then, gamification can be thought of as an apparatus of feedback loops intended to reinforce certain behaviours, and, by extension, as an expression of faith in behaviourist models of mind and body. What is a game or a sport, after all, if not a structure within which luck and skill can endlessly be reified and rewarded?
recursive loops...
- Technology's transformation of sprawling aspirations into manageable, measurable elements and the power of the progression systems within them can be a source of awe of games' ability to motivate and enthrall us. But there's all the difference in the world between being helped to pursue a meaningful goal – whether it's health, pleasure or productivity – and being presented with various forms of optimisation and box-ticking as if these were themselves the height of human aspiration.
reify: to regard (something abstract) as a material thing
- The reason why a rat in a cage pushes a lever so much is because it's in a cage. It doesn't have anything else to do." Behaviourism offers an excellent description of how animals constrained within certain systems will respond to certain incentives. As a long-term recipe for human thriving, however, it's fatally undermined by its self-fulfilling over-simplifications: by the ways in which it suggests meaningful choices are bugs to be ironed out of suboptimal systems, rather than central aspects of freedom and dignity. *equal human rights*
- A rat pressing a lever 500 times isn't telling you how much fun it's having. It's expressing the fact that, out of the meagre options on display, this is the least terrible. Similarly, working with the grain of human nature doesn't mean trying to make people as predictable or optimisable as machines. It means taking a deep interest in *why* we love to play, for its own sake – then exploring how this might transform everyday experience without either deceiving or diminishing us. *Full disclosure of purpose... AIM... CONVERSION*
- What else does the responsible use of gamification entail? It's hard for any software – or workplace, or society – to operate ethically if too great a power imbalance is embedded within it. Transparency and the principled rejection of over-claiming are key. Similarly, "outsized rewards and punishments are an eye-catching way to motivate us, but they warp people's reasons for participating... and they can lead them to harmful or unhealthy behaviour".
the delicate balance... where in when the magic happens...

- *Work on behalf of users! What are actually encouraging people to do – and why they might wish to do so. Remain amazed at the tools at our disposal to change the world. Know that people are able to do amazing things, if you find the right combination of conditions and environment, of rights and guides. Gamification can work. You can use game design to help people talk to other people from different viewpoints. You can make them feel safe while doing it, make participation better through respectful dialogue thereby creating a better conversational experience.*
- *The best games, are patient and forgiving teachers, allowing players to experiment and improvise, and when they're ready, helping them to soar. They are paths leading towards something beyond the game: tools of possibility rather than coercion. And, for all its hazards, gamification too can be a part of this. Just so long as its levers and loops aren't mistaken for a final verdict on human nature – or the roadmap for a future within which work, play and consumption are equal grist to behaviourist mills.*
inspire...workplay

"Like an outboard motor in a septic tank!" Ray Harris

Impact Imparts Excitation... We get stirred up... We are moved!.. The impact of information, observations, or experiences can result in a stirring and we become moved. This is the moment of the thrill of it all that I referred to in the segment about how we steer the 'course of human events' by affecting the 'course of thought'. We get stirred up. We become aware that we have some work to do. We seek the knowledge and guidance necessary to return to our 'rest state'. Practice makes our work easier and playful. We begin to structure our knowledge and understanding of our activities and 'master' our practice and are at rest in our 'command' of it. We begin to share and ^{direct and protect} direct others in their quest for knowledge and guidance and thereby fulfill our responsibility of becoming as a 'Luminary' to others. This is an opportunity ^{to} bear witness. To cultivate and reinforce what is best and highest in others and ourselves.

we are folded into another day of play...

can will guidance... violence...

privilege and responsibility

What...Unlimited # of Beneficiaries

In the case of this World Wide Reality Game, the prizes that can be claimed by participants during game play take two fundamental forms: Unclaimed Inheritance and Lost Treasures.

Unclaimed Inheritance is singular because it is a 'state of affairs' that can only be laid claim to by the collective, at the 'Macrocosmic Level'. I envision this 'state of affairs' as a 'playground for the children'. I view this as the most desirable intention and the highest form of evolutionary development for the shared human experience.

In my opinion, this inheritance remains unclaimed because we are beguiled, continually forfeiting what is of greater

value for what is of lesser value. Every individual is blessed with certain gifts, talents and abilities, and the power to influence the course of human affairs. Yet we live beguiled, seemingly content to undervalue our creativity and productivity. Allowing those who believe themselves to be entitled to lord over us to claim credit and be compensated for our contributions.

Lost Treasures are plural because these can be laid claim to by individuals acting independently of one another. This is what I term 'workplay' and can be embodied and incorporated at the 'Microcosmic Level'.

Lost Treasures represent treasures that are 'lost to notice'. We remain ignorant of their value and therefore these treasures command little, if any, of our attention. We have become lost to our 'workplay', the opportunity to look forward to the ^{day's} ~~days~~ activities with the same joy and anticipation as a child who looks forward to another ^{day's} ~~days~~ play.

Work and play need not be mutually exclusive. When an individual discovers an activity that brings them joy and fulfillment, then work becomes play. This is another example of a 'conversion factor'.

This is a 'state of affairs' where we are enveloped in a quality of experience that is almost timeless. The day passes in a flash because we have been 'folded into' the play and companionship of good friends and fun activities. When the day ends, we lay our head down to rest so we can awaken refreshed with the anticipation of looking forward to another ^{day's} ~~days~~ activities. *Let's do it again!*
Do it again... a child's exclamation!

G. Spencer-Brown

George Spencer-Brown (born April 2, 1923, Grimsby, Lincolnshire, England) is a polymath best known as the author of Laws of Form. He describes himself as a "mathematician, consulting engineer, psychologist, educational consultant and practitioner, consulting psychotherapist, author, and poet.

Laws of Form, at once a work of mathematics and of philosophy, emerged out of work in electronic engineering Spencer-Brown did around 1960, and from lectures on mathematical logic he later gave under the auspices of the University of London's extension program. First published in 1969, it has never since gone out of print.

Spencer-Brown referred to the mathematical system of Laws of Form as the "primary algebra" and the "calculus of indications"; others have termed it "boundary algebra." The primary algebra is essentially an elegant minimalist notation for the two-element Boolean algebra, very similar to formal systems Charles Peirce devised in work written in the 1880s and 90s (see entitative graph), but in some cases not published until after the first edition of Laws of Form. Laws of Form has influenced, among others, Heinz von Foerster, Louis Kauffman, Niklas Luhmann, Humberto Maturana, Francisco Varela and William Bricken. Some of these authors devised "enhanced" or modified versions of Spencer-Brown's Laws of Form, with interesting consequences.

Two-element Boolean algebra

The two-element Boolean algebra is the simplest Boolean algebra, one having just two elements, named 1 and 0 by convention. Paul Halmos's name for this algebra, 2, has some following in the literature and will be employed here.

Associated with any Boolean algebra is a partially ordered set B called the universe or carrier, such that the operations of the Boolean algebra are mappings from B to B. The carrier is bounded by its distinguished members 0 and 1. 2 is simply the Boolean algebra whose carrier is identical to the set of its bounds, so that $B = \{0, 1\}$.

There are several names and notations for the two binary operations of Boolean algebra. Here they are called 'sum' and 'product', notated by infix '+' and '.', respectively. Product is often denoted by simply concatenating the operands. Sum and product commute and associate, as in the usual algebra of real numbers. As for order of operations, '.' precedes '+', but brackets may override. Hence $A.B + C$ is parsed as $(A.B) + C$ not $A.(B + C)$.

... a partially ordered set B called the universe or carrier (null set... empty set... infinite extension... continuum... [] is bounded by its distinguished members 0 (infinite potential, possibility... ... zero probability... potential emergence... Being @ REST [X]) and 1 ("a universe comes into being when a space is severed or taken apart" from Laws of Form - G. Spencer Brown)... Infinite potential, possibility... variable probability... To be is to be a value of a variable... The essence of being is becoming... emergent becoming

signs & indicators

boundary conditions... related to: modal

The casting of spells, the casting of roles...
called into being
conjure an order of being
call to order,
... a partially ordered set of all latent elements or sets
conditioned entanglement
entangled conditioning

boundary conditions... conditioned entanglement... see: modal... provision...

bonded pair



George Spencer-Brown and Journalism

October 5, 2016 clclark563 Journalism 4 comments

The following are two disconnected sections from a paper I've been trying to write for a long time now. The draft still needs work, but I thought I should post something since I haven't posted anything for a while:

Luhmannian systems theory, inspired by George Spencer-Brown's *Laws of Form* (1969), begins with the injunction to *draw a distinction*. We should ^{emphasize} ~~an~~ ~~indeed~~ ~~indeed~~ ~~an~~ injunction, or command. Spenser-Brown, a mathematician, likens "draw a distinction" to a recipe or musical composition. Two-sided forms are produced by distinctions, and a form is a command that if followed opens up some possibilities while simultaneously excluding others. The excluded possibilities, or the contents of the unmarked side of the form, remain available for future selection but are ignored ^{at least temporarily}. For Spenser-Brown, any mathematical operations, as well as ^{kinds} of thought, relies on a distinction; therefore, communication also relies on distinctions. Different distinctions give rise to different ways of seeing and knowing.

boundary conditions
 a choice narrows the boundaries of the solution set...
 critical path analysis...
 the narrow path...
 the way!

Our view of the world and our role in it...

As Spencer-Brown (1969) writes,

We take as given the idea of distinction and the idea of indication, and that we cannot make an indication without drawing a distinction. We take, therefore, the form of distinction for the form. (p. 1)

All distinctions have a marked side, and unmarked side, and the possibility to "cross the boundary" between marked and unmarked. In Spenser-Brown's words,

a distinction is drawn by arranging a boundary with separate sides so that a point on one side cannot reach the other side without crossing the boundary. For example, in a plane space a circle draws a distinction. Once a distinction is drawn, the spaces, states, or contents on each side of the boundary, being distinct, can be indicated" (p. 1). The space in which the distinction is drawn is called "the space severed or cloven by the distinction (p. 3).

For human consciousness as well as social systems, cognition requires the drawing of distinctions. We might call distinction a way of reducing complexity. In simple terms, if we try to take in everything we can focus on nothing.

In line with this concept of the two-side form, it is clear that autopoietic (self-producing and reproducing) systems are not entities in the ontological sense; they are *differences-system/environment differences*. That is to say, social systems theory does not treat systems in the ancient Greek sense as wholes made of parts (Rühl, 2008). Luhmannian systems theory is radically non-reductionist because it refuses to divide reality into whole and parts.

poet [maker, to make, create, akin to SKT cinoti - he heaps up]

We can say that the journalism system draws a circle with news on the inside and non-

Form	to form...	1	DISTINCT, SEVERAL, SEPARATE, DISCRETE
follows	distinctions		shared meaning element: not being each and every one the same
Function	to perform...		(e.g. multiverse)
	he enjoys		

news on the outside. To produce news, the journalistic ^{dissemination} communication must be able to cross the boundary from the marked to the unmarked sides of the form. The journalism system must continually produce news because the moment information becomes known it crosses over to the unmarked side of the form. The non-news that is repeated retains ^{the extraordinary} meaning but loses its ^{novel} news value. As Luhmann puts it, "New information is continually ^{becomes ordinary...} needed to satisfy the mass media system" because the moment information is actualized, ^{disseminated} or becomes known to the public, it loses its informative values and becomes non-^{information is a consumable with the potential of being converted into knowledge, understanding or wisdom!..} information (2012, p.121).

The public, we argue, is part of the journalism system because it closes the communication loop. In other words, once a story has started circulating among the public, journalism moves on to a new story. This process is especially important in contemporary global society because, thanks in part to social media, news very quickly becomes non-news. Consequently, the journalism system rarely devotes long spans of time to a single story. And when it does stay with one story for a duration of time, it must continually uncover new details or incorporate small stories into one larger story. Autopoietic systems can learn, and the feedback loop with the public allows journalism to learn. In particular, journalism learns how to produce more news and to produce it more quickly.

The Emergent Form

marked targeted for conversion

unmarked not targeted for conversion

.....

Luhmann argues that the printing press played a decisive role in the switch from stratification to functional differentiation. This dissemination media created a tension between hierarchy and heterarchy. This fact relates to the censorship issue. As Luhmann writes, ^{church -rank-} ^{pitch & catch!} ^{unranked-} ^(e.g. law & accounting firms) ^{see; Hierarchy, Cooperatives} ^{for}

In China and Korea, the printing press was a dissemination tool in ruling bureaucracies. In Europe, which had from the outset set its sights on the economic exploitation and market distribution of printed material, the authorities sought to resolve the conflict by means of censorship. Their failure, inevitable with the multiplicity of printing ^{centers in} various territories and the rapidly increasing complexity of printed communication, finally obliged all hierarchies, including those of politics and law, to come to terms with fundamentally heterarchically communicating society. Since the eighteenth century, this state of affairs has been celebrated as the primacy of "public opinion." As far as differentiation forms are concerned, this corresponds with the transition to functional differentiation.

Modern technology takes us an important step further. It also attacks the authority of the expert. (2012, p. 187)

The public, along with public opinion, has arisen in tandem with the journalism system, beginning with the invention of the printing press. Prior to the invention of the printing press there was no public as such. As Johannes Weber (2006), in his history of the newspaper in Europe, argues,

there is no question that the reading public was brought into existence by the ^{The Emergent Form}

beginning of printing. The same applies to the genre of political publishing and journalism in the narrower sense. (p. 388).

Since Luhmann died in 1998, he witnessed only the start of the Internet revolution. But Dirk Baecker—student, translator, and editor of Luhmann—extends Luhmann’s work in this area. Baecker lists four dissemination media—^{media}oral language, writing, print, and the computer—and argues that the introduction of a new dissemination media produces the challenge of dealing with an overflow of ^{information}meaning, and the solution society finds is to switch to a new cultural form. We can add photography, film, radio, and television to this list of dissemination media, as they all cause some kind of discontinuity. As Baecker argues, a new dissemination media

signal
to
noise
ratio

triggers a catastrophe by forcing society to either switch to another mode of reproduction or to reduce the newly introduced media to some structure which is in line with society’s received and established ways for dealing with meaning, for instance to reduce writing to a device for poets memorizing their orations, the printing press to a means for circulating holy scriptures, or the computer to a data store. (Baecker 2008, p.7)

Censorship, Baecker argues, is a means of dealing with an overflow of meaning in a printing press society, not a computer-based society. Therefore, censorship alone doesn’t work anymore. The CCP cannot just censor; it must contribute new, competing information—thus the Fifty-Cent Party. It floods the mass media with competing information, and by producing more information it adds ambiguity, not clarity. It muddies the waters, so to speak. Or put another way, it increases the variety from which the public must select meaning.

signal
to
noise
ratio

Third Eye
Blind...
for these gifts are spiritually discerned.

perspective [more @ PROSPECT] 2a: the interrelation in which a subject or its parts are mentally viewed: CONFIGURATION b: the capacity to view things in their true relations or relative importance > the capacity to see things and events in their true relationship to one another

PROSPECT [to look forward, exercise foresight, forward + to look - more @ PRO, STY] 1: EXPOSURE 2a(1): an extensive view (2): a mental consideration: SURVEY b: a place that commands an extensive view: LOOKOUT syn: an advance realization of something to come

Set the stage → the stage was set ... e.g. movie set

inherent system, inherent set of circumstances

ref. algebra → set
subset → operational platform = set
departments = subsets
ex. of cluster
proximity → inclination

VOICE (declare) the "calling" → the crossing → conversion →

state the premise - The Bridge Function - sustainability of →

teleological - exhibiting or relating to design or purpose → materialized creative consciousness

characters, conflicts, conclusions

Avatar vs. Troll
Cast of characters
Conflict of forces → human conflict

The Master's Craft
The Tyrant's Reign

tour of duty

Contrast of conclusions → sustainability vs. extinction (conflict of)

the power of suggestion... (if an individual accepts the premise of the suggestion... then they are cast into a role that supports the premise.)

the premise is the driving force behind every event...
event line vs. time line

materialized creative consciousness... The Bridge Function

Conversion...

archetype [type] 1: the original pattern or model of which all things of the same type are representations or copies: PROTOTYPE

2: IDEA 3: an inherited idea or mode of thought in the psychology of C.G. Jung that is derived from the experience of the race and is present in the unconscious of the individual

presentation - something set forth for the attention of the mind

representations - re-present the role of... is being recreated by...

Avatar vs. Troll
Temperament... Avatar vs. Troll

re + presentation of original pattern or typecast

The Master's Craft vs. The Tyrant's Reign

typecast 1: to cast (an actor) in a part calling for the same characteristics as those possessed by the actor himself 2: to cast (an actor) repeatedly in the same type of role ... chain of custody acting captain

→ archetypical characterization → Present + Represent → Finite Presence... Infinite Existence → Temporal Cast of Characters... Enduring Chain of Custody. ^{the role of} is being recreated by...

pattern 1a: a form or model proposed for imitation; EXEMPLAR
a: a reliable sample of traits, acts, or other observable features characterizing an individual (behavior pattern)

present our story ... amusement park ... playground for the children

Choose Your Treasure ... Quest [occultation... hidden from view or lost to notice] I ignore

The "Master's Craft" → Initiate → Apprentice → Journeyman → Master (Wizard = Doctor) A.C.E.

Avatar · Champion · Exemplar

Doctor [teacher, to teach - more @ DOCILE] 1b: a learned or authoritative teacher

Doctor 1b: to restore to good condition: REPAIR 2a: to adapt or modify (DAB conversion) for a desired end by alteration or special treatment (condition) [critical path analysis the narrow path the way]

docile [to teach, to be fitting - more @ DECENT] 1: easily taught: TEACHABLE

decent [to be fitting; honor, worthy, to seem, seem good] conforming to standards

Foregone Conclusion (per Charles)... "set in their ways"

PRESUPPOSITION > suppose > I suspect... materialized creative consciousness → MISSION

premise [to place ahead + to send; more @ SMITE] 1a: a proposition antecedently supposed or proved as a basis of argument or inference (see syllogism) b: something assumed or taken for granted; PRESUPPOSITION [Star Trek... is a ship of exploration... Voyager Drone... I am an explorer... We all are...]

2 premise 1a: to set forth beforehand as an introduction or a postulate 2: to presuppose or imply as pre-existent

inherent: POSTULATE [SKT - he asks] 1. CLAIM 2a: to assume or claim as true, existent, or necessary {essential / boundary condition / condition}

"tethered" → lifeline anchor points → enable us to warp ourselves to rest state...
- limit the boundaries of the "solution set" V²/I³ → Choice of 1st Magnitude "Standard References" Principles & Priorities

I suspect...

conjecture -syn SURMISE, GUESS shared meaning element: to draw an inference from slight evidence (pattern recognition - PAB)

Cast. Direct. Project... The Power of Suggestion...

cast [to carry, wage] vt DIRECT →
to dispose or arrange into parts
or into a suitable form or order →
to assign to a role or part

spell [talk, tale, boast] "a spoken word or form of words held
to have magic power: INCANTATION → a state of enchantment
→ a strong compelling influence or attraction → vt to put under a
spell: BEWITCH → vt to spell out → to find out by study: come
to understand → to present in detail: make comprehensible over
by careful elaboration → to add up to: MEAN

the casting of spells

- The power of suggestion -
magic - an extraordinary power or influence seemingly from a

The Extraordinaries

supernatural source → something that seems to cast a spell →
enchant → to influence, attract, and move deeply by incantation → a
written or recited formula of words designed to produce a
particular effect... we are "moved" → sentient adj [L: sentient, sentiens,
prp. of sentire to perceive, feel] 1: responsive to or conscious of sense
impressions 2: AWARE 3: finely sensitive in perception or feeling;
of, having, or capable of feeling or perception → sentience - capacity
for feeling or perceiving; consciousness → feel - to be aware by
instinct or inference; intuitive knowledge or ability + the ring of truth

resonates...
resonant
intensification...
resonant ring...
of truth...
calling...
crossing...
cannot be
taught...
can be
acquired...
GET
I get it!
awakening
awareness

* satori - a state of intuitive illumination sought in Zen Buddhism
illumination = enlightenment: freedom from ignorance or misinformation
intuitive = intuition [to look at, contemplate] the power or faculty of
attaining to direct knowledge or cognition without evident rational
thought and inference ... he doth dwell upon it both day and night

[project... suggest... accept... reject... cast-off]
[suggest/accept/reject/cast-off]
(adopted)
accept/reject/cast-off

the casting of roles

suppose → more @ position.

If the individual accepts the premise of the suggestion...

then they become cast into the ^arole* that
supports the ^{*1}premise* (which supports that premise)

* suggest vt [to put under, furnish, suggest... to carry - more @ CAST]
1a: to seek influence: SEDUCE b: to call forth: EVOKE → shared meaning
element: to convey an idea indirectly, SUGGEST may stress putting into
the mind by association of ideas (DAB advertising), awakening of a
desire, or initiating a train of thought

the power of suggestion... suggest
clues & cues to introduce, accept,
reinforce, diminish, discard, adopt,
reject/eject, cast-off

We're Live! Turn Based Game Play

constructive
interference...
amplitude
reinforcement is
a linear power
function...
1+1=2...
intensity is
a non-linear
power's function...
2² = 4 e.g. dB
2³ = 8
2⁴ = 16
1[∞] = 1 singularity

Introduced → Reinforced → Diminished → Discarded, Reject/Eject Cast-off
send [to send, road, journey] 1: to cause to go: as a: to propel or throw in a particular direction
b: Deliver, c: Drive 2: to cause to happen 3: to dispatch by means of communication 4a: to direct, order, or
request to go c: to direct by advice or reference 5b: to cause to assume a specified state 6: to cause
to issue: as a: to pour out: Discharge 5: utter c: Emit 8: to convey 9: to strike 10: Delight, THRILL
I suspect...
① premise [to place ahead, to send - more at SMITE] PRESUPPOSITION → suppose →
more @ POSITION - a point of view adopted and held to SYN POSITION, STAND,
ATTITUDE shared meaning element: a firmly held point of view or way of regarding
something
smite [to send] to affect as if by striking (impact imparts excitation) smitten
strike - to affect with a mental or emotional state or strong emotion - deeply moved
It struck me...

→ 'elaborate [to work out, acquire by labor, to work - more @ LABORATORY] ^{adj} 1: planned or carried out with great care: DETAILED 2: marked by complexity, fullness of detail, or ornateness: INTRICATE 3: marked by painstaking diligence

2 elaborate ^{vt} 1: to produce by labor 2: to build up from simple ingredients 3: to work out in detail: DEVELOP ^{vi} 1: to become elaborate 2: to expand something in detail

See... A.C.E.

competing ideologies

protagonist [competitor at games, actor - to compete - contest, competition at games - more @ AGONY]

Blue - [First + actor see AGONIZE]

1: the main character in a drama, novel, or story around whom the action centers 2: a person who plays a leading

1: one who takes the leading part in a drama, novel, or story

2: the leader of a cause: CHAMPION

antagonist

1: one that opposes another esp. in combat:

ADVERSARY

antagonism

1a: actively expressed opposition, hostility, or antipathy b: opposition of a conflicting force, tendency, or principle 2: opposition in physiological action

antagonistic adj: OPPOSING

'champion'

[origin] 1: WARRIOR, FIGHTER 2: a militant advocate or defender 3: one that does battle for another's rights or honor → the delicate balance → wherein when the magic happens → human rights vs. class privilege → evolution or revolution!

2 champion

1: CHALLENGE, DEFY 2: to protect or fight for as a champion 3: to act as a militant supporter of: UPHOLD support

militant

1: engaged in warfare or combat: FIGHTING

2: aggressively active (as in a cause): COMBATIVE → CONFLICT → to clash

agony

[struggle, contest, to lead, more @ agent]

agent

[to drive, lead, act, do] 1a: something that produces or is capable of producing an effect: an active or efficient cause b: a chemically, physically, or biologically active principle 2: one that acts or exerts power 3: a person responsible for their acts [4: a means or instrument by which a guiding intelligence achieves a result 5: one who acts for or in the place of another by authority from him -

(bit part vs central role)

initiative - inclination to champion change

reluctance - inclination to resist change

↓ Many diverse operational platforms "all the world's a stage"

*research: social engineering

→ 'conflict' ⁿ [act of striking together, to strike together, to strike - more @ PROFUGATE]

temperament - the delicate balance of the peculiar or distinguishing mental or physical character determined by the relative proportions of the humors or characteristic or habitual inclination or mode of emotional reaction or intellectual response

1a: competitive or opposing action of incompatibles: antagonistic state or action (as of divergent ideas, interests, or persons)

b: mental struggle resulting from incompatible or opposing needs, drives, wishes, or external or internal demands

2: hostile encounter: FIGHT, BATTLE, WAR 3: COLLISION

4: the opposition of persons or forces that gives rise to

the dramatic action in a drama or fiction

syn see DISCORD ant - harmony

²'conflict' ⁿ [archaic: to contend in warfare 2: to show antagonism or irreconcilability]

*strike ^{vt} 10a: to affect with a mental or emotional state or a strong emotion b: to affect a person with (a strong emotion) c: to cause to become by or as if by a sudden blow * PAB IMPACT

16: BEWITCH

18a: to come to: ATTAIN

b: to come upon: DISCOVER

initiative - it cannot be taught; it can be acquired, attained to...

* Impact imparts excitation - we get stirred up
discord ⁿ 1a: lack of agreement or harmony (as between persons, things, or ideas) b: active quarreling or conflict resulting from discord among persons or factions: STRIFE

syn: DISCORD, STRIFE, CONFLICT, CONTENTION, DISSENSION, DIFFERENCE, VARIANCE shared meaning element: the state of those who disagree and lack harmony or the acts and circumstances marking such a state

'The Imposition of Expectation'

-impose [to put upon, to put - more @ POSITION] vt 1a: to establish or apply as compulsory; LEVY (n a tax) b: to establish or make prevail by force
~ vi 1: to take unwarranted advantage of something 2: to practice deception

-expect [to look forward to + to look at, to look - more @ SPY] vt 1: SUPPOSE, THINK
3: to anticipate... 4a: to consider probable or certain b: to consider reasonable, due, or necessary c: to consider bound in duty or obligated

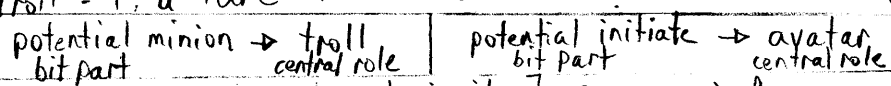
minion tyrant
bit part central role

³ troll - [giant, demon; akin to monster, to tread - more @TRAP]: a dwarf or giant of Teutonic folklore inhabiting caves or hills

trap' - any stratagem or ambush designed to catch or trick unsuspecting persons → snare a noose which jerks tight upon the release of a trigger; any danger into which unsuspecting or unwary persons may fall

'troll - 5a: to angle for with a hook and a line...

2 troll - 1: a lure or a line with its lure and hook...



entrap or ensnare... in tyranny

lure [bait; akin to - to invite] 2a: an inducement to pleasure or gain:

minion - a meanly or cravenly submissive or subservient follower...

ENTICEMENT b: APPEAL, ATTRACTION

syn LURE, ENTICE, INVEIGLE, DECOY, TEMPT, SEDUCE shared meaning element: to draw from a usual, desirable, or proper course or situation into one felt as unusual, undesirable, or wrong

In their purest forms...

Protagonist represents initiative - the inclination to stir things up, to change the course of thought and therefore the course of events...

Antagonist represents reluctance or resistance to change - the inclination to maintain the status quo or to return things to the state that existed before the change...

These forms account for the dynamics of internal desire and external pressure for change, growth, development, evolution...

Through the invitation to consider, you encourage others to awaken the latent potential that sleeps within them... Through the challenge to attempt to falsify, you invoke others to learn best through experience and teach best by example by becoming as a beacon to others... luminary

"The entire arc of the story is one of redemption."

→ conversion of essence @ ^{materialized} Metaphysical Big Bang _{creative consciousness} George Lucas - willful intent -

- Identify the compelling premise (purpose - willful intention).

If the story is more "illustrative" than dramatic, presenting ideas rather than conflict, it may not "spark an interest" or maintain an interest.

- Identify the characters and the scope and range of their roles. Implicit in the premise of a story is character development. In order for the conflict to climax and resolve, the protagonist must go through change. His knowledge, understanding, and wisdom of the world and his role in it must deepen & his consciousness expand. → conversion

- Identify the fundamental basis of conflict and the forms through which the conflict will manifest. → conflict of forces
human conflict
↓
competing ideologies
↓
human rights vs. class privilege and a responsibility

- Identify the range and scope of possible/probable conclusions, outcomes, resultants.

The delicate balance is wherein when the magic happens

→ character(s), conflict, and conclusion...
circle of exploration * scope - space or opportunity for unhampered motion, activity, or thought

circle of influence * range - the space or extent included, covered, or used
→ Implicit in the premise of a story is character development. In order for the conflict to climax and resolve, the protagonist must go through change. → conversion *CONT.

→ 'proof' [to prove more @ PROVE] 1a. the cogency of evidence that compels acceptance by the mind of a truth or a fact b; the process or an instance of establishing the validity of a statement esp. by derivation 2 obs: EXPERIENCE 3: an act, effort, or operation designed to establish or discover a fact or truth: TEST 4 archaic: the quality or state of having been tested or tried - DAB tried & trued - the 'delicate balance' - the magical state or condition

2 proof adj 1: designed for or successful in resisting or repelling - often used in combination (waterproof) DAB insulate from the current → Romans 12:2
Do not be conformed to the world

3 proof vt 1a: to make or take a proof or test of b: PROOFREAD 3: to give a resistant quality to

③cont. → His understanding of the world must deepen in some way. Exaltation... Expanded consciousness

while - syn → WHILE, WILE, BEGUILE, FLEET shared meaning element; to pass idle or leisure time without being bored or devoid of interest

beguile - to lead by deception, to mislead by cheating or tricking; deceive. to deprive by deceit or guile: CHEAT - to while away - esp. to occupy, please, persuade by the use of wiles: CHARM

redeem [back + to get, buy - whence to take] to convert, restore, make worthwhile - to free from what distresses or harms → to extricate from or help overcome something detrimental → to change for the better (convert) - to make worthwhile... worth → to honor, to become, to turn

works in the craft < practice > works on the craft

"The process matters more than the outcome and that's what we wanted... and therein endth the lesson." Leo McGary

→ I am an author. I am authoring a story about a tall ship and the stars that we steer her by.

- change the course of thought ... ? wave function
- change the course of events. ? impact imparts excitation

- a form of entanglement (e.g. quantum entanglement) as observed in herding (e.g. birds in formation, fish schooling)

- tribe (tribal)
- team

- I am an unpublished author.

→ I am an author of a story about a tall ship and the stars we steer her by.

- constellation of concepts - conceptual (thought instruments) connect-the-dots puzzle (image) comprised of reference (fulcrum) points (the dots, waypoints, anchor points of our lifelines,

double carry { our tethered safety lines that enable us to warp ourselves) and vector lines (the tether lines, our lifelines) that delimit to guide us in our way - the narrow path - narrow the boundaries of the solution set - waypoints - way ^{the "way"} → in our way...

proximity (magnitude) & inclination (direction) →

intensity (we are moved) → ^{gift talent} bent, view ($V^2 = \text{vision} \times \text{values}$) ^{BIAS}

close to the heart → of what matters

to cast a line out → to be drawn in (conversion)

- the troll snare - to ensnare - or - double carry a lifeline - to exalt
- luminary → luminosity vs. apparent magnitude, how they appear from our position (bias) or proximity ∴ observations... experiences → remote observations vs. direct experiences

- A class is a subset of an inclusive set.

Inclusive vs. Exclusive

→ Human Rights vs. Class Privilege
(Equal... Competition of Ideologies... Fair)
zero sum game \approx win/lose
non-zero sum game \approx win/win

individual gifts...
talents and abilities...
thought to be divine
trust...

both a privilege and
a responsibility...
to direct and protect...

WIKIPEDIA

Ship of State

The **Ship of State** is a famous and oft-cited metaphor put forth by Plato in Book VI of the *Republic* (488a–489d). It likens the governance of a city-state to the command of a naval vessel and ultimately argues that the only men fit to be captain of this ship (Greek: ναῦς) are philosopher kings, benevolent men with absolute power who have access to the Form of the Good. The origins of the metaphor can be traced back to the lyric poet Alcaeus (frs. 6, 208, 249), and it is found in Sophocles' *Antigone* and Aeschylus' *Seven Against Thebes* before Plato.

Contents

Plato's use of the metaphor

The Ship of State since Plato

Actual ocean liners

See also

External links

Notes

Plato's use of the metaphor

Plato establishes the comparison by saying that God was one of the best models of describing the steering of a ship as just like any other "craft" or profession — in particular, that of a statesman. He then runs the metaphor in reference to a particular type of government: democracy. Plato's democracy is not the modern notion of a mix of democracy and republicanism, but rather direct democracy by way of pure majority rule. In the metaphor, found at 488a-489d, Plato's Socrates compares the population at large to a strong but nearsighted shipowner whose knowledge of seafaring is lacking. The quarreling sailors are demagogues and politicians, and the ship's navigator, a stargazer, is the philosopher. The sailors flatter themselves with claims to knowledge of sailing, though they know nothing of navigation, and are constantly vying with one another for the approval of the shipowner so to captain the ship, going so far as to stupefy the shipowner with drugs and wine. Meanwhile, they dismiss the navigator as a useless stargazer, though he is the only one with adequate knowledge to direct the ship's course.

The Master's Craft
A Tall Ship and a Star to Steer Her By...
Our wake becomes our legacy

The Ship of State since Plato

It has been routinely referenced throughout Western culture ever since its inception; two notable literary examples are Horace's ode 1.14 and "O Ship of State" by Henry Wadsworth Longfellow. Roger Williams, the founder of Rhode Island, used the metaphor in his Letter to the Town of Providence (1656).

More recently, it has become a staple of American political discussion, where it is viewed simply as its image of the state
 * demagogue " [people + to lead] : a person who appeals to the emotions and prejudices of people esp. in order to gain political power: also demagog

as a ship, in need of a government as officers to command it – and conspicuously absent of its anti-democratic, pro-absolutist original meaning. ** absolutism ^ 1: the theory that a ruler or government should have absolute power 2; government by an absolute ruler or authority * authority ^ 3: power to influence thought or behavior 4: freedom granted: RIGHTS: person in command*
 The term has entered popular culture as well. Leonard Cohen's song "Democracy" contains the line "Sail on. Sail on, o mighty ship of state. To the shores of need, past the reefs of greed, through the squalls of hate." Also, in his second novel *Beautiful Losers* (1966), Cohen writes "Sail on, sail on, O Ship of State, auto accidents, births, Berlin, cures for cancer!" (p. 12). In the British TV series *Yes, Minister*, Sir Humphrey Appleby pointed out that "the Ship of State is the only ship that leaks from the top".^[1]

Actual ocean liners

Beyond the political metaphor, in the 20th century, "Ship of State" became a term applied to ocean liners which were built to be floating symbols of a state's artistic and technological advancement; normally flagships of the country's most successful passenger shipping line, and the construction of which was often subsidised by the state government. Examples of liners considered Ships of State are the RMS *Queen Mary* (United Kingdom), SS *Normandie* (France), SS *Rex* (Italy), SS *France* (France), RMS *Queen Mary 2* (United Kingdom), and SS *United States* (United States).

See also

- Allegorical Interpretations of Plato
- Plato's political philosophy
- Spaceship Earth
- Collective intelligence

External links

- Longfellow's "O Ship of State (<http://poetry.poetryx.com/poems/6310/>)."
- Text of book VI (<http://classics.mit.edu/Plato/republic.7.vi.html>) of Plato's *Republic*.

Notes

1. Season 3, episode 5 ("The Bed of Nails") at ca 25:33 mins

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unsafe acts & unsafe conditions to Section 3 Advanced Training
similarities of team with tribe to " " " "

entitlement vs. meritorious
↳ merit
↳ meritocracy
↳ merit system } rewards initiative!

Plot Points = Key Frames

- ↳ pivot points → cardinal awakenings → course corrections
- ↳ aids to navigation
- ↳ river pilot analogy

Takeaway = Waypoint

- ↳ references - standard of measure
- ↳ anchor points - lifelines
- ↳ fulcrum points

Slumber → Awaken

↳ change of states

↳ conversion = conserved

no. thing → all. things → everything

↳ no-thing is special → spiritual

all-things are special → spiritual

everything is special → spiritual

— time line vs. event line (significance... significant occasion)

a character: acting captain

a conflict: - conflict of forces

↳ human conflict

- competing ideologies - visions

a conclusion: sustainability vs. extinction (outcomes - results)

↳ unclaimed inheritance → playground for the children

↳ lost treasures → workplace - the treasure is in the toil...

—
- concept maps

- segmented outline

- content notes

Lee Silber

S/I write books that help creative people

DAB/I provide training that helps people explore

DAB - I share a treasure map of sorts.

S/with the business side of the arts..

DAB/the nature & relations of being.
/the potential of their presence.

DAB - An ontological map of the human condition.

Icon - token

possibilities
potential
presence

ref. Key Concepts - The power of 'framing' the question

? 1st magnitude of 'narrowing' the boundaries of the solution set

? each choice expands or contracts the options we have to choose from.
tends to

Power Limit Power

the power of - convention - we agree - rally point

convention [to come together, be suitable]

- a principle that is true by convention -

- a rule of conduct or behavior

conventional vs. unorthodox
not conforming

The question frames the answer - emergent systems.
revolve vs. evolve - thinking outside the box may require
us to unask the question - reconsideration
↳ the "mu" concept

- the answer or solution you seek lies outside the
boundaries framed by the question -

IBM 386LA-207020 Avidocm Post 0 0 0 DMA: Off

SOA: C020m0

86080 (0) Byte
10000 (0) Byte
10000 (0) Byte
10000 (0) Byte
10000 (0) Byte
10000 (0) Byte
10000 (0) Byte

17.8.2008

Determine maximum speed : FALSE
Level (Max. of 11 - 8 = 3 class)
10000 (0) Byte
10000 (0) Byte
10000 (0) Byte
10000 (0) Byte

12:05:12 PM #3 Post C File Reader.app, line 124

12:05:12 PM #5 ISO9660GEN -11 File Geniso.vbs, line 8301

12:05:12 PM #6 Post C File Reader.app, line 124

- water shed (event) - a crucial dividing point or line
from attempting to prove to inviting to attempt to falsify

The shed - an opportunity to appreciate or discount the (meaning) value of the experiences (gifts of the spirit) that we share (gifts entrusted to us).
reinforce
elevate - exalt
diminish, degrade, frown upon
(question FEAR to question FEAR is to seek. DISTRUST)

- eidetic adj [of a form - more @ WISE] = marked by or involving extraordinarily accurate and vivid recall esp. of visual images (an eidetic memory)

The Practice - one can write or tell stories about it, sing songs about it, make movies about it, editorialize about it, or live it!

Hero Stories: The Master's Craft

- Acting Captain - seize the moment - carry the day
command performances - peak experiences
the treasure is in the toil!
A Command Perspective...
A Comprehensive View

The Gift: But it is just an empty box... it is not what you get out of it, but what you put into it! The treasure is in the toil...

The "mu" concept → thinking outside the box may require us to unask the question → The question frames the answer → the answer you seek lies outside the boundaries framed by the question → reconsideration

"Pleasure in the job puts perfection in the work." Aristotle

"The greater the complexity of mind, the greater the need for the simplicity of play." Source Unknown

workplay

53:30 I have a sympathy for complex systems, how things go together and come apart. ^(you know) Like locks. ^{just} (You) need to feel for the connection. That pipe's too hot, avoid it, avoid it. This one's blocked. Means the problem's before it. Need to balance the force (pressure). > from the movie "Winter's Tale" (2014)

- The delicate balance of ^{human conflict...} conflict of forces... "Need to balance the force(s)."

53:30 I have a sympathy for complex systems. How things go together and come apart. You know, like locks. (You) just need to feel for the connection. That pipe's too hot, avoid it, avoid it. This one's blocked. (It) means the problem's before it. Need to balance the force. > from the movie "Winter's Tale" (2014)

26:15 I always wanted to be a mechanic. You know, I always had a knack... for fixing things, getting to the insides of things.
> from the movie "Winter's Tale" (2014)

- complex vs. complicated

* blaming to naming → If you can name it, ^{then} you can command it!
- the delicate balance → the magic happens → the natural form → inclination towards the avatar nature or the troll nature → "We want to be loved, failing that..." → sometimes you have to fight fire with fire (called back burning) to satisfy the conditional array in order to render the intended outcome or produce the desired result (resultant)
The Founding Father of The United States of America conspired against the Crown of England.

sympathy [having common feeling - syn + pathos' feelings, emotion, experience - more @ pathos] | a: an affinity, association, or relationship between persons or things wherein whatever affects one similarly affects the other
y: the correlation existing between bodies capable of communicating their vibrational energy to one another through some medium
- "I get a good vibe from him/her."
- "Don't bring your negative vibes around here."

Witness/Participant Account -

Utilizing lifeline to warp → comfort, empowerment zone (REST)

Big Daddy - It got personal - the hook was baited
& I latched on - entrapment - enabled easy out - (capture/escape)

observer, witness acted as passive, active reinforcement participant

Was there?
excitation probably little if any impact on the players in that
game, possibly, allowing for lead-lag & crisis.

39.50 - it was not acceptable to me to passively reinforce the
principles & practices by which that organization ^{was} being
operated - on that foundation alone, I chose to
take a stand, to raise my voice up, to be heard.

- there was little, if anything about this organizational
model I found worthy of reinforcing -
- they did give me a chance to contribute...

E.O. Wilson - Book - The Meaning of Human Existence
- the ant man

E.O. Wilson - as a scientist says...ultimately it is the humanities; imagination, creativity, culture that is our greatest treasure to share (our collective soul, our human heritage)

- transcendental vs. faith (tribal - manifestation of human tribes - competition among groups)
- individualists → beasts of prey → corporate culture similar to mob mentality
- within a group, individualists beat the competition (trolls thrive)
- within a group → selfish individuals beat others → populations or groups of altruists beat groups of selfish individuals.
- intelligent altruism → the optimal survival techniques. all (altruists survive) evolution vs. revolution

? indoctrination - general cultural model - during civil unrest at universities - the Troll Team/Tribe holds the university administration responsible for failure to properly indoctrinate the students as productive participants in the established structure of authority.
authority = the owners of society (social/economic construct, system)
indoctrinate 2: to imbue with a usu. partisan or sectarian opinion, point of view, or principle (welcome to the machine) tokens
→ to influence deeply

*Any ontology must give an account of which words refer to entities, which do not, why, and what categories result.

- entities that act with willful intent...
- Individual, Legal Fictionals, Artificial Intelligence (Singularity)

courage of convictions → make (take) a stand → to stand + to point
certainty = conversion factor
→ to discern

- teleologyⁿ [end, purpose + -logy - more at WHEEL]

1a: the study of evidences of design in nature b: a doctrine (as in vitalism) that ends are immanent in nature c: a doctrine explaining phenomena by final causes 2: the fact or character attributed to nature or natural processes of being directed toward an end or shaped by a purpose 3: the use of design or purpose as an explanation of natural phenomena

- teleological^{adj} - exhibiting or relating to design or purpose esp. in nature

- phenomenonⁿ - 1 pl phenomena: an observable fact or event 2 pl phenomena
a: an object or aspect known through the senses rather than by thought or nonsensuous intuition b: a temporal or spatiotemporal object of sensual experience as distinguished from a noumenon c: a fact or event of scientific interest susceptible of scientific description and explanation
3a: a rare or significant fact or event b pl phenomenons: an exceptional, unusual, or abnormal person, thing, or occurrence

- noumenonⁿ [that which is apprehended by thought, to think, conceive, mind] a ground of phenomenon that according to Kant cannot be experienced, can be known to exist, but to which no properties can be intelligibly ascribed
- immanent^{adj} - [to remain in place + to remain - more at MANSION]: remaining or operating within a domain of reality or realm of discourse: INHERENT; specif: existing in consciousness or the mind and not in an extra-mental world
- compare TRANSCENDENT

- ontologyⁿ 1: a branch of metaphysics concerned with the nature and relations of being 2: a particular theory about the nature of being or the kinds of existents

ontological^{adj} 1: of or relating to ontology 2: relating to or based upon being or existence

- sentient^{adj} [to perceive, feel] 1: responsive to or conscious of sense impressions 2: AWARE 3: finely sensitive in perception or feeling

sentimentⁿ 1a: an attitude, thought, or judgement prompted by feeling: PREDILECTION b: a specific view or notion: OPINION

- predilection [to love more, prefer + to love - more at DILIGENT]: a prepossession in favor of something

syn PREDILECTION, PREPOSSESSION, PREJUDICE, BIAS shared meaning element: an attitude of mind that pre-disposes one to choosing, or judging, or taking a stand without full consideration or knowledge

- diligent^{adj} [to esteem, love + to select - more at LEGEND]: characterized by steady, earnest and energetic application and effort: PAINSTAKING

- legend [to gather, select, read; to gather, say, logos speech, word, reason]
DAB → rally point

Simultaneous Operational Platforms = Multiple Income Streams

The Bridge Function

<p>Author</p>	<p>Tekological → materialized consciousness → Ontological → Being ^{World Wide} Becoming materialized creative consciousness Integrated Philosophical System → Game Theory → Reality Game Inherent Participatory System → Inherent vs. Introduced + Conditions/Conditioning</p>
<p>Publisher Playwright Screenwriter Producer Director</p>	<p>Choice of 1st Magnitude = Active/Passive Participant "standard of measure" ↳ the casting of roles/spells - wordcraft - wordsmith - incantation ↳ a written or recited formula of words designed to produce a particular effect (result, outcome) to render + resultant ↳ conversion - convert Narrow the boundaries of your personal solution set - choosing the references around which your life revolves - - standard of Measure - The art and science of crafting yourself and the world around you - "The Master's Craft"</p>
<p>Presenter Lecturer "A.C.E. Wizard"</p>	<p>Serving as a Luminary - "As a Beacon to Others" Project recurring patterns → daily routines The casting of roles - /spells - wordcraft - wordsmith - <u>incantations</u> To stand and point → The "delicate balance" → the "magic" happens wherein when</p>
<p>Facilitator "The Power of the Question"</p>	<p>Consulting & Training Organizational Development Organizational Models The "Communication Standard" Business, Technology, Action Plans</p>
<p>Guide "Waypoints"</p>	<p>Personal Development & Empowerment Team Development & Empowerment Systems Analysis & Resource Management "The Task, The Team, The Tools" - Triangulation</p>
<p>bmm family of websites • COM</p>	<p>Free initiation / Fee based team training contribution based... please contribute please donate</p>
<p>.info</p>	<p>informational resources -</p>
<p>.org</p>	<p>donation supported</p>
<p>.net</p>	<p>webcasting - streaming -</p>

paradox - contrary to expectation, to think, more @ DECENT: something or someone seemingly contradictory
hypocrite, hypocritical, hypocrisy

dichotomy

contradictory - contrary

epoch - [cessation, fixed point, to pause, hold back + to hold - more @ SCHEME]
1: an instant of time or a date selected as a point of reference (cardinal awakenings)
2a: an event or a time marked by an event that begins a new period or development b: a memorable event or date 3a: an extended period of time usu. characterized by a distinctive development or by a memorable series of events b: a division of geologic time less than a period and greater than an age syn see PERIOD

era - [counters, copper, money - more @ ORE] 1: a system of chronological notation computed from a given date as basis 2a: a fixed point in time from which a series of years is reckoned b: a memorable or important date or event. esp: one that begins a new period in the history of a person or thing 3: a period set off or typified by some prominent figure or characteristic feature b: a stage in the development of a person or thing; esp: one of the five major divisions of geologic time (Paleozoic Era) syn see PERIOD

- conceptual [of thought, act of conceiving, thought]: of, relating to, or consisting of concepts
- conception [to take in, conceive] 1: archaic: BEGINNING 2a: the capacity, function, or process of forming or understanding ideas or abstractions or their symbols b: a general idea: CONCEPT c: a complex product of abstract or reflective thinking d: the sum of a person's ideas and beliefs concerning something 3: the originating of something in the mind syn see IDEA
- concept [to conceive] 1: something conceived in the mind: THOUGHT, NOTION 2: an abstract or generic idea generalized from particular instances
- conceive [to take in, conceive + to take - more @ HEAVE] 2a: to take into one's mind b: to form a conception of: IMAGINE, IMAGE 3: to apprehend by reason or imagination: UNDERSTAND syn see THINK

* Consider limiting the number of new concepts introduced in any presentation to three (3).

- Stand & Point - Truth is what we must somehow take account of...
 - I suspect... closest current approximation of truth...
 - Unclaimed Inheritance, Lost Treasures
 - The Bridge Function - We Live In The Gap!
Work in Progress!

possibility → Bridge Function → probability → supernatural - adj - 1: of or relating to an order of existence beyond the visible / observable universe

mysticism, pragmatism → mere mortals exalted → The Extraordinaire → Being @ REST
 The Supernatural → Becoming Stirred Up...

The Bridge Function > The Essence of Being is Becoming > tinker - to repair, adjust, or experiment with

"Just a Man" > "Let nothing human be alien to me..." → Cast > Direct > Project. → tailor - a stitch in time

Unclaimed Inheritance > Lost Treasures → The Garden → soldier - command

Playground for the Children > Workplay → Amusement Park → spy - I spy (see)

Immense Production > The Casting of Spells > The Casting of Roles → The role of... Ignore less → lookout

Avatar vs. Troll Nature (Archetypical Character Temperaments) → Dominate Inclination → Is being recreated by... acting captain → pattern recognition

Characters > Conflicts > Conclusions... World Wds R... → If I were captain, I'd open every crack in the universe and peek inside... I don't deny the romantic quality of this sort of casting about. → Star Trek Voyager

Render Transparent the Veil of Complexity > Packaging Layers → A glimpse behind the curtain of the wizard - The Master's Craft Envelops

The Master's Craft > The Hand of the Master on the Tiller of the World > Works in the Craft > Works on the Craft → Life is like a balancing act... Taskmaster Creed > Focus on the goal, not the task

chance the course of things > course of events → extraordinary - adj - [out of course - extra + order] la: going beyond what is usual, regular, or customary (ordinary)

* tinker vs. tamper

no pretense (or pretence) 1: a claim made or implied; esp: one not supported by fact 2a: mere ostentation: PRETENTIOUSNESS (confuse dignity with pomposity and pretense - Bennett Cerf) b: a pretentious act or assertion 3: an inadequate or insincere attempt to attain a certain condition or quality 4: professed rather than real intention or purpose: PRETEXT; the offering of something false as true

- In my opinion... perspective

- In my estimate... a purpose or motive alleged or an appearance assumed in order to cloak the real intention or state of affairs

- I suspect... communication standard... If I don't know what's going on, I cannot fix (course corrections) what's going wrong

If you are not part of the solution, then you are part of the problem

They focus so much energy on not being wrong, they fail to employ critical thinking to determine what is right.

exaltation = non-ordinary intensification of a mental state or the power of a function... human rights | class privilege 20%

- It is a fact... expanded consciousness... The Bridge Function exalted is being... recreated by... Acting Captain

- It is an irrefutable fact... fail to employ critical thinking to determine what is right.

- I know... foregone conclusion

- invalidates opinion... limits opportunity for... questioning an exchange of ideas and opinions... dialogue

adj [worthless] 1: lacking worth or basis; USELESS 2: not occupied or employed b: not turned to appropriate use vi: to run disconnected so that power is not used for useful work

- contemplate [com + space marked out for observation of auguries - more @ TEMPLE] vt 1: to view or consider with continued attention: meditate on 2: to have in view as contingent or probable or as an end or intention ~ vi: PONDER, MEDITATE - syn CONSIDER awareness - endeavors

- contemplation n 1a: concentration on spiritual things as a form of private devotion b: a state of mystical awareness of God's being 2: an act of considering with attention: STUDY 3: the act of regarding steadily 4: INTENTION, EXPECTATION (a bearing in mind) (mindful)

- contemplative adj: marked by or given to contemplation

- contemplative n: one who practices contemplation

- augury DAB the art or practice or skill of knowing what might (possibilities) or will (probabilities) happen (event) in the future based on an omen, token, or indication (signs and indicators... pattern recognition) ... lookout, visionary tell → a tell → a telltale sign

a commanding perspective... a comprehensive view

→ CONVERSION! of principles & priorities
 Stand and Point → Bridge Function → Choice of 1ST Magnitude
 Two Steps Back → Commanding Perspective and Comprehensive View
 Signs and Indicators → Waypoints → Let nothing human beat on to me. → Teitel → the narrow path

Our view of the world and our role in it...

resonance - n - 4a: a phenomenon that is shown by a molecule, ion, or radical to which two or more structures differing only in the distribution of electrons can be assigned and which gives rise to a stable structure intermediate among the assigned structures 5a: the enhancement of an atomic, nuclear, or particle reaction, or a scattering event by excitation of internal motion (emotion - we are truth moved) in the system

b: MAGNETIC RESONANCE
 DAB: excitation amplification through a relatively small periodic stimulus or a state of adjustment that produces resonance

RESONATE CAVITY-VESSEL n 1b: a person into whom some quality is infused...
 infuse vt [to pour] 1a: to cause to be permeated with something (as a principle or quality) that alters usu. for the better
 2: INSPIRE

ANIMATE: to introduce one thing into another, so as to affect it throughout

"It's (That's) something perfectly wonderful is going on... I do not doubt it. But I... the explanations I hear... ahh... do not satisfy me."

"Each person has something he can do easily and can't imagine why everybody else has so much trouble doing it."
 Kurt Vonnegut

Kurt Vonnegut
 NPR Morning Edition

2006 "... the continuous successive application of the necessary stimulus..."

"But I've been so focused on the person that you were, that I wasn't seeing the person you've become." From the movie Jane Wants a Boyfriend

ref. Change by DAB circa 1975 → The Essence of Being is Becoming

- conversion > change the course of thought > choice of 1ST magnitude = standard of measure... attempting to fill our lives up versus living a full life = quantity of stuff versus quality of life... change the course of events...
 - all things in moderation = living a full life = the magic of the delicate balance > life is like a balancing act
 - The power is in the question! Engage the Quest! The question frames the answer...
 - The flaming spirit fire that burns within us has been experienced by some. Let's explore the source of this excitation and resulting excitement... inspiration
 - The delicate balance... that is wherein when the magic happens. Variation and limits of endurance - the narrow path - boundary math - waypoints - channel markers
 - Stand and Point... Cascade Effect of Standard of Measure - choice of 1ST Magnitude
 - Signs and Indicators are always present (presence presented) but not always evident. This is the basis of the value and power of Ignore Less! → The secret key = early detection (reinforce/diminish probability amplitude)
 - Our collective inclination to act destructively must decrease as our capacity to destroy increases if we are to survive... and thrive.
 - Net worth equals self worth... monopoly money, if not recognized and aware, then gullible and/or beguiled... (money talks, people walk)
 - referring to gifts (treasures) that are spiritually discerned... the value is not in possession. The natural man (an individual living at base, in and of the material world) does not accept the gifts of the spirit for they are folly to him. Bullshi!
- To become aware, to know, and possess is of potential value... true or actual value is in application only! The practice of the Master's craft... establish a...

I AM → I suspect... It Is As If...
 singularity → System Builder - metaphysical Big Bang → Teleological → materialized creative consciousness
 multiplicity → Immense Production → Conflict of Forces vs. sustainability
 The Age of Man

casting of spells, roles → World Wide Reality Game... Turn Based...
 ... of Competing Ideologies, Visions... vs. uphold & support vs. deny & diminish
 integrity vs. exploitation → Human Rights vs. Class Privilege → Human Conflict

wave function probability waves → Quality of Life vs. Standard of Living
 vs. Quantity of Stuff → Mu
 ... Treasure Quest... A Treasure Map of Sarts...
 FRAMES the answer → Mu

↳ the rate of... is being recreated by... Acting Captain...
 - Unclaimed Inheritance = A Playground for the Children
 - Lost Treasures = Work Play
 ... A Tall Ship and A Star To Steer Her By... As Above... So Below... Cascade

The Bridge Function... Pitch & Catch Question...
 - Standard of Measure is the... Choice of 1st Magnitude... Cascade Affect... Effect
 What best serves the Mission?...

sustained materialized creative consciousness
 "The old man stared down at his notes through tired eyes." AB

↳ conflict of forces... sustainability vs. extinction of the age of man... humanity
 A system of thought as a guide to our actions
 A system is any synthesis of process that results in an intended or an unintentional outcome...
 - perspective: the ability to see things and events in their true relationship to one another
 - correlate: establish the mutual relations of
 ... SOME or many may not get it... may... consider it foolish... because to possess it is of potential value... true or actual value is in application only... your practice!
 The Master's Craft

Macrocosmic Premise: Materialized Creative Consciousness

Microcosmic Premise: The Essence of Being is Becoming...
 The Natural Form → The Condition Form → The Emergent Form...
 Tunable Resonant Cavity... Vessel... Embodiment... PRESENCE...

Metaphysical Big Bang Theory

- carried ^{consciousness} (inherent system) modulated by intelligence (intention)
- how we weave the fabric of our reality

Reality Check Adventure Training

The 'Big Picture'

- We are born into an 'inherent system' →
- Into an 'inherent set of circumstances' →
- The 'universal solution set'
- Wisdom → the proper use of knowledge 'the proper & prudent' can serve to guide us towards 'narrowing the boundaries of our 'personal solution set'

- prudent - [more @ PROVIDENT]; characterized by, arising from, or showing prudence: as
 a: marked by wisdom or judiciousness
 b: shrewd in the management of practical affairs
 c: marked by circumspection: DISCREET
 d: PROVIDENT, FRUGAL

- prudence 1: the ability to govern and discipline oneself by the use of reason 2: ^{acute discernment} sagacity or shrewdness in the management of affairs 3: skill and good judgement in the use of resources 4: caution or circumspection as to danger or risk
 (? sustainability)

- 'proper [proper, own] 1: marked by suitability, rightness, or appropriateness: FIT 2b: belonging to one; OWN c: referring to one individual only 4: very good: EXCELLENT
 8a: strictly accurate: CORRECT

! 9: being a mathematical subset (as a subgroup) that does not contain all the elements of the inclusive set from which it is derived - see FIT

-³proper: in a thorough manner: COMPLETELY

universal solution set → to narrowing the boundaries of our personal (embody) solution set.

→ signs & indicators → cues & clues
 ↳ clues & cues

clew → something that guides, evidence, reliable information (clever clues)
 ↳ a signal, hint; to prompt, insert (? token)

... bread crumbs
 waypoints
 channel markers
 the narrow path
 the "way" 83

Phone Notes: 5-4-18

1- When trouble-shooting, tracing the signal path, critical path analysis, each stage is a link in the chain of custody. Each stage conditions the signal and contributes to the resulting emergence.

2- Hero Stories... The Master's Hand on the Tiller of the World... Change the Course of Thought... Change the Course of Events!

3- Competing Ideologies... Human Rights vs. Class Privilege

Function, Safety, Cost

Pilot Terms & Conditions... Conditional Array -

^{guide}
The Universal Joint Pub from a movie.

modal adj 1: of or relating to modality
in logic 2: containing provisions as to
the mode of procedure or the manner
of taking effect - used of a contract
or legacy 3: of or relating to a musical
mode 4: of or relating to structure as
opposed to substance