

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In his unpublished Ph.D. dissertation, John Nash provided two interpretations of his equilibrium concept for non-cooperative games, one rationalistic and one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 unhindered
motion, activity,
or thought

range = the
space or extent
included, covered,
or used

character archetype

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

youtube opinion links / consider this / 01 - Human Rights vs. Class Privilege
ontology / 01 - Metaphysical Big Bang

The Declaration of Independence - Paragraph 2:

"We hold these truths to be self-evident, that all men are created equal, that they are endowed by their Creator with certain unalienable Rights, that among these are Life, Liberty and the pursuit of Happiness." ... these are Life, Liberty, the pursuit of Happiness and to assume among the power of the earth, ...

Paragraph 1:

"... and to assume among the powers of the earth, the separate and equal station to which the Laws of Nature and of Nature's God entitle them, a decent respect to the opinions of mankind requires that they should declare the causes which impel them to the separation."

equal vs. fair
humans rights vs. class privilege

class privilege ... the owners of society

Success is a possible outcome. Is it the most likely outcome? No. You just keep moving, keep moving a little bit by bit until we will this into existence." Hermans Aircraft

The four pillars of wealth "creation":

Resources, Labor, Capital, the Rule of Law

Enclief, to relieve, human or machine
lit to rise again
RESURRECTION

Wealth [ME welthe, fr. wele - weal] 1 obsolete:

WEAL, WELFARE

weal [ME wele, fr. OE

wela; akin to OE wel well] 1: a sound, healthy, or prosperous state:

WELL-BEING

welfare [ME, fr. the phrase

wel faren to fare well] 1: the state of doing well esp. in respect to good fortune, happiness, well-being, or prosperity:

"I study myself more than any other subject. That is my physics.

That is my metaphysics." Michel de Montaigne

Billboard #1 - Manfred Mann's Earth Band "Blinded by the Light" February 1977

Lyrics by Bruce Springsteen "Blinded by the Light" 1973?

"Dethrone the dictaphone, hit it in its funny bone, that's where they expect it least"

Maslow ① Physiological; ② Safety; ③ Love, Belonging; ④ Esteem; ⑤ Self-actualization
... Self-transcendence

DAB - ① Sex - Intimacy - Freedom From Inhibition; ② Money - Wealth - Freedom From Want Or Need;
③ Body - Health - Freedom From Disease - I AM VALUABLE ④ Soul - Belonging - Freedom From Fear - I BELONG ⑤ Mind - Affect - Freedom From Doubt - I CAN MAKE A DIFFERENCE ⑥ Spirit - Freedom From Ignorance - I AM ... (s) he is his (her) heaven

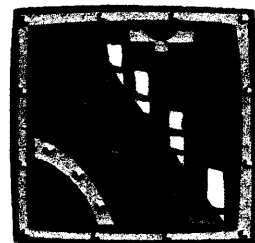
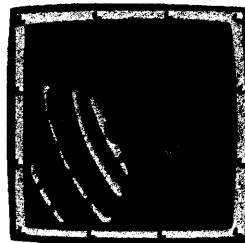
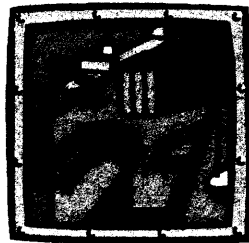
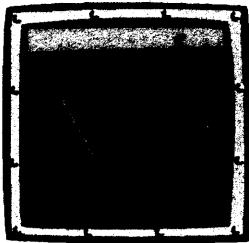
super sed ed
- obsolete [to grow old, become disused]
1a: DISUSED
1b: of a kind or style no longer current...
2: a tendency or course of events that is usu. the resultant of an interplay of forces

kindness and concern have value. it's not a hard currency, but it is a currency none the less...
currency - something that is in circulation as a medium of exchange: one Good WILL
"Donation Nation"

Intellectual Capital
capital of greatest value, most challenging to protect

The right person, in the right place, at the right time, with the right information, reduces the need for everything else!

**A System is any synthesis of process
that results in an intended outcome.**

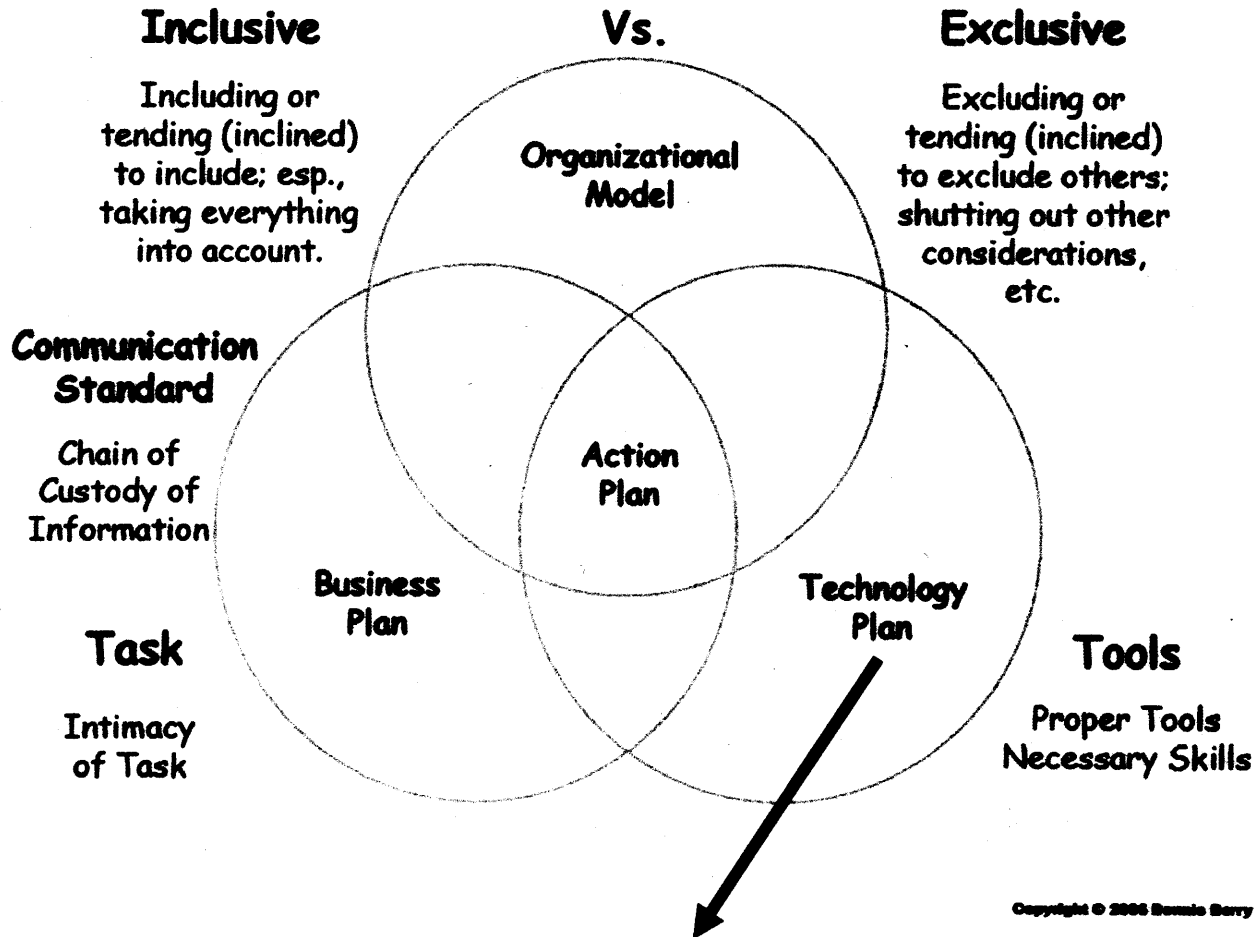


The concept I wish to approach is 'awakened with a start' e.g. the cultural mindset I experienced in the steel industry that accepted injury and death as an inherent condition of the mill environment resulting in a tragic safety record (1.4 deaths per 5000 per year).

The two concepts I found clearly stated during my research of Franklin Covey training: the parts affect the whole and the whole affects the parts and organizations are perfectly aligned to render the results they produce.

**Revised: A System is any synthesis of
process that results in a desired or
undesirable outcome.**

Organizational Development

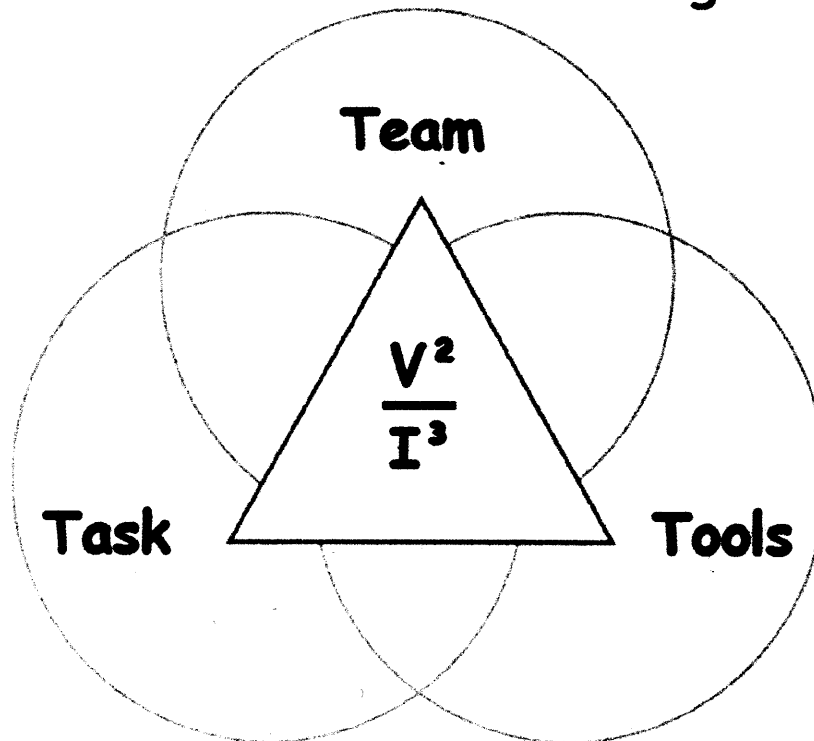


Technology Plan Basics

Data and Document Management

- Data Backup and Critical Document Digital Archiving (PDF vs. TIFF)
- Tagged (Subject, Author, Keyword, etc.) and Indexed PDF Catalog
- Distilled/PDF Maker PDF Catalog with full text search capability
- Scan and OCR paper based documents for full text search capability
- Document Management utilizing PDF workflow

Tactical Resource Triangle



Vision x Values / Ignorance x Indifference x Intolerance

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Resource Management

- The right person, in the right place, at the right time, with the right information reduces the need for everything else.
- The most powerful 'quality tool' is a team of individuals 'workplaying' cooperatively towards a common goal.
- Thoughts are like instruments whose value is determined by the results they produce.
- Plans are like cleverly made maps or apt predictions. If they serve us well we have no legitimate complaint. If they do not serve us well, then we must be open to major revisions.
- Insanity is continuing to do the same things and expecting different results.
- *True Power* is the ability to act or produce an effect and the capacity for being acted upon or undergoing an effect.

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Contingency Planning

Scenario-based strategic planning is an ideal tool to stress test contingency plans, organizational models, business plans, and technology plans. Scenario planning strives to take into account any and all factors that could impact you, your family, or your business activities.

Contingency planning begins with the perspective that each of us exists in a state of being that is subject to outside forces and conditions that may be beyond our control. The process involves considering a series of 'what if' scenarios that take into account any possible outside forces or conditions that could impact our 'current state of affairs'. This impact could range from a sales order to produce and deliver a product at five times our current capacity to a fire that totally destroys our current facility.

As an integral part of this contingency planning, we must take into account the role data, documentation, and information play in our personal and business activities. As such, it may become imperative to adopt a technology plan to manage and protect this resource.

In its simplest form, technology planning begins by assessing the current business policies, procedures, and practices. It identifies the source of data, the current chain of custody of the information derived from the data, how the information is made useful and available to associates, and how the information is stored and protected from loss or corruption.

A multidisciplinary team best serves the solution creation process. Once the current conditions are identified, the team can explore the available technologies and identify any gaps between the tools that are in use and those that are available. A value analysis considers the impact 'bridging the gap' may have on the workflow and proficiency of the business activities and prioritizes any solutions that are valuable enough to adopt.

Recommendations

- Consider planning for growth. It's better to grow into a system than out of one. Project life cycle expectations of any proposed solutions.
- Seek the services of consultants (multidisciplinary team).
- Identify specific areas technology can benefit. Ask your associates for suggestions that could improve their workflow.
- Focus on fully developed workflows. Withhold associate training until workflows are established and tested on end user equipment.

Notes From Gamification: The Casting of Roles Article Capture by Tom Chatfield

- Engaging a quest is akin to playing a uniquely compelling game:
- ref: Remote Control... Direct Address... feedback loops... (e.g. remote eye exam): remote control of exam mechanism configuration based on verbal direct address responses to configuration changes...

INDIVIDUAL DIVERSITY AND COLLECTIVE PROBLEM SOLVING

It's worth our time and effort to see how a diverse group can outperform a group of more able individuals in solving a problem. To show this result, we need to use perspectives and heuristics. We'll begin with a model of a problem solver with perspectives and heuristics that can be applied to the problem at hand.⁶ We consider perspectives first, then heuristics, and then compare the two types of diversity. To keep things as simple as possible, when we study diverse perspectives, we assume that everyone uses the same heuristic, and when we study diverse heuristics, we assume that everyone uses the same perspective.

In undertaking this analysis, we see differences and similarities between diverse perspectives and diverse heuristics. We even see how these two types of diversity can be equivalent. This equivalence can be overemphasized. In a person, perspectives and heuristics operate differently. Diverse perspectives are more likely to lead to breakthroughs and to create communication problems. Diverse heuristics are more likely to lead to smaller, more iterative improvements.

Diverse Perspectives and Problem Solving

Remember, a perspective is a "one-to-one" mapping of reality into some internal language. Two people have diverse perspectives if they map reality into different internal languages, or if they map the reality differently into the same internal language. To capture diverse perspectives and common heuristics, we consider an example in which multiple perspectives map the solutions onto a line. Suppose that we have a lot containing a thousand cars, and the problem is to find the car that gets the best gas mileage. Each car has a fact sheet that contains all relevant information *except* its miles per gallon. Determining gas mileage is costly; it requires taking a car out for a long drive.

e.g. conservation of resources

- trial & error
- guess & check

heuristic [to discover; I have found] providing guidance for exploratory problem-solving techniques that utilize self-educating techniques (as the evaluation of feedback (loops)) to improve performance

iterative - a cycle of computational or operational procedure producing results which approximate the desired result more and more closely... also see:

RECURSIVE: of, relating to, or constituting a procedure that can repeat itself indefinitely or until a specified condition is met

A guild of activists champion the fight for human survival.

A guild of the master's craft who champion the ability for humanity to survive & to thrive.

A guild of active participants who champion the human potential to survive and thrive.

A guild of activists who champion the fight for the sustainability of human civilization.

→ command & control. Although the captain controls nothing... he is in command!

- Exercise Command vs. Establish/Maintain Control (Con"Troll")

- Control [copy of account, audit & counter + roll, account]

1: to check, test, or verify by evidence or experiments

2a: to exercise restraining or directing influence over: REGULATE

→ b: to have power over: RULE → The Tyrant's Reign → the domination, sway, or influence and exercise of authority in the manner of a monarch...

- ²control

1a: an act or instance of controlling; also: power or authority to guide or manage

b: skill in the use of a tool, instrument, technique, or artistic medium

c: direction, regulation, and coordination of business activities (as production and administration)

2: RESTRAINT, RESERVE

3: one that controls: as

b: a mechanism used to regulate or guide the operation of a machine, apparatus, or system

→ For a system to be self-referential, it must be congruent

it must be internally congruent

it must have internal congruency

congruous [to come together, agree com + gruere (akin to GK zachrēes attacking violently)] 1a: being in agreement, harmony, or correspondence.

b: conforming to the circumstances or requirements of a situation:

APPROPRIATE 2: marked or enhanced by harmonious agreement among constituent elements syn see CONSTANT

- constants vs. conventions

In Boolean algebra (and thus, for all reasoning processes) we disallow complex values.

We allow three primary categories: true, false, and meaningless with one expansive category of imaginary. The self-referential paradoxical statement,

"This statement is false." lacks internal congruency and therefore fails the requirement of a valid self-referential system and is therefore meaningless.



Declaration of Independence: A Transcription

Note: The following text is a transcription of the Stone Engraving of the parchment Declaration of Independence (the document on display in the Rotunda at the National Archives Museum.) The spelling and punctuation reflects the original.

In Congress, July 4, 1776.

The unanimous Declaration of the thirteen united States of America, When in the Course of human events, it becomes necessary for one people to dissolve the political bands which have connected them with another, and to assume among the powers of the earth, the separate and equal station to which the Laws of Nature and of Nature's God entitle them, a decent respect to the opinions of mankind requires that they should declare the causes which impel them to the separation.

We hold these truths to be self-evident, that all men are created equal, that they are endowed by their Creator with certain unalienable Rights, that among these are Life, Liberty and the pursuit of Happiness.--That to secure these rights, Governments are instituted among Men, deriving their just powers from the consent of the governed, --That whenever any Form of Government becomes destructive of these ends, it is the Right of the People to alter or to abolish it, and to institute new Government, laying its foundation on such principles and organizing its powers in such form, as to them shall seem most likely to effect their Safety and Happiness. Prudence, indeed, will dictate that Governments long established should not be changed for light and transient causes; and accordingly all experience hath shewn, that mankind are more disposed to suffer, while evils are sufferable, than to right themselves by abolishing the forms to which they are accustomed. But when a long train of abuses and usurpations, pursuing invariably the same Object evinces a design to reduce them under absolute Despotism, it is their right, it is their duty, to throw off such Government, and to provide new Guards for their future security.--Such has been the patient sufferance of these Colonies; and such is now the necessity which constrains them to alter their former Systems of Government. The history of the present King of Great Britain is a history of repeated injuries and usurpations, all having in direct object the establishment of an absolute Tyranny over these States. To prove this, let Facts be submitted to a candid world.

The Rule of Law

He has refused his Assent to Laws, the most wholesome and necessary for the public good.

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 excitement...}
↳ 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? *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. *What is at stake? BET, HAZARD is a history of extinction... accepts the premise of the suggestion...*

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

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. *conflict of forces... sustainability vs. extinction!*

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. *good will is a currency it is not a hard currency... willful intent... can will guidance, violence*

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. *environmental, see; heuristic intent 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. *see: stateful vs. stateless packets populist vested views choose your treasure of willful intent... can will guidance... course corrections... of violence...*

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

* 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 ^{can will guidance or violence} 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.

**...hone your words. They're the most powerful thing about you bar none. If you are an effective writer, speaker, and communicator (then) you have all the authority and competence that there is. Jordan Peterson's Profound Articulations... The Power of Suggestion... Jonathan Sheehan is an associate professor of history at the University of California at Berkeley Impact Imparts Excitation... Resonate "Ring of Truth"... Tunable Resonant Vessel... The Casting of Spells... The Casting of Roles...*

Also from this issue *If an individual accepts the premise of the suggestion, then they become (are) cast into a role that supports the premise... supporting cast... supporting roles...*

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... Heaven... a state of being
 Hell... encapsulated in
Why your life could be part of someone else's game a presence of mind...

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 hero...*
- 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, (e.g. A.I.) 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, (fulfillment) 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 ^{-science-} 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 ^{recursive loops...} 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?
reify: to regard (something abstract) as a material thing
- 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.
fulfilment
- 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. *- our choices are limited by our awareness of the options that are available (solution set)*
Full disclosure of purpose... AIM... CONVERSION... EXALTATION!...
- 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...

- is the workplace establish a practice... crafting their treasure quest!...

• 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.

Choice of 1st Magnitude... Standard of Measure... Choose Your Treasure!...
- 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

Hacking Your Mind: An Owners Manual for the Human Mind! Acxiom Big Data Corp!

- Living on Autopilot - Hardwired to be inclined to make certain kinds of mistakes...
 - BIAS see: the Field of Decision Science
- Kahneman and Tversky - Prospect Theory (see: loss aversion); Probability Distortion; Framing Effect

I/E vs. E/I

Far from being rational and analytical, human beings make most of our decisions by relying on what Kahneman calls Fast thinking (non-conscious, effortless) versus our slow thinking processes... Fast thinking can be thought of as our autopilot which can serve us well especially for fight or flight occasions... but for decisions that are best served by careful (guess, check) consideration, our best course of action is to tap the brakes (energy intensive) thereby disengaging autopilot allowing our slow thinking processes to engage... (Thinking is the hardest work there is and is so few people engage in it.) Henry Ford

- Weapons of Influence - Establish Proper Grounds!

Individual Actualities

The Power of Suggestion

casting of roles

- Marketers (Branding Experts) have just two tools to work with... We live in the gap... perception versus reality!...
 - the stories that our autopilot system is constantly generating about what's going on in our lives, and their skill at hijacking those stories so that we automatically see ourselves in their story.
- ① The power of suggestion... If an individual accepts the premise of the suggestion, then they are cast into a role that supports the premise... supporting cast!...
- Marketers seek to identify an individual's neurotic vulnerabilities and then leverage them against us... placing us at risk of losing sovereignty over our own lives (puppet masters)... While many of us are able to enjoy creature comforts, we are in danger of losing (forfeiting) the simple liberty of making a decision free from manipulation and then carrying out that decision the best we can... people don't (always) make rational decisions... but there are ways to influence the decisions they make!...

② Social Pressure is incredibly potent

- Weapons of Influence: stimulus-saturated environments (cues) (predatory conditioning)
- ① Cues can lead to the formation of habits triggered by the familiar (eg. chips, beer, TV room, Football, R&R...)
- Marketers rely on carefully designed cues like love, friendship, community that will trigger a predictable emotional response... phishing is about baiting (tempting)
- Behavioral Economics: susceptibility
- ② Social Proof; leveraging the human inclination to conform... herding instinct... shaming
- Cognitive Illusions:
- Implicit Preferences:
- Implicit Biases: the slow thinking mind is unaware of them (their influence)
- Storytelling: Autopilot biases are constantly constructing stories (narratives) measured by coherence (Is it a good story) rather than the quality and quantity of evidence used during construction.
- Bias: Hardwired Inclination (possible adaptive mechanism = tunable resonant cavity)
- Confirmation Bias:
- Anchoring: a lack of information (data) leads to arbitrary association (defaults to autopilot)
- Loss Aversion: e.g. subprime lenders (predatory lenders looked for clues of desperation)
- Decision Science:
- Occasion of Association (2+2=?): Associative Occasioning (Event Horizon)
- System One: (Fast thinking) (? Fight or Flight)

- Us vs. Them - Insulate From the Current... River of Outrage... Fed By Media Sources...
- 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, envision)
- Team in that they exhibit loose associations through their mass actions that are guided by their close connections resulting in mass effect.
- The inclination of free agents to join a group (tribe) is possibly related to the herding instinct and social proof... including confirmation bias!...
- What we have tended to find through the results of our studies is that individuals are inclined to make negative character interpretations of members of other groups and more likely to make positive interpretations of members of their own group... and are on the lookout for information that reinforces the initial interpretations as a form of confirmation bias... the interpretations are biased by mere membership!...
- Once an individual begins to manufacture evidence (a narrative) in favor of the original bias, they stockpile what they believe to be facts as a foundation of support of their interpretations...
- So now, they essentially have evidence in favor of their bias, guiding them to believe more intensely that the initial bias was justified... over time, the accumulated weight (weighted accounting) of all the evidence results in a very entrenched (in the trenches) view... tribal mentality!...
- Life can be complicated and confusing and our best hope of discovering the correct course is to tap our brakes disengaging our autopilot system (pattern interrupt) thereby engaging our logical slow-thinking system which requires more time and effort, but we are biased (hard-wired) in favor of easy-to-get satisfying patterns... biased towards easily arrived at, satisfying explanations in the stories (narratives) we weave for ourselves to explain what's happening around us...
- Studies show that individuals presented with facts about a controversial issue only ^{appreciate} carefully consider the evidence that supports a position they have already adopted, and they automatically (system one autopilot) discount the evidence that does not support their position...
- Then after they have cherry-picked the evidence that suits them (confirmation bias), they use the slow-thinking rational system to weave arguments (narratives) to support their adopted position... when presented with definitive evidence that refutes their position, they react by becoming even more certain that their position is true and correct!...
- We make many of our most important decisions based on what can only be called cognitive illusions... And so in a way, we're not experiencing the world as it actually is. We're experiencing the world our mind creates... individual actualities... collective reality...
perception || reality

- Us vs. Them

- Alexis de Tocqueville called American Democracy the Great Experiment!...
- Fed by the river of outrage we have become disabled to agree to solutions to the challenges (risks) that we face because we refuse to collectively make an accounting of the facts (contributing ^{determining factors}... deciding factor... ignore less!...)... What some count as true, others deride as fake news...
- Though technology has changed (evolved), the strategy for making money by intentionally manipulating (puppet masters) and focusing the attention of susceptible individuals to (oftentimes subtle, subliminal) cues is the value of making audiences (media consumers) into products... rather than simply being customers or patrons of the vast array of media outlets, we are their product...
- And as a profit focused industry (platform), there is little if any incentive to be constrained by the factual!... why not feed people (tribes) exactly what they might want to hear (resonates with them), and the mixture of it seeming true (credible) but having the freedom of fiction creates a perfect product!... clues & cues... the power of suggestion... power source...
- By leveraging Confirmation Bias and Social Proof, platforms contribute to cognitive illusions by collecting data of views contained in the posts that groups (family, friends, tribes) share... social media has become valuable as an advertising platform because of the power of friends and family (tribal) to influence in ways that we trust...
- The platform technologies take advantage of the influence of our friends, family, and others who we consider our peers (tribal) to have impact on our decisional processes... the platform algorithms feed lots more posts (videos, articles, etc.) that reinforce the views the tribe has already embraced (entrenchment) while simultaneously filtering out content with differing or opposing viewpoints... meant to mimic the way actual friends and families (tribes) tend (are inclined) to view the world through the lens of the same biases (cognitive illusions)...
- Former Facebook VP: "We have created tools that are ripping apart the social fabric of how society works. That is truly where we are... no civil discourse, no cooperation, misinformation, mistruth."
- The recipe renders: hypermoralism, hyperjudgementalism... People constantly showing off and displaying their moral judgements, and bonding with their tribe in their hatred of the other tribes...
- We can't completely blame Facebook. The germs are ours, Facebook is the ^{vector} wind... resonant ring of truth... of a tunable resonant cavity of biases (germs)!...

-Inspired by those findings, Cialdini and a company called Opower convinced energy utilities around the country to start telling their customers how much power their neighbors are using.

Mary Milliken in Glendale, California, is one customer who now tries to make sure she gets a great score.

-I think we are probably top 10, top 5 for the area.

-Yeah.

Does that sort of imprint itself on you in any way?

Do you take pride in being a highly ranked, highly efficient home?

-Yeah, I do.

I mean, if were to get a "good," I'd probably feel disappointed.

-Right, as opposed to a "great."

-Yeah.

And I open up the report, and I see that we're great, and I think, "Okay.

Well, that's good.

We're on track."

-Do you think that your energy usage can influence the choices your neighbors make?

-Yes, I think it could because it is in our nature to want to keep up with the Joneses.

-Right, right.

And so it turns out that, though we like to think of ourselves as independent individuals, a dominant force in human behavior is the drive to do the same thing the Joneses or the Petrovs or the Zhangs are doing.

And of course hacks designed to take advantage of that instinct can be employed not just by scientists trying to make societies work better but by authoritarians eager to control every aspect of human behavior.

The scientists themselves are well aware of that danger.

-Any authoritarian regime, any communicator who can tell us, "If you do this, you will be part of the 'we,' part of the collective that is approved and valued in our society," that will be a very powerful impetus for movement in the direction of what those communicators or authorities are hoping we will do.

» -That's precisely the tactic the Chinese government is now using to control the behavior of the nation's more than 1 billion citizens.

Rogier Creemers is the world's leading expert on what the Chinese government calls a social credit system, a hack aimed at ensuring that China remains a safe and secure society.

-It is a fundamental element of Chinese political thought and has been for the last 2 millennia at least that society can be harmonious.

Therefore, any form of social conflict or tension means that someone did something wrong, and that underpins that whole notion of the social credit system.

It's essentially creating technologies and mechanisms to ensure that people behave in the way that they are supposed to behave according to the governmental model of good citizenship.

♪ -What's most ingenious about this Chinese hack is the way it mimics something familiar to every American teenager -- video games.

Just like the games they play, China's social criticism takes advantage of our desire to get a higher score than the Joneses to get people to want to play the game.

The catch is that, in this game, players don't advance by catching more Pokémon.

They advance by amassing more and more points for behaving in the way the government wants them to.

So maybe it's not surprising that the best explanation of how the system works comes from a video-game expert.

James Portnow created this video to alert people around the world to the danger posed by the gamification of government.

-Going under the innocuous name of Sesame Credit, China has credited a score for how good a citizen you are.

They dredge data from your social network, so if you post pictures of Tiananmen Square or share a link about the recent stock-market collapse, your Sesame Credit score goes down.

Share a link from the state-sponsored news agency about how good the economy's doing, and your score goes up.

And having a high score gives you special benefits like making it easier to get the paperwork you need to travel or making it easier to get a loan.

-So China has gamified being an obedient citizen.

What does that mean?

-It means that they've taken systems that we use in games... -Right.

...to make things engaging and put them towards something outside of a game, in this case, making someone want to follow the party line.

-Here is where this goes from being repulsive to downright insidious.

Because this is all part of a social network, it also scans your friends, so you will lose points for having friends with low obedience scores, and it tells you this.

At any point, anybody can check anyone else's score.

And when you check your own score, Sesame Credit provides a handy map of your friends to show you who's dragging your score down.

-Are people in China just sort of going along with this like it's no big deal?

I mean, what would motivate them to comply with this?

-It's being introduced in a voluntary fashion, which is one of the most brilliant things about it.

-Mm.

-You can opt into the system and show off your score on Twitter.

And, I mean, literally as sort of a patriotic thing, you can show how good a citizen you are, right?

-Wow.

-A government doesn't even have to tell neighbor to spy on neighbor to rat each other out because that's all built into a seemingly innocuous game system.

The government need not step in.

Re-education will be handled for them by friends, classmates, and relatives who want to maintain a high score.

-That's the truly evil-genius aspect of this, because if you have a friend who has a low score and you want to have a high score, well, you can't have a high score -- -If you're associating with the low-score people.

-Right.

-Wow.

-And so what are you going to do?

You're going to unfriend them.

This allows the government to just sit back and let you tell me, "Hey.

Those articles from that, like, radical newspaper, just please stop posting them," and either I do, or I disappear from your life without the government having to do anything.

-There are consequences besides just losing your friends for Chinese citizens with low scores.

-So for instance, in Chongqing, a city in the south of China, certain intersections, there are facial-recognition cameras that recognize jaywalkers.

And if you jaywalk, then your face essentially gets put on a big screen in a sort of public naming-and-shaming game.

And if you jaywalk five times, you get put on the blacklist.

And that is connected to your social-credit status.

If you have misbehaved, well, very sorry, your life is going to become very unpleasant.

This is no longer a science-fiction future.

It is already happening.

♪ ♪ -But here's something essential to understand -- The Chinese see it as a far better alternative to the divisiveness that grips the U.S. -I think one of the things that we underestimate when we talk about China is the extent of disillusion that is present in China at the moment where they looked at the West and primarily the United States as something to emulate.

[Indistinct arguing] And increasingly it almost seems like China is now learning that, "Wait a minute. There are a whole number of things there that we really shouldn't be emulating and that this West that we saw as so powerful and so strong in many, many ways is very, very weak and has gotten progressively weaker."

-So if authoritarian governments don't want to be like us, maybe we should do everything we can to avoid being like them and, among other things, treat hacking as a Pandora's box that a democracy should not open.

But that is not how James Portnow sees it.

-Actually, I think there's a lot of good we can do here.

That, to me, is the future, and so if we don't just use this for ways to manipulate us but rather to encourage us to do the things that are genuinely positive, I think there's a bright future ahead.

We could make school something that every child wants to go to.

We can make work something that everyone enjoys.

-Mm.

-And so there's a lot of power there.

-Laurie Santos of Yale agrees.

Her research compares the behavior of humans to that of dogs and monkeys, and she has helped demonstrate that it's we humans whose minds are by far the easiest to hack, both for ill and for good.

-There's a real question about how we should use these strategies, and when folks think about them, people sometimes have a worry of, like, "I feel a little weird about using these strategies and affecting people's behavior.

Isn't that manipulative?"

To that, I say, "Well, everything we do is manipulative."

Because we are going through life on autopilot, every small piece of the way the world is structured or our social groups is structured, those things are affecting us.

They're going to affect us anyway.

If we happen to be in a group that's doing good, that's going to affect us.

If we happen to be in a group that's doing bad, that's affecting us, too.

Given that we're affected anyway, why not use those strategies to make positive changes?

♪ -Let's go back to the "Star Wars" analogy.

Remember the Force?

The good guys and the bad guys can both use it, and the one thing neither side can change is that the Force exists, and it's going to play a pivotal role in human affairs.

♪ In the real world, hacks are a little like the Force.

Everyone from marketers to politicians to governments uses them, and they're going to continue playing a pivotal role in human affairs.

But could the good guys set limits on how they use hacks to ensure that they only use them for good?

♪ That is the goal of a leading advocate of using hacks he calls nudges -- to only use them if they help people achieve their own goals.

-The analogy I like to use is GPS.

So if you turn the GPS on in your car or your phone, you plug in the destination.

You decide where you want to go, and you also don't have to follow the instructions.

If you say, "No, I don't like that route," you go another route -- ♪ You know, unlike spouses, the GPS doesn't even yell at you.

So GPS is a perfect nudge.

It helps people get where they want to go, doesn't tell them where to go, and it doesn't make anybody do anything.

-In Thaler's view, virtually everyone's goal is a comfortable retirement.

But one of the flaws of our fast-thinking system, that it does not do statistics, was keeping a lot of people from achieving that goal.

♪ -For years, retirement plans all worked the same way, these 401(k) plans, which is, you come to the firm, and you're hired, and you get a big pile of forms to fill out.

-Right.

Right.

-"Welcome to Our Team!"

And there's going to be pages and pages.

You got to pick health insurance and life insurance.

And when you get to the retirement plan, there will be a long list of funds that you can choose from.

Right.

- "Make it easy," sung to the tune of The Eagles' song.

- Yeah.

♪ - You know, some critics will say, "Oh, you're meddling with people by messing with the choice architecture."

What those people fail to get is it's impossible not to meddle.

So you can nudge for good or nudge for evil. *can will guidance (course corrections) or violence...*

- In 2009, Thaler's coauthor on the book "Nudge," Cass Sunstein, was charged by President Obama with making federal government programs and regulations easier to deal with by reducing bureaucratic red tape.

- My coauthor and friend Dick Thaler has a very new term, "sludge."

Government has a lot of sludge.

To take the sludge out of the system saves time and money, but it's actually much better than that, because if you have a loan program, let's say, from which farmers can benefit so that they can keep their land, taking out the sludge isn't just time or money.

It's a way of producing basic opportunity.

It can get people's lives on track.

- Sunstein found that partisan bickering also creates sludge.

For instance, Republicans have an autopilot bias against regulations.

Democrats have an autopilot bias in favor of regulation, and the result is gridlock.

[Siren wails in distance] But Sunstein found that when he got both sides to slow down and consider the real-world impact of a regulation, they often came to the same conclusion.

So, for instance, let's talk about backup cameras, you know, to nudge people to back up safely.

In order to put backup cameras into the millions of new cars built each year, it costs billions of dollars, and that is a cost that gets passed on to you and me.

Now, you and I, we could spend that money on other stuff, so the question is, is it worth it?

♪ - News coverage of parents backing over their children regularly grips the nation.

- Heartbreaking tragedy for former Baltimore Raven Todd Heap.

Police say he hit and killed his 3-year-old daughter in his driveway.

- We're talking about the greatest source of anguish, I think, that's imaginable in the human head, not only the death of a child but the death of a child at one's own hands.

The word heartbreak doesn't come even in the vicinity of describing what that's like.

I thought I'd just keep coming back, thought it was just meant to be that way.

Couldn't change.

But the thing is, we do stuff for lots of reasons.

We do stuff because our mates did it, because you thought it felt good or just didn't think.

But when I was here last time, I realized, this is on me.

What I do is my choice, and it's time I choose something else.

When I left, I said I would do things differently, and I did.

It took effort, I won't lie, but it paid off.

If I've got one piece of advice, it's that the first step is the hardest, so make it small.

Think -- What's the one thing you can do to make sure you don't end up back in here?

And when the door opens, do it.

-I want to help people, intervene in their lives and show, "Look, you don't have to be taking drugs.

You don't have to be committing crimes.

You don't have to be going to these places.

You can live a life free."

And that's what inspires me.

-To the chief of police, using hacks likes Chris' to decrease criminal behavior is a no-brainer.

-This cost nothing, so you could virtually say, "Here, we've got 20 victims less for that much cost," and then you can go to any police chief, and you say, "Look, you can do this.

This is the cost.

This is the outcome.

You make the decision."

So these behavioral insights are for the right reason.

-Another way each of us can hack for good is to literally hack our own minds in order to create new habits that will benefit not just us but our family and friends, too.

-So, let's say that I have, you know, decided I'm not going to pound a big burrito at lunch, but instead, I'm going to spend my lunch break here doing this, pedaling.

-Good for you.

-Why -- Thank you.

Thank you.

Why can't I just make that decision?

-Well, your life is full of habits.

Our conscious decision-making is just not good at perpetuating behavior consistently over and over.

It's not designed to do that.

-Right, right.

-That's why we have habits, so that we can use them to repeat the behavior without thought.

So you have to deal with the habits in your life in order to change a behavior. *pattern interrupt*

They're going to be there, so you might as well make those habits work for you.

-So there really is sort of a recipe for creating these habits.

-Yeah.

You need to repeat the behavior in the same way over and over again, and you need a reward.

-Mm-hmm.

-So you have to find something that is fun for you... -Right, right.

-...that you like doing, and if you can't find an exercise that's fun, add something to it.

-Like reading a book or looking at a movie.

-Exactly, something that you do only here that rewards it and makes it more pleasurable, or find a good friend that you talk to while you do it.

There's always a way to add rewards and to make it more likely that habits form.

So it's the repetition.

It's the reward, but it's also the context in which you're doing it.

You really want to make it easy.

If you have a gym next to your office, that's where you should go.

-Right, right.

-Or if you can figure out how to walk home... -Yeah.

-...that's what you should do.

-Right.

-Building it into your day and making it easy is most likely to be successful at forming a new habit so that you just repeat the behavior without thinking.

-So I come here every day and just do this automatically.

-Exactly.

-According to Woods' research, if you intentionally do the same thing at least 66 times, it will become an autopilot habit, one you'll repeat without even thinking about it.

And if you get really serious about hacking your own mind in order to improve your autopilot decisions, you can become an expert at something important to you.

♪♪ So, how do you become an expert?

First move.

Well, take my friend Paul here.

Paul has spent a lot of his life playing chess, and as a result, he's got me right now in what's called a knight-pawn endgame, and it does not look good for me.

No matter what I do, he pretty much automatically knows how to respond.

[Sighs] But he wasn't born this way.

He doesn't have some genetic gift for this.

He had to spend years using his slow-thinking brain to teach his fast-thinking brain how to do this until it pretty much became automatic, that everything he does here just clicks for him, just like driving a car or putting on his clothes.

Mm... -Checkmate.

-Ah.

And that is why, in the end, he just smokes me in this totally automatic way.

You can imagine lots of examples of experts, right?

The fire captain who knows exactly when a burning building is going to collapse or the test pilot, right, that knows just when to eject from the plane, but how do you and I become experts in our own lives?

Well, let's talk about marriage.

That's not something that anybody would really say they're experts at, and let's think about the standard fight you have about which one of you took out the garbage last.

Maybe that escalates into that bitter argument you've been having for years about which one of you is sacrificing more to keep the house functioning.

What's the solution?

Well, you can train that other part of your decision-making system, the logical, slow-thinking part to be on alert for the trash issue.

And before your autopilot instinct to react angrily takes over, your slow-thinking system can tap the brakes and turn off your autopilot system, and you can instead say, "Ah, shoot.

I forgot.

I'll take it out right now."

And if you work at it, that response can become basically automatic, and you can turn yourself into at least a little bit of a marriage expert.

And maybe then there will be one more happy marriage or, because behavior is contagious, more than one.

♪♪ But as news footage from protests like those in Ferguson regularly reminds us, some of the biggest challenges we face involve our entire society, like accusations that America's police treat black people differently than white people.

Can we use the fact that behavior is contagious to tackle that problem?

♪♪ That's the goal of cutting-edge training police officers in California are undergoing.

First, Stanford behavioral scientist Jennifer Eberhardt helps the cops grasp that bias is frequently the result of nonconscious, autopilot decisions they make.

-It's about your brain and the culture.

-Then each of the officers comes up with their own way of communicating to their fellow cops how implicit bias can distort their choices.

-A black person or a white person, and that person's either holding a gun or holding an innocuous object like a cellphone or a soda can or something like that.

And if you look with black targets and white targets, it shows that there's a higher error rate for black targets.

-The officers will then go back to their local police stations and focus on influencing how their fellow officers interact with the community.

-Once you do understand and know that it exists, you would be remiss not to employ the ideas, the tenets behind it, in your everyday job.

It's disturbing to think that there may be some out there that want to still argue that they don't have any bias or, even worse, that they're okay knowing that they have it, and they actually allow that to affect their interactions with anybody, both in personal life or in professional life.

♪♪ -Millions of Americans have gone online to take the Implicit Association Test, or IAT, with the goal of finding out if the decisions that they make about people of other races, sexes, and ages are influenced by autopilot biases.

The test was co-created by Mahzarin Banaji, and she's been impressed by the way many people react to a test result that suggests they are biased.

-When people see that their test score is saying something about their minds that they know not to be true, of course they could've just walked away from the test and said, "Who cares?"

Some silly, little test tells me that I have race bias or age bias.

Why should I believe that?"

But people don't do that.

They engage with us.

"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

we are folded
into another
day of play...

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

can will
guidance...
violence...

their quest for knowledge and guidance and thereby fulfill

privilege
and
responsibility

our responsibility of becoming as a 'Luminary' to others. This

is an opportunity ^{to} ~~is~~ bear witness. To cultivate and reinforce what is best and highest in others and ourselves.

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 [...]) 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

boundary conditions... related to: modal

useful for safety interlocks... SEE: Conditional

Arrays... ALSO: Gated Arrays...

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



signs & indicators
clues
& cues

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 ^{ORDER} ~~an~~ ^{emphasize} ~~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 kind of thought, relies on a distinction; therefore, communication also relies on distinctions. Different distinctions give rise to different ways of seeing and knowing. *Our view of the world and our role in it...*

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

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]

journalistic system(s)

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
Function	to perform...		each and every one the same
	he enjoys		(e.g. multiverse)

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 ^{novel} the extraordinary meaning but loses its 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 (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.

.....

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 pitch & catch, see; Hierarchy, Cooperatives
-rank- -unranked- (e.g. law & accounting firms) 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} center is 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 meaning^{information}, 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, SPY] 1: EXPOSURE 2a(1): an extensive view (2): a mental consideration, SYN: 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 platforms + set
department: subsets
example of cluster

proximity + inclination

my perspective - state the premise - The Bridge Function - sustainability of →

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

characters, conflicts, conclusions

archetypes - Avatar vs. Troll

cast of characters - contrast of characters...

conflict of forces → human conflict

contrast of conclusions → sustainability vs. extinction

the premise is the driving force behind every event

materialized creative consciousness... The Bridge Function

event line vs. time line

Temperament... Avatar vs. Troll

archetype → re + presentation of original pattern or type

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

archetypal characterization → Present + Represent → Finite Presence... Infinite Existence → Temporal Cast of Characters... Enduring Chain of Custody. is being recreated by...

pattern 1a: a form or model proposed for imitation; EXEMPLAR 9: a reliable sample of traits, acts, or other observable features characterizing an individual (behavior pattern)

presentation - something set forth for the attention of the mind

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

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...

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

Choose Your Treasure ... Quest

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

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

2 Doctor 1b: to restore to good condition: REPAIR 2a: to adapt or modify (... condition) for a desired end by alteration or special treatment (condition)

decile [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

2 premise 1a: to set forth beforehand as an introduction or a postulate 2: to presuppose or imply as pre-existent (DAB inherent): POSTULATE [SKT - he asks] 1. CLAIM 2a: to assume or claim as true, existent, or necessary

garden amusement theme park

"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

critical path analysis the narrow path

is a ship of exploration... I am an explorer... We all are...

I suspect...

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

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 of attraction → to put under a
 spell: BEWITCH → 3: to spell out → to find out by study: come
 to understand → to present in detail: make comprehensible
 by careful elaboration → to add up to: MEAN over-
 spell [substitute] RELIEVE: REST from work or activity [pitch & catch... acting captain]

the casting of spells

The
Extraordinaries

token
triggers

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

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

[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 role that
 supports the premise (which supports that premise)
 * suggest vt [to put under, furnish, suggest... to carry - more @ CAST]
 la: 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 displace by means of communication 4a: to direct order, or
 request to go 5: to direct by advice or reference 6b: 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
 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 - note @ 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 ^v 1: to produce by labor 2: to build up from simple ingredients
3: to work out in detail: DEVELOP ^v 1: to become elaborate 2: to expand something in detail

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 or active part

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

2: the leader of a cause: CHAMPION

(bit part vs central role)

initiative - inclination to champion change

antagonist 1: one that opposes another esp. in combat:

ADVERSARY

Iron Sharpens Iron

SEE: Adversarial Conditioning

reluctance - inclination to resist change

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

many diverse operational platforms

"all the world's a stage"

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 only 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 -

*research: social engineering

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

template
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}

"It struck me!..."

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 * DAB IMPACT

16: BEWITCH

18a: to come to: ATTAIN (TO)

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 (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

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

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

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

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
entrap or ensnare... in tyranny

potential minion bit part	→ troll central role	potential initiate bit part	→ avatar central role
------------------------------	-------------------------	--------------------------------	--------------------------

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

- Identify the range and scope of possible/probable conclusions, outcomes, resultants.
 The delicate balance is wherein when the magic happens → equal human rights vs. fair class privilege [both a privilege and a responsibility]
- 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
 @CONT. → 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 as to ~~amuse~~ ^{charm} 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 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 imports 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, 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 (V2 = vision x 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

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

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unsafe acts & unsafe conditions to Section 3 Adulthood 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 → workplay - 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.
power-gap being-bridge

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, expand(s) or contract(s) 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

- 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). (? born of the spirit...)
reinforce elevate - exalt diminish, degrade, frown upon
{question to question FEAR
doubt - distrust
discount}

- 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
4: 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 ^{to influence deeply} with a usu. partisan or sectarian opinion, point of view, or principle (welcome to the machine) tokens

*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 predisposes 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]

TAB → rally point

Simultaneous Operational Platforms = Multiple Income Streams

The Bridge Function
Being - Becoming
World Wide

Teleological → materialized consciousness → Ontological → Being - Becoming
materialized creative consciousness
Integrated Philosophical System → Game Theory → Reality Game
Inherent Participatory System → Inherent vs. Introduced → Conditions/Conditioning

Author

Publisher
Playwright
Screenwriter
Producer
Director

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"

Presenter

Lecturer
"A.C.F. Wizard"

Serving as a Luminary - "As a Beacon to Others"
Project recurring patterns → daily routines
The casting of roles - /spells - wordcraft - wordsmith - incantations
To stand and point → The "delicate balance" → the "magic" happens wherein when

Facilitator

"The Power of the Question"

Consulting & Training
Organizational Development
Organizational Models
The "Communication Standard"
Business, Technology, Action Plans

Guide

"Waypoints"

Personal Development & Empowerment
Team Development & Empowerment
Systems Analysis & Resource Management
"The Task, The Team, The Tools" - Triangulation

bmm family of websites

• COM

Free initiation/fee based team training
contribution based... please contribute
please donate

• info

information resources -

• org

donation supported

• net

webcasting - streaming -

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] 1b 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 → supernatural - adj - 1: of or relating to an order of existence beyond the visible / observable universe

mysticism, pragmatism
mere mortals exalted → The Extraordinary & The Supernatural

The only way there
The Bridge Function > The Essence of Being is Becoming > Being @ REST
"Just a Man" > "Let nothing human be alien to me..." Cast > Direct > Project
Uncle Tom's Cabin > Lost Treasures "The Garden" (Economic) Soldier
Playground for the Children > Workplay Amusement Park
Immense Production > The Casting of Spells > The Casting of Roles
Avatar vs. Troll Nature (Archetypical Character Temperaments) Dominate Inclination
Characters > Conflicts > Conclusions... World Wide Reality Game
Current cast > human/forces > sustainability vs. extinction
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 Head of the Master on the Tiller
of the World > works in the Craft > Works on the Craft
change the course of thought > change the course of events
* tinker avator troll

reference expressions = right
examples of way points, return
aid to navigation help us to
find our way - the narrow path
the rule
to repair, adjust, or
experiment with
a stitch in time
saves nine
command... to control
for care or protection
spy - I spy (see) Protect
The pole of... Ignore less
Is being recreated by... acting captain
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
Life is like a balancing act...
Taskmaster Creed
Focus on the goal,
not the task (all: work the task)
extraordinary - adj - [out of
course - extra + order] 1a:
going beyond what is usual,
regular, or customary (Ordinary)

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 5: the offering of something false as true

- In my opinion...
- In my estimate...
- I suspect... communication standard...
- personal view... perspective
- 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... They focus so much energy on not being wrong, they fail to employ critical thinking to determine what is right.
- It is an irrefutable fact... is being... recreated by... Acting Captain
- I know... foregone conclusion
- invalidates opinion...
limits opportunity for... questioning an exchange of ideas and opinions & dialogue
- 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
- contemplation n 1a: concentration on spiritual things as a form of private devotion awareness - endeavors
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)
- contemplative adj: marked by or given to contemplation
- 2 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

commentary perspective... a comprehensive view

Stand and Point

Two Steps Back

Signs and Indicators

→ CONVERSION! of principles & priorities
Bridge Functions → Choice of 1st Magnitude
Commanding Perspective and Comprehensive View
→ Awakening Awareness → Expanded Consciousness
→ Waypoints → "Let nothing human be alien to me." Terrell → 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, as the enhancement of an atomic, nuclear, or particle reaction, or a scattering event by ring 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-
VESSEL¹⁶: a person into whom some quality is infused...
infuse¹⁷ [to pour]
la: to cause to be permeated with something (as a principle or quality) that alters usual 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
- 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. "Bullshit!"
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...

Variation and limits of endurance - the narrow path - boundary math - waypoints - channel markers - the way

I AM → I suspect... It Is As If
 singularity → System Builder - metaphysical Big Bang → technological → materialized creative consciousness
 multiplicity → Immense Production → Conflict of Forces → sustainability
 extinction
 The Age of Man
 casting of spells, roles → World Wide Reality Game... Turn Based...
 ... of Competing Ideologies, Visions... vs. uphold & support
 deny & diminish
 integrity Human Rights vs. Class Privilege → Human Conflict
 wave function probability waves → Quality of Life vs. Standard of Living
 Quantity of Stuff
 ... Treasure Question → A Treasure Map of Sarts...
 Frames the answer → Mu
 the role of... is being recreated by... Acting Captain... 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

- carrier ^{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 universal solution set → to narrowing the boundaries of our personal (embody) solution set.
- 3 proper: in a thorough manner: COMPLETELY

→ signs & indicators → cues & clues ^{clew → something that guides, evidence, reliable information (clever clues)}
 ↳ clues & cues ↳ a signal, hint; to prompt, insert (? token) ... bread crumbs waypoints channel markers the narrow path 83 the "way"

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