AURAVANA PROJECT

PROJECT FOR A COMMUNITY-TYPE SOCIETY

The Project Execution

SSS-PP-PE-001 | July 2022

SOCIETAL SPECIFICATION STANDARD

auravana.org

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PROJECT EXECUTION

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GREETINGS

In an effort to provide the greatest possible clarity and value the Auravana Project has formatted the system for the proposed society (of the type, 'community') **into a series of standard publications. Each standard is both a component of the total, unified system, as well as intended to be a basis for deep reflective consideration of one's own community, or lack thereof. These formal standards are "living" in that they are continually edited and updated as new information becomes available; the society is not ever established, its design and situational operation exists in an emergent state, for it evolves, as we evolve, necessarily for our survival and flourishing.**

Together, the standards represent a replicable, scalable, and comprehensively "useful" model for the design of a society where all individual human requirements are mutually and optimally fulfilled.

The information contained within these standards represent a potential solution to the issues universally plaguing humankind, and could possibly bring about one of the greatest revolutions in living and learning in our modern time. Change on the scale that is needed can only be realized when people see and experience a better way. The purpose of the Auravana Project is to design, to create, and to sustain a more fulfilling life experience for everyone, by facilitating the realization of a better way of living.

Cooperation and learning are an integral part of what it means to be a conscious individual human. A community-type societal environment has been designed to nurture and support the understanding and experience of this valuable orientation.

The design for a community-type society provides an entirely different way of looking at the nature of life, learning, work, and human interaction. These societal standards seek to maintain an essential alignment with humankind's evolving understandings of itself, combining the world of which humans are a regenerative part, with, the optimal that can be realized for all of humanity, given what is known.

The general vision for this form of society is an urgent one considering the myriad of perceptible global societal crises. Together, we can create the next generation of regenerative and fulfilling living environments. Together, we can create a global societal-level community.

THE UNIFIED SOCIETAL SYSTEM: SOCIETAL PROJECT PLAN

This publication is one of seven representing the proposed standard operation of a type of society given the category name, 'community' (a community-type society). This document is the project execution for the societal system.

Every society is composed of a set of core systems. Different types of societies have different internal compositions of these systems. The composition of these systems determines the type of society. The type of society described by the Auravana Project societal standard is a, community-type society. The standard is a composition of sub-system standards. The Auravana societal standard may be used to construct and duplicate community at the global level.

For any given society, there are four primary societal sub-systems. Each of these sub-systems can be specified and standardized (described and explained); each sub-system is a standard within a whole societal specification standard. The first four primary standards of the six total standards are: a Social System; a Decision System; a Material System; and a Lifestyle System. Each standard is given the name of its information system. The fifth publication is a Project Plan, and the sixth is an Overview of the whole societal system. Together, these standards are used to classify information about society, identify current and potential configurations, and operate an actual configuration. Because of the size of some of these standards, they may be split into two or more publications. Because of the size of some of these standards, they may be split into two or more publications.

- **This societal specification standard is the Project Execution of the Project Plan for a community-type societal system.**

- **There are more figures** (and tables) associated with this standard than are presented in this document; those figures that could not fit are freely available via the Auravana Project's website in full size, and if applicable, color [auravana.org/standards/models]. Tables that are too large to include in this document are referenced with each standard via the Project's list of standards webpage [auravana.org/standards].
  - *Figures and tables on the website are named according to their placement in the standard.*

Contents

List of figures

This is the list of figures within this document.
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List of tables

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Document Revision History

A.k.a., Version history, change log.

This document is updated as new information becomes available.
The following information is used to control and track modifications (transformations, changes) to this document.

VERSION	REVISION DATE	SECTIONS	SUMMARY (DESCRIPTION)	
001	July 2022	n/a	This is the first version of the project execution. The Project Plan grew so large it had to be split into two documents. This project execution document is a sub-section of the project plan. The project lists article has been updated. The other two articles are new (Contribution Service System and Transition Proposal). Note: The reader should understand that this document contains a high-level of conceptual linguistic detail, the reader should understand that this document is one of multiple documents that together provide a complete explanation of the proposed societal system. In order to visualize the whole societal system, its concepts and objects, and their interrelationships, must be modeled and reasoned. Note: All figures associated with this standard, many of which are not published herein, are available via the Auravana Project's website. Oversized figures and tables are also published on the Project's website. It is not possible to publish via this page medium all figures and tables related to this standard.	
GENERATION ON			**NAME**	**CONTACT DETAIL**
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[Plan] Project Lists

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Abstract

The three common questions concerning the execution of a societal development project are, how does contribution work, what does justice do, and how do we transition to. There is the contributed transition to community in a manner that sustains and restores the fulfillment of all. How to execute the project safely through contribution so change toward human fulfillment is likely and achieved. To execute is to take action. Execution is a state of motion, a state of movement consciously energizing. In a sense, the project execution is the execution of a set of plans and lists to achieve a desired result. The execution of a project requires lists and plans. This document details the project's lists and plans. The two most important plans for this project are: the contribution plan and the planned transition to the proposed society. Execution is to take action (i.e., to go from) becoming (potential, design) into actual being (actualized, materialized). Execution done well ("right") is a planned and disciplined process that involves a logical set of connected activities acted upon by an organization to produce an expected result (to make work successful). To take action requires the synchronous integration of a set of project plan lists. There are two categories of list, a list that includes certain information traceable to requirements, and a list that includes uncertain information traceable to risks (detriments to the project). The execution of a plan involves the combining or positive project lists along a timeline (schedule), whereupon risks are mitigated and responded to through reasonable controls. The execution of a societal-level project is complex and multivariate. Human flourishing can be resolved for by applying effort toward the combined resolution (actionable integration) of a set of directional (positive) lists. In the market, these lists represent exchanges of property/ownership. In the State, these lists represent hierarchical relationships of one person having power [of coercion] over another. In order to sustain a fulfillment-oriented society, relationships must be sustained that meet the society's minimum level of informational and spatial requirements. In an effort to provide the most efficient execution possible, there must exist cooperation and coordination among projects (project coordinators), working groups, and habitat teams.

Graphical Abstract

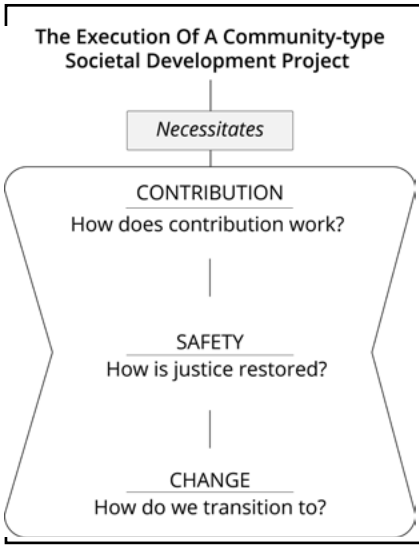
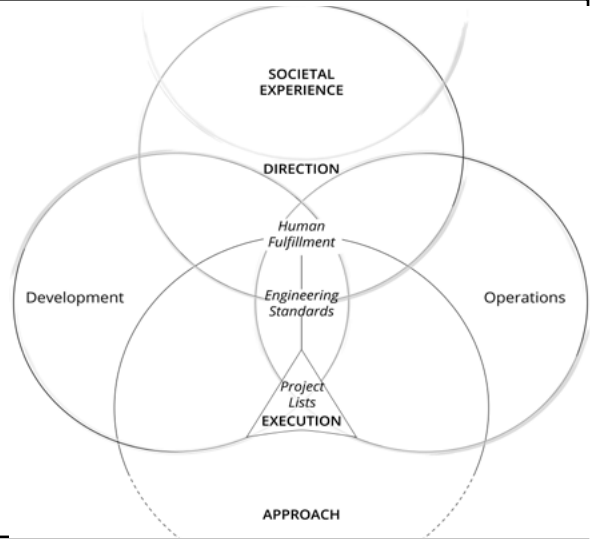


Figure 1. *This project executes through a series of project lists. The execution of the lists is approached in a specified manner. The result of the execution is a set of standards (representational of the intended society) and a set of habitat operations (that utilize the standards) to produce a specified direction (e.g., human fulfillment), by way of a specified approach.*



1 Introduction

Execution is to take action. Execution is a state of motion, a state of movement consciously energizing. Execution is to take action (i.e., to go from) becoming (potential, design) into actual being (actualized, materialized). Execution done well ("right") is a planned and disciplined process that involves a logical set of connected activities acted upon by an organization to produce an expected result (to make work successful).

In concern to project execution and control, lists a prerequisite. Lists are presented best as tables (matrices). In a database, tables store computable values. For purposes of execution, lists are an execution [coordination] tool. Relational tables can be computed (combined) by software as an information system. It is possible to operate a society without the price or violence mechanisms in that the information required to make the economy work can be performed by computer simulation, extrapolation, and calculation upon relational tables of project-relevant data so that the value and demand is represented within a software system.

To be effective, the execution of the plan must include people coming together to consciously create a type of society sufficiently long that this transformation can actually happen at a global scale.

To be effective under market-State conditions, the execution of a plan [to generate and sustain community] only comes through great leadership. Here, leadership involves:

1. Stepping out to go first and take risk.
2. Rational, organizational, and socially relatable abilities and skills.

In the real world, a plan is critical to long-term survival; without planning people tend to live day-to-day, always reacting to unforeseen threats, instead of seeing potential problems and avoiding them completely. This is especially true when there are not enough resources or contributions. Here, the primary concern is a lack of a desire, or of foresight, to take an interest in the plan (which exists regardless of interest, because humanity shares a common plan·et).

2 [Plan] Project lists

A.k.a., Positive lists, accountable lists, accountabilities.

A project list is a repository of all listable elements relevant to the execution (running, coordination) of a project. Whatever a project is composed of, it can be added to a [project-relevant] list. Lists contain data accessible for execution, which may be software, hardware, or human, or some combination thereof. A list is any information displayed or organized in a logical or linear formation, which is necessary for the coordinated execution of any task.

In terms of computation, which is a necessary component of the execution of a complex socio-technical system, it is useful to understand a list as a data structure that generalizes one or more atomic vectors. An atomic vector is the simplest directional data type. Data without a vector (i.e., scalar values; data without useful decisional information) can be vectorized through operations. Each sub-system of a total societal system has a different set of interrelated "atomic" vectors:

1. In a social system, a 'value' (condition, *need*) is the simplest directional data type (i.e., is an atomic vector). Values are orientationally usable data packets with an identifiable vector (meaningful direction). Data organized for meaningful fulfillment has an atomic vector.
2. In a decision system, an 'objective' (claim, *requirement*) is the simplest directional data type (i.e., is an atomic vector). Objectives are measurable outcomes. Action taken on the part of objectives has an atomic vector.
3. In a material system, an 'object' (matter, *technology*) is the simplest directional data type (i.e., is an atomic vector). Objects have shape. The motion of objects has an atomic vector.
4. In a lifestyle system, an 'organism' (life, *feeling*) is the simplest directional data type (i.e., is an atomic vector). Life has consciousness. The experience of consciousness has an atomic vector.

A project is necessarily composed of the following executional list elements (components, parts):

1. **The lists** - The execution of a direction as a set of lists that account .
2. **The meta-relational database** - The descriptive meaning of each list, and all lists in relation to one another.

2.1 What are the listable elements of a societal-level project plan?

In order complete a project, a project plan must

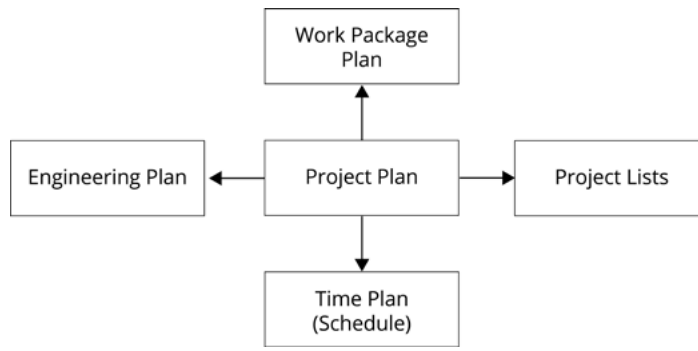
identify and relate the following lists, upon which calculation can be done:

1. **Schedule list** - The items in this list are Tasks within a hierarchical structure of groupings called the WBS (Work Breakdown Structure). The temporal association as an activity.
2. **Concerns list** - Each Concern is either a risk or an issue, which are handled in much the same way via a decisioning process.
3. **Actions list** - The list of all tasks (actions, activities, etc.), all of which are tracked. Some tasks exist to resolve concerns.
4. **Locations list** - The list of locations of everything in an information storage system.
5. **Humans list** - The list of who is contributing, and where and when and with what.
6. **Teams list** - the individuals and machines that carry out activities.
   A. The human work package as - human placement on a team.
   B. The human work package as - the human selection of tasks as part of a team.
7. **Events list** - This is the list of computational integration points on a timeline. More broadly, any notable interaction between two or more people may be listed here. A recorded event always identifies the 'result' of that interaction (e.g., minutes of meeting, a report, a computational result).
8. **Deliverables list** - The outputs (of processes) that must be completed ("ticked off" as done).

More completely, a project must identify and relate the following eight top-level project lists/ tables (within a database), upon which calculation can be done:

1. **Objectives list (requirement-oriented breakdown) -** An objective/requirement is a capability to which a project outcome (product or service) conforms to a measurable degree.
2. **Deliverables list (product/service-oriented breakdown)** - Deliverables are requirements packaged with contextual information into the form of products and services (as outputs of processes) required to complete the project. Note: There are project deliverables (project needs/requirements), and sub-project deliverables (sub-project needs/ requirements).
3. **Actions list (action/Task/Work/deliverable-oriented breakdown)** - Actions (activities/ work packages) are executable [process or construction] tasks. The items in this list are tasks within a hierarchical structure of textual groupings (a work breakdown structure, WBS). Synonyms for 'action' include, but are not limited to: work, task, activity, executable, "something to do", process, procedure, construction, and resolution. Actions are assigned to systems and/or people. Some actions are automated. Automated actions form automated services - services without the need for direct human effort, no 'event' instantiation (no addition to the Events List). *Note: A project produces a product and/or a service, and so, that is why this type of plan, is called a "plan of action"); because, it intends to describe the act of brining something into existence.*
4. **Events list (Human-to-human-oriented breakdown)** - Events are a specific type of

Figure 2. *The execution of a societal-level project plan involves its own development. It also involves work, the design and development of a final system, a time line, and a series of project lists that integrate actionable project information.*



task; they are social integration-decision event task. An event (on this list) contains [at least] the location, time, and contents of human-based interactions that have lead to, or will lead to, a change and/or decision about the project (or some aspect therein).

5. **Schedule list (time-oriented breakdown)** - In order for action to occur (i.e., "things to happen"), there is time. Actions, deliverables, requirements and events can be organized within time (i.e., they can be scheduled and time delineated). These project information categories can be expressed in terms of a time (i.e., iteration) dimension. A schedule list may also be known be the following labels: timeline, gantt chart, or project schedule. A schedule can be a unified visualization of all (or selected) actions/work, deliverables, requirements, and events per [unit of] time, with all associated meta-/calculable-information. Through the scheduling of accountability project coordination can be calculated and visualized; wherein, it is possible to view: system and human bandwidth; *who's* available; and *who's* busy.
6. **Concerns list (risk/incident/issue-oriented breakdown)** - Each issue of concern is either a risk or an incident. This is a list of issues concerning organizations and events that have been/may/or are adverse [in their effects] to the completion of the project (i.e., "threats"). Here, the issue is either a risk (with some likelihood of), or an incident (current affect of), inhibiting project completion. Incidents require resolution (hence, new actions/ tasks to resolve the incident), and risks necessitate mitigation reasoning for project preservation planning. Issues are prioritized (as in, 'triaged'). In general, issues themselves are not scheduled, although their resolutions may be. A planned "issue" is either a test or a trap.
7. **Contribution accountability list (people/ actor-oriented breakdown)** - Profile and activity information on every human in the project, including all their associated project and sub-project information, resource allocations, and roles/responsibilities.
8. **Locations list (Location-oriented breakdown)** - Material and digital [resource] locations. Note that resources can be moved to re-located them over time, and this relocation can be scheduled.

2.2 [List] Plannable elements of a project plan

I.e., What are the plannable elements of a project plan?

These plans describe how the project will be coordinated, monitored and controlled throughout the project lifecycle:

1. **Project charter (project definition plan)** - the planned instantiation of a project.
2. **Communication coordination plan** - the planned protocols (synchronization and acknowledgement) and platforms by which information is understood and used.
3. **Document coordination plan** - the planned publication and dissemination of standard references for usable information.
4. **Schedule coordination plan (time team planning)** - the planned positioning of team elements in time.
5. **Resource coordination plan (object and operation planning)** - the planned positioning and occupation of resources.
6. **Issue coordination plan (change control planning)** - the planned decisioning of issues.
7. **Risk coordination plan (challenge response planning)** - the planned response to negative events.
8. **Human coordination plan (human team planning)** - the planned positioning of individual humans into an organization of InterSystem teams and working groups who accountably complete tasks to sustain and adapt the operation of society.

This is a project to construct a network of cities. All construction projects are monitored and controlled through a construction plan:

1. **Construction plan** - the plan to construct the a city location. A simplified construction plan may be summarized as follows:
   A. Concept design.
   B. Architecture and engineering design.
   C. Site selection.
   D. Materials and tools acquisition, and transport to and from site (a.k.a., resource collection, including tangibles and intangibles).
   E. Operational team formation (i.e., intersystem team to construct and operate the habitat service system).
   F. Site preparation.
   G. Main construction (phased delivery).

2.3 [List] Societal project sub-plans

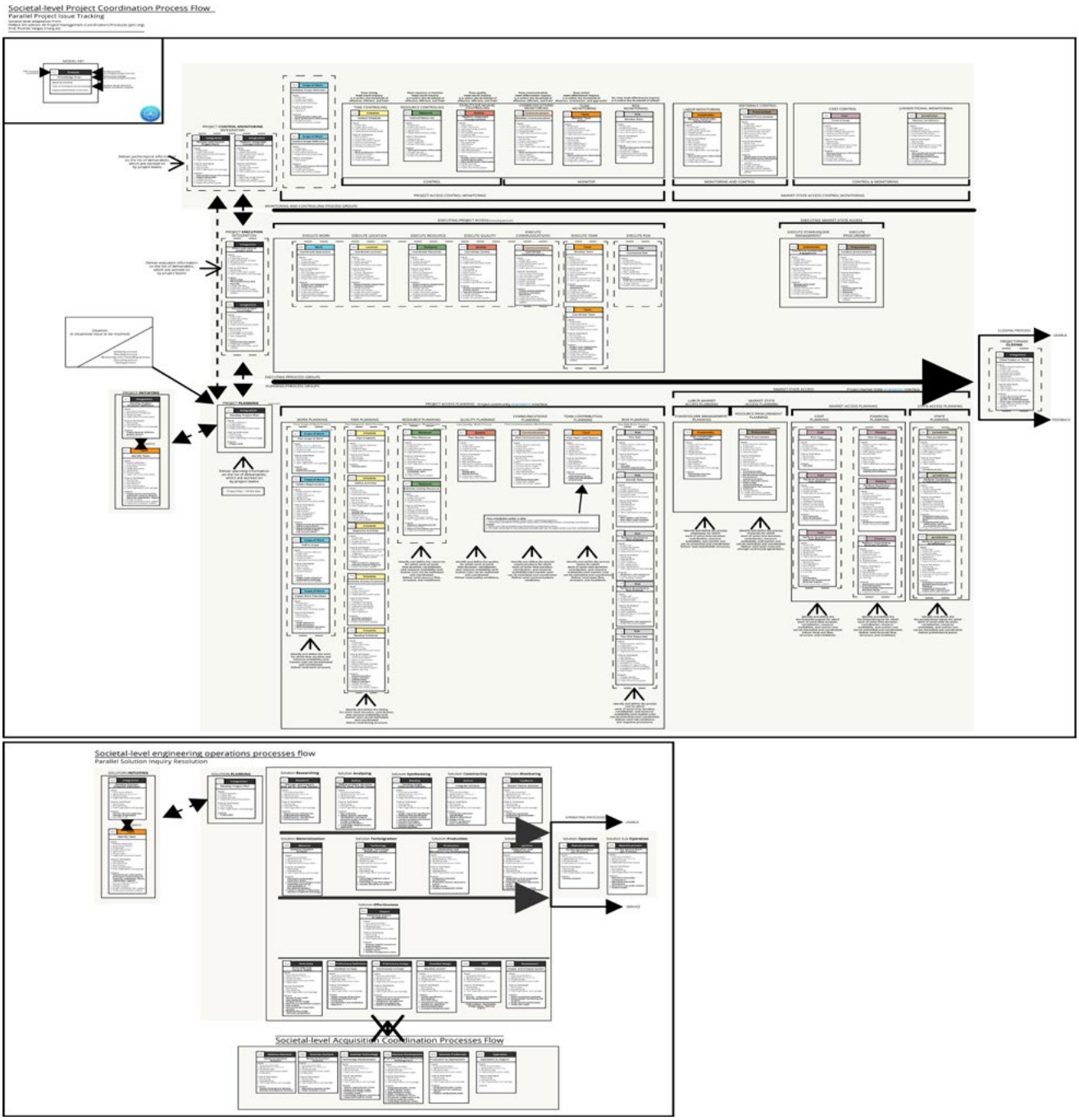
The following is a list of the project sub-plan deliverables for a community-type societal project:

1. **Design plan** - conception information set.
2. **Construction plan** - materialization information set.
3. **Operations plan** - knowing the procedures of the

system.

4. **Maintenance plan** - knowing when to maintain systems.
5. **Configuration plan** - knowing where and how to re-configure systems.
6. **Disaster recovery plan** - knowing how to recover systems; continuity of operations.
7. **Market-State relationship plan** - know how to communicate with entities in the market-State to sustain working relationships.
   A. Political communications strategy (a.k.a., State communications strategy, State relationship

Figure 3. *This is the project coordination planning chart for a community-type society. This is a societal-level project planning flow-chart that coordinates the execution of project operations and lists. Please refer to the project's website (https://auravana.org/standards/the-project-plan) for the full size asset.*



plan).
B. Market communications strategy (a.k.a., business plan, market relationship plan.
C. Public communications strategy (a.k.a., social/ crowd communication plan).

2.4 [List] Accountable and assessable elements of a project plan

Accounting and assessment are essential if a plan is to be executed as expected. All questions about plans are answered, in part, through the accounting for, and assessing of, goal related information. For instance, in concern to how much land is needed and how many people to populate the city with, that would need to be assessed and calculated.

1. **Resource accounting and assessment:** An assessment would need to be conducted on the available resources (this is often called a resource survey), but in the market, this would be a financial resources assessment, because the first city will require financial resources to acquire the material resources to construct and maintain the first city environment.
2. **Land accounting and assessment:** An assessment would need to be conducted to determine how many people could reasonably populate that land with the available technological resources. In other words, given the land and technology available, how many people can said physical environment sustainably and healthily support. Of course, the issue of technological acquisition returns the equation to the amount of financial resources available for the effort. A comprehensive site analysis and land/environmental assessment is used to determine possible locations for placement of the first experimental community city. The analysis will compare between locations. It will provide (given current trends) a feasibility/viability determination for the experimental city for each location.
   A. Site analyses and selection includes, but is not limited to:
      1. Is the site safe?
      2. Is the site conducive?
3. **Task/transformation (a.k.a., transaction in market) accounting and assessment:** An accounting and assessment of the transformational actions (tasks).
4. **People accounting and assessment:** An assessment of the people populating and/or to populate an environment; their value orientation, understanding, and abilities, and possibly, other qualities that are required to construct and operate a city in community.
   A. Human screening materials - Societal screening questionnaire and documentation for entrance into the community network. This project proposes an entirely different way of living from the many other ways seen throughout early 21st century society. Entrance into the community will depend highly upon the value orientation and expression of the individual. The society will screen individuals to ensure that their orientation and life direction is aligned with that of the society as defined in its standard specification.
   B. People analyses and selection includes:
      1. Screening documentation and procedures.
      2. Orientation documentation, procedures, and assets. Has the person
5. **Jurisdictional and geopolitical analysis (accounting and assessment in the State):** An assessment of the jurisdiction where the city may/is being developed to ensure that the political and legal climate will not tear the new societal environment apart.
   A. Jurisdictional/geopolitical analyses and selection includes, but is not limited to:
      1. Is authority accepting of societal system type?
      2. Is authority stable?
      3. Is public environment safe?
   B. Contractual agreements (legal declaration)
      1. What are the responsibilities of parties?
6. **Financial analysis (accounting and assessment in the market):** An assessment of the financial resources of the city may/is being developed to ensure that the financial ability will not tear the new societal environment apart.

2.5 [List] Operationalizable societal systems

The list of plannable societal systems [for a community-type society]. This list includes a system of systems, standards, and support structures, all of which require the completion of tasks, through contribution, in order to sustain the service:

1. **Global societal life service system**
   A. **Global information service system** - An operational, informational environment (a.k.a., the information, construction environment): The information system as an operational data interface service system.
      1. **Global societal service standard**
         i. *Social Information System*
         ii. *Decision Information System*
         iii. Material Information System
         iv. LifeStyle Information System

B. **Global habitat service system - An operational, material environment (a.k.a., the materialized, built environment).** The city as an operational habitat service system.
   1. Life-Support system structure
   2. Technology support system structure
   3. Exploratory support system structure
   4. Multiple city configurations customized for different group preferences (cultures)

Human life uses both informational and material services. These services can be accounted for and planned:

1. A living body uses *habitat spatial service resources* (for its benefit and highest potential).
2. A living mind uses *habitat informational service resources* (for its benefit and highest potential).

2.5.1 A social information system platform

A social information system platform is required for working at population scale, and it enables:

1. Visualization
2. Tracing
3. Computing
4. Collaborating
5. Coordinating requirements, workflows, interfaces, design, assembly, etc.
6. Smart design and testing (integration of mechanical, electrical, software, and electronics design).
7. Convergent modeling.

A societal information resolution interface for:

1. All Views
2. Technical Standard Articles (social, decision, ...)
3. Studies (scientific understanding and research)
4. Lifestyles (individual and social calendars)
5. Operations (procedural, monitoring, and change control procedures)
6. System support (life, technology, exploratory)
7. Services (habitat service sub-systems)
8. Flows (resource flows)

2.5.2 A team contributions platform

A community-type society necessarily organizes a team set to accomplish organizational tasks. Teams complete tasks.

In order to complete tasks at a systems level, a team must:

1. Develop and use data sets.
2. Develop and use procedural tools.

In order to,

1. Develop and operate a global information system.
2. Develop and operate local habitat service systems.

2.6 [List] Societal standard deliverables

The following is a list of the high-level deliverables for a community-type societal project:

1. **Societal specification standards** (the product-system; a societal information system, a society)
   A. **Social system standard**
      1. Written technical standard articles
      2. Conceptual modeling
      3. Database system production and operation
   B. **Decision system standard**
      1. Written technical standard articles
      2. Design code
      3. Software system production and operation
         i. Information collaboration platform
   C. **Material system standard**
      1. Written technical standard articles
      2. Design drawings
      3. Hardware system production and operation
         i. Habitat service system
   D. **Lifestyle system standard**
      1. Flow experience standard articles
      2. Learning experience standard articles
      3. Contribution experience standard articles
2. **Project overview standard**
   A. Identifiable unifying model
   B. Written proposal of unification (treatise on community)
   C. Visual prototype of unification
3. **Project plan standard** (the coordinated plan of action)
   A. Listed variables for actions
   B. Written understanding of actions
      1. Visualized efforts of actions

2.6.1 The functional societal specification standards:

A societal information system may be sub-divided into sub-systems with specialized functional standards:

1. **The social system specification**
   A. The written documentation part.
   B. The human fulfillment and motivation database.
2. **The decision system specification**
   A. The written documentation part.
   B. The mathematical modeling part.
   C. The software programming of the decision system.
   D. Machine learning interface.

3. **The lifestyle system specification**
   A. The written documentation part.
   B. The global access system's interface.
4. **The material system specification**
   A. The written documentation part.
   B. The architectural CAD- and BIM-based drawings for the integrated city system and technology therein.
   C. The 3D visually modeled representation of the integrated city system (with different configurations).
   D. Integration of the 3D representation into a gaming engine for virtually simulating all operational aspects of the community.
   E. An open source virtual reality simulator of the city.

The specification standard for a unified societal information system involves:

1. A unified specification standard for the construction and operation of the societal system.
2. Continued research, design, and error correction of the existing specification standards.

2.7 [List] Societal study deliverables

The following is a list of study deliverables for a community-type societal project:

1. **Rational thinking studies -** Show me the object, the motion, and the conception.
   A. **An understandings review** - Existing visualizations are explained.
2. **Experimental studies -** Show me the controlled change, the test.
   A. **A literature review** - Existing literature is one source of social data "evidence" on causal and correlative relationships. Literature may be searched for evidence in favour and against a solution concept or hypothesis. Existing literature may also suggest alternative causes to problems. As one of the dependent variables in an article is related to the selected problem, the independent variables may reflect causes of the problem. To select the literature (from a unified information space) and the new causes, it is important to know that the literature is reliable and valid for the practical situation. The systematic review of the literature enables a social population organized through a project-based structure to benefit optimally from existing knowledge on a subject.
3. **Publication studies -** Show me the public integration.
   A. Scientific journals - are the most important medium for the publication of research results. Articles in scientific journals present findings at the frontiers of knowledge and are often characterized by a limited scope. Most journal articles have a similar structure.
   B. Professional journals - In addition to scientific journals, one can also find professional journals. These journals are targeted at an audience of practitioners. The most popular professional journals include Harvard Business Review, MIT Sloan Management Review, and California Management Review. Professional journals have a pragmatic instead of a theoretical focus. These journals seldom publish original research – only popularized versions of research published elsewhere.
   C. Books - Distinguishing between discipline-specific books, scholarly books, textbooks and handbooks.
   D. Quick reference materials - guidebooks, handbooks, etc.
   E. Other types of research publications - Besides scientific journals and books, there are several other types of publications in which results of scientific research are published. First, conference proceedings contain papers that have been presented at a particular conference. Conference proceedings are particularly valuable for finding out the latest research. Frequently, improved drafts of these papers are later submitted to journals. Most libraries have only the proceedings of the most important conferences available. Second, many research institutes publish series of working papers. These papers describe research-in-progress, and later versions are often submitted to journals. Therefore, these are also particularly important to find out about recently finished and current research projects. Finally, there is so-called grey literature. This is literature that is written for a restricted audience and is difficult to identify and obtain.
4. **Prototype studies -** Show me the simulation.
5. **Assembly studies -** Show the object to me (i.e., show it to me).
6. **Verifiability studies -** Show me where it will be.
7. **Cyclability studies -** Show me the material and informational flows.

2.7.1 Quality review deliverables

In order to ensure that deliverables maintain an certain standard of quality, they are reviewed.

2.7.1.1 Standards review

Summarily: Scientific papers, research papers, working papers, reports, white papers, journal articles, etc.

2.7.1.2 Literature review

The following steps may be part of the project plan:

1. A literature search regarding the topics mentioned in the left-hand side of the conceptual project design. It results in the theoretical ideas and guidelines for the diagnostic step.
2. Empirical analysis of the problem: investigation of the specific characteristics and the validity of the business problem and the exploration and validation of the cause and consequences of the business problem.
3. Formulation of the diagnosis from a unified information space.
4. Exploration of solutions.
5. Feedback of the results of the former steps to the principal, the company supervisor, and the platform or steering committee, and the university supervisors.
6. Further detailing of the project plan for solution design and implementation.
7. A further literature search regarding topics on solution design, resulting in among other things design specifications.
8. Elaboration of one direction into a redesign and a change plan.
9. Development of organizational support for the solution and the change plan.
10. Presentation and authorization of the solution and change plan.
11. Implementation (if included in the assignment).
12. Evaluation.

New design project understandings may come from

1. **Focus on empirical analysis**. An empirical exploration and validation means that the symptoms, their potential causes and their potential consequences have to be identified, and evidence to support the analysis has to be gathered.
2. **Focus upon theoretical analysis.** Theoretical analysis and empirical analysis should strengthen each other, but there is no standard recipe for doing so. The sequence in which empirical and theoretical analyses alternate,the way in which they interrelate, and the relative emphasis on one or the other differs from project to project.
3. **Focus upon process-oriented analysis.** Usually a process-oriented analysis supports the analysis of the business problem and its causes. A focus on causes and effects is needed to eventually yield a validation of the business problem and a valid analysis of the causes of that problem. However, if the focus on causes and effects is not accompanied by process-oriented analysis, it may remain rather superficial and detached from actual business practices. In contrast, when there is a focus only on process, it is hard to arrive at an integrated diagnosis.

2.8 [List] Social awareness deliverables

The following is a list of the societal interface deliverables for initial development of a community-type society under adverse societal conditions:

1. **Social awareness materials**
   A. Marketing image assets (including, professional images; and excluding, meme-type images)
   B. Marketing video assets (including, short videos and movies)
   C. Marketing audio assets (including, podcasts and interviews)
   D. Marketing virtual reality assets (including, VR simulations and games)
2. **Social awareness events**
   A. **Lectures and presentations** (including, public and private)
      1. Real-time presentations (including, streaming and face-to-face)
      2. Recorded presentations
      3. Specialized presentations (including, non-discloseable private meetings)
   B. **Conferences**
      1. Conferences hosted
      2. Conferences attended
      3. Conferences available, reason for not attending
3. **Financial relationship development**
   A. Financial persons relationship development
   B. Financial resource relationship development
   C. Estimation of total financial resources

2.9 [List] Simulation demos and experiences

The following is a list of the project simulation deliverables for a community-type societal project:

1. The simulation of the material environment (i.e., simulation of the local and/or network of habitat service systems, city simulation).
2. The simulation of information stored and calculated

throughout the whole society. This includes the simulation of the economy.
3. The simulation of someone's life in a community-type city.

Together, a real-time virtual simulation provides collaborative adjustment and real-time understanding of changes to a living environment.

There are three usage cases for the simulation software:

1. The software may be used by engineering teams for system development.
2. The software may be used by the public for understanding.
3. The software may be used by the marketing team for promotion.
4. The software may be used by the relationship development team for promotion.

Objectives of the a software simulation include:

1. The user will access a virtual simulation of the real world environment as an occupant to look and walk around, to understand how that space may function.
2. The user will feel changes made to the virtual environment prior to those changes being made to the physical environment.

Essential software programs for simulation include, but are not limited to:

1. **City Engine** [esri.com] - Used to design procedural cities on a large scale.
2. **Unreal Engine** [unrealengine.com] - Used to apply virtual reality and real-time motion.
3. **Blender** [blender.org] - Used to create 3D models.
4. **Revit** [autodesk.com] - Used for object information modeling.
5. **Simulink** [MathWorks.com] - MATLAB-based graphical programming environment for modeling, simulating and analyzing multidomain dynamical systems.
6. **Fusion 360** [autodesk.com] - CAD, CAM, and CAE object-product creation software for product design and development processes within a single tool. The software unifies product design, engineering, electronics, and manufacturing into a single platform.

2.9.1 What is necessarily demonstrated

For purposes of the functioning of a community-type society, as well as, positively influencing those who may be unaware of, or not understand the direction of a community-type society, it is necessary to demonstrate:

1. Demonstrate viability through engaging simulated experiences of life among community. Demonstrate the accountability of human life experience.
   A. Fictional story (film, audio, text).
   B. VR life simulation (virtual reality) of life experiences.
2. Demonstrate feasibility through accounting and simulation, and measurement therein. Demonstrate measurability.
   A. 3D computational simulation with 3D objects and process metadata.
3. Demonstrate how few people are required to provide for the needs of the population. Demonstrate integrated city systems.
4. Demonstrate how human demand is accounted for and supplied. Demonstrate a calculated decisioning system.
5. Demonstrate how the specification standards form the current state of the society. Demonstrate a unified design.
6. Demonstrate how information is experienced within the societal system. Demonstrate information accounting.
7. Demonstrate how resources flow through the societal system. Demonstrate resource accounting.
8. Demonstrate how the system works in time and with available resource by visualizing (at least, on a timeline) the system's calendar-scheduled operation:
   A. Visualize the current activities and future activities on the timeline.
   B. Visualize the current status of a project.
   C. Visualize all other projects that any given project relates to.
   D. Visualize all work packages in a project that has a time reference, such as phases, tasks, and milestones, as well as, relationships between them.
   E. The work packages can have a start date and due date.
   F. Milestones only have a due date.
   G. Visualize all work packages, phases, milestones, tasks, and bugs/issues in a timeline view.
   H. Visualize all precedes and proceeds between different work packages.

2.9.2 A demonstration experience

Several possible demonstration experiences may be produced, used, and updated:

1. **A "free access" demonstration experience**: A virtual experience or video showing (Read: simulating) people walking into access centers amongst

gardens and acquiring products for free, or going to recreational locations and using services for free, or working on InterSystem team positions without hierarchy, while using a unified information system.

2. **A resource-based demonstration experience**: A virtual experience or video showing (Read: simulating) the flow of matter (resources) through a material environment sub-composed of objects usable to humans.

2.9.3 Guides to facilitate understanding

A set of materials for facilitating comprehension of the standards to a wider portion of the global population include, but are limited to:

1. Translations of the standard.
   - Translation of the standards and supplemental deliverables into other languages.
2. Audio of the standard.
   A. Oral narration of the design specifications (i.e., turning them into an audiobook). Due to the continuously updated nature of the specifications, some of the content may be difficult to keep up to date in audio format when a human actor is involved in the narration.
   B. Software oral production of the specifications through a software application. Due to the complex technical nature of the information, pronunciation and grammar may be an issue in the automated vocalized production of the specifications.
3. Handbook/Guidebook for the standard
   - Each standard will have a handbook version (or guidebook) to facilitate an understanding of the specification's content, and develop an interest in the project. These companion documents are used for quick reference and a concise overview.
4. Video guides for the specification
   - Descriptive video media of the standards presented in a professional, personal, and visually appealing manner.

During development, there is likely to exist some combination of new societal construction and former societal transition.

2.9.3.1 The benefits of virtual reality simulation

Once the stuff of science fiction, virtual reality (VR) has arrived as a relatively affordable and mainstream consumer technology. VR is a new, complex form of communication, and as with any other medium of communication, it can be used to convey arguments and facilitate change in how individuals view the real world. It is a technology that can be used to demonstrate the feasibility of designs, and it will revolutionize how populations shares their standards for society. The vividness of virtual reality can give an audience a sense of immersion, enhance the emotional impact of a message, and bypass poorly constructed analytical arguments. Individuals no longer need to "tell" or "sell" people what one what is being propose; instead, it is now possible to immerse them in the environment and allow them to freely experience it (in a virtual environment) for themselves. Experiences within immersive virtual environments are more powerful than mere imagination (e.g., reading) in terms of information transfer and influence on actual thinking and behavior.

Through the use of VR people can walk around the community and immerse themselves in the experience of its complex operation. Not only will this be helpful to developers in simulating, testing and improving a system's design, but it is also a highly persuasive marketing tool. Imagine if community could freely share a virtual reality experience of what it would be like to tangibly live and participate in community, to experience as best can be experienced virtually that which is described by the specification standards of a community-type society. It will reveal that what is being proposed in text and model form is actually possible now in the real world. Though, in fact, what is being proposed has been possible for a number of decades.

This VR experience may help individuals come to a greater understanding of what the current modern socio-economic system actually removes from them by its ongoing existence. It may reveal how the current system limits their potential. Through a well-structured simulated experience (orientation), it is probable that developers can help the public reconsider maximizing their current situation in the market-State, and instead, facilitate a shift toward a greater action to what is truly important to them in life, which they may not even be able to well articulate. When people encounter a community-type (a.k.a., resource-based economy, RBE) direction for the first time, they often think about what this direction proposes in terms of what they will lose, rather than what they will gain. Although community is significantly more pleasant, fulfilling and generous than a market-State society, it is so different that people have a difficult time conceptualizing it, and immediately think about what will be absent.

If you want to change people's minds, and if they are on a different paradigm than you, if they identify themselves with a whole different set of presuppositions at a subconscious level, you will frequently not be able to change their mind by being rational. And, the more evidence you show them that is at variance with their fundamental paradigm, often, makes them angrier and more rigid, and so, we need a more eloquent and intelligently persuasive way of helping people re-visualize what is possible (and, what they may be missing out on).

Human senses provide access to the brain and by simulating the sensory environment of a community-type society through immersive virtual reality people will much more quickly get the perspective we are trying to

convey. A virtual reality experience will facilitate rewiring of the brain toward what is possible in the present, and toward our broader, and more integrated worldview. Change on the scale that is required can only be realized when people see and experience a better way.

The experience of a different reality can physiologically change a person's mind. In other words, virtual reality can literally change our minds. Think about the way current media does that (possibly, in the Orwellian sense). It is important to take virtual reality seriously and to create a simulation of a socio-economic system that is inherently positive for all human and ecological life in its focus.

Wouldn't it be great to have a free, open and shared simulator of the community? Through such a simulator we could test out different operational designs, technologies and city configurations, and we could facilitate a personal exploration of the environment for others. A virtual simulation of community would give people a taste of the experience of a life of greater fulfillment. And then, after it is experienced virtually, one could go to our website and find the exact reasoning, designs, tools, and resources for the creation and duplication of the most up-to-date version of the community. When experienced, even virtually, I think most people in modern society will consider community a better way of living than the way they live now.

2.10 [List] Project software

There are several types of project related software:

1. **Project coordination software** - Project software will include (this, or its equivalent):
   A. **Communications software.** For example, Slack communications software service [slack.com]
   B. **Project planning software:** OpenProject management software service [openproject.org]
2. **Collaborative system development software**
   A. Systems engineering development software
3. **Operational system software**
   A. Operations service planning software
   B. Operations monitoring and control software
   C. Decisions service software with economic calculation software
4. **Dissemination platform software** acts as an interface between project contributors, working groups, habitat teams, and the global population to receive and disseminate information. For instance, an Internet website.

2.10.3.1 Collaboration design and operations software deliverable

A collaborations platform is essential for unified communication, collaboration, information processing and storage between project contributors and the global population.

2.11 [List] Social awareness deliverables

There are awareness generating activities that bring attention to and promote the solution:

1. Awareness Development
   A. A demonstration project involving:
      1. A virtual reality tour of a simulated community city.
      2. Access to the specification and all available supplemental materials.
   B. Demonstration project events (100 demonstration projects have happened).
2. Conferences
   A. [Have conference] A yearly event held between organizations that share this similar direction that functions for both relationship development, motivation renewal, and information sharing/integration.
   B. [Attend conference] Attend and give speeches at other conferences on related topics.
   C. Attend conferences to network in order to find others who desire to contribute to particular articles in the standard.
   D. Attend conferences to acquire information to improve articles in the standard.
3. Social Marketing materials
   A. Podcasts and interviews with others who could facilitate the evolution of the specifications and with whom a relationship would be useful for the formation of the community network. These serve two purposes: 1) To remove contradictions and fill in the gaps in our proposal through discussion with others. 2) To facilitate in sharing of the system and possibly get others involved.
   B. A fictional story (i.e., novel) of life in a community-type society.
   C. A video or board game as a learning and sharing tool.
   D. Continued development of the frequently asks questions (FAQs) section of the project.

2.12 [List] Development deliverables

A deliverable is a specific, tangible product or thing; an object and/or information packet. One or more deliverables may contribute to achieving an objective, but an objective is not a deliverable.

Table 1. Execution > Project Lists*: Simplified table of project deliverables.*

Deliverable No.	Deliverable name
1	Specification standard (and requisite sub-plans)

Deliverable No.	Deliverable name
2	Marketing materials
3	Software system
4	Hardware system
5	Demonstration experience
6	Dissemination platform
7	Geopolitical analysis
8	Site selection
9	Sufficient market-State currency
10	Business plan

2.13 [List] Project task analyses

The proposed societal systems highest level task analysis categories:

1. Lifestyle analysis - of a person's typical day or week; "a day in the life of", "an evening with", "a month in the life of".
2. InterSystem Team Work analysis - all the goals and tasks that someone does in a specific role - daily, monthly, over long periods).
3. InterSystem Team Workflow analysis - process analysis, cross-user analysis, how work moves from person to person.

For example, a user view (user tasks - what the user has to do) may be to acquire food via:

1. Personal access:
   - User self-cultivates at (@) personal dwelling.
   - User self-cultivates at (@) personal garden zone.
2. InterSystem Team access:
   - User harvests/forages at (@) culturing zones for foraging.
   - User selects and is served at (@) culturing zones for food harvesting and processing.

2.13.1 Operations tasks

InterSystem Team operations has the following requirements:

1. Provide system operational availability that meets requirements. Operational availability is a factor that describes the amount of time that a system can perform its function as a fraction of total time – including downtime for maintenance.
2. Monitor the environment (e.g., sensors and surveys). For example, the degree of presence of toxins and "toxic" relationships, either microbial, physiochemical, or psycho-social must accounted for in design. The build-up of toxic substances in a tightly closed environment (e.g., the "tight building" syndrome) is a design challenge.
3. Enable, disable, and monitor processes and capabilities.

2.13.2 Construction tasks

The habitat service system is constructed modularly. Each module has a repair and replacement lifecycle (a duration of existence):

- Test/Prototype construction
  - Prototype fidelity:
    - [Medium to high fidelity] A prototype is a model of the system delivered in the medium of the system.
    - [Low fidelity] A mock-up is a representation in a different medium.

Tasking roles include, but are not limited to:

- Engineer or technician - A person who is skilled (has procedural and semantic knowledge) in designing, diagnosing, developing, constructing, maintaining, and repairing technical system (Read: any information or material system).

The following habitat oriented terms are effectively synonymous, but can be loosely separated to mean:

1. Engineering (Engineering/Decisioning as planned) - Development of system and System integration.
2. Technician (Operating/Operations decisioning) - Integration of design and System operation.

2.13.3 Maintenance tasks

In general, maintenance refers to inspection and monitoring, repair, replacement, and updating. Technically maintenance only concerns those tasks necessary to maintain a service once its integration has achieved final valid and verified integration.

Maintenance can be a complementary means to restore fault tolerance, non-critical functions and system/human safety. Because movement is limited by physical mechanics, transport time, and mass and volume constraints, maintenance provisions must be available on [each habitat-city] site.

Tactics to ensure efficient and safe maintenance include:

- Advance deployment of spares
- Component commonality
- In-situ manufacturing
- Low-level repairs
- Autonomous training and procedures

- Robotic implementation and preventative attention

Unless impractical, all equipment that may require maintenance will be located internally; and whenever possible, all external items should be detachable so they can be moved to an interior space for repair. In general, human time and logistics demands must be minimized and conducted under the safest possible conditions.

2.14 [List] Schedule

Define the schedule's data structure as a list:

1. **Work breakdown structure** - a detailed list of [project] activities and [creation/development] tasks.
2. **Historical information** - from similar projects and other lessens learned.
3. **Personal calendars** - information from project contributors about their own time commitments.
4. **System calendars** - information on calendar events, significant common durations of time (e.g., holiday, vacation, work, cycle, maintenance).
5. **Resource planning and coordination** - the number of people available to the project.
   A. In community, there is the construction of a set of adaptive services that fulfill human need, want and preference. In the initial construction of the, hence forth, continuously operational habitat service system (part of the total societal system), there will need to be agreed upon dates for delivery of specific outputs. And, during operation, there will be maintenance and replacement requirements, which will have static delivery dates [before urgency criticality is raised]. Individuals and systems agree on dates for the delivery of specific outputs, with a degree of flexibility relative to the task priority requirements themselves.
      1. In the market, there are milestones, or agreed on dates for the delivery of specific outputs.
6. **Visualize the schedule** - ready for inquiry *process.*
   A. Plan - "define" activity sequence and duration, develop the network integration or unique production diagram, and compose GANTT chart (i.e., the project implementation unique tasks timeline).
   B. Do - Communicate and update schedule core timeline with agreed upon tasked InterSystem Team positions (roles as part of an InterSystem Sub-Team) and tasks.
   C. Check - monitor schedule variances.
   D. Adapt - update the schedule.
7. **Monitor the schedule** - ready for *output.*
   A. Project schedule baseline - what is needed to sustain what degree of fulfillment (high-level categories include, but are not limited to: life support, some degree of technology support, and some degree of recreational-facility support.
   B. Schedule variance reports - when there is a variance from baseline in the scheduled fulfillment of need, and also when there is a variance from baseline in following (for automated and human systems) through with 'standard'[-ized] practices and procedures when contributing as part of an InterSystem Team.
8. **Update the schedule** - ready for *feedback*.
   A. Schedule updates become notifications.

Humans or automated systems, or some combination thereof, can perform [all] tasks. A unified information system allows for the reporting of habitat service's expected functionality. Is life support sustainable, and what are the plans for the systems evolution? The same goes for technical and exploratory service systems; are they meeting expectation and sustainable? Also, planning overlaps with criticality forming a criticality matrix applied to the determination of task priority [in a functional habitat service system].

2.15 [List] Team functions

The habitat service team functions (a.k.a., habitat service systems) - these are the material associated functions with which the habitat service system teams are associated:

1. Life support (core InterSystem Team)
2. Technical support sub-composed of Information & Material (core InterSystem Team)
3. Exploratory support (core InterSystem Team)

The habitat service system operating team functions (a.k.a., operational processes) - these are the processes that the habitat service system team(s) carry out (actualize, act through):

1. Planning (the project plan, strategic processes)
2. Maintenance
3. Operations (the service itself)
4. Incident Operations
   A. Recovery
   B. Critical
   C. Emergency

In concern to the completion of engineering tasks, the role of the InterSystem "engineer" is to:

1. **Create** service systems to fulfill human need.
   - Through distributed, open source specificationing.

2. **Operate, maintain, and cycle** service systems to fulfill human need.
   - Through common access, shared resources, and contribution.

The societal development team exists to develop a community-type society, consisting of the above core team functions, includes the following sub-teams:

1. Hardware development
2. Software development
3. Quality assurance
4. Documentation
5. User testing
6. Research and discovery

2.16 [List] Project personnel principal task roles

Information system development team structure (as an organizational structure):

1. **Coordinators (coordinating entities)** - coordinate information and material information flows for operation in a real-time, given environment.
   A. Societal information system coordinator (information system coordinator)
      1. Planning system coordinator
      2. Social system coordinator
      3. Decision system coordinator
      4. Material system coordinator
      5. Lifestyle system coordinator
2. **Working groups (informational system)** - develop information systems and standards for operation in a real-time.
   A. Societal system overview integration working group (Information systems working group)
      1. Project plan integration working group
      2. Social system integration working group
         i. Research integration working group
         ii. Knowledge integration working groups
         iii. Engineering integration working groups
      3. Decision system integration working group
      4. Material system integration working group
3. **Habitat Teams (material system)** - operate habitat service systems in a real-time environment.
   A. Habitat service operating integration team
      1. Life support service operational team
      2. Technology support service operational team
      3. Exploratory support service operational team
         i. Research support service operational team

2.17 [List] Project coordinators and working groups

In detail, the project's coordinators and working groups are responsible for the following. A coordinator is responsible for coordinating the appropriate flow of informational and material resources for the working group. Every working group has, a coordinator.

Most generally,

- A team is a group that holds responsibility and accountability for implementing final standards.
- A group is a group responsible and accountable for developing standards.

Working groups pursue the development and iteration of standards, guidelines, and supporting materials.

2.17.1 Information system coordinator

Responsible for coordinating the flow of information between all relevant information systems.

1. **Information Systems Working Group** responsible for developing the societal system specification [standard], this group also provides technical issue resolution, maintenance of the decision system specification [standard], and proposes test cases. The responsibility for work on standards begins in a working group. Standard[ized] operating procedures facilitate the effort of working group participants and the deliverable by establishing the necessary framework for a workable organization. These [standard] operating procedures outline the orderly process of work by the working group.
   A. **Open Source Working Group** - responsible for overseeing the transparency and correctness of the source code for society, which implements the standard and specification. The Open Source Work Group collaborates closely with its counterparts on the market (e.g., Linux Foundation) to promote transition toward a global open source society and to maintain the health of the development open source community.
   B. **Technological Object Standards Working Group** - responsible for discovering, identifying, and classifying material [physical] standards.
   C. **Data Model Working Group** - responsible for developing, releasing, maintaining and iterating the data modeling tool (and the collaborative design software system, in general).
   D. **Security & Continuity Working Group** - responsible for an appropriate security framework, solutions, technology and human, standards, procedures, and guidance on the application and implication of security issues, technologies, and standards.

E. **Certification working group** - the certification working group identifies, specifies, and maintains the necessary standards, test tools, and infrastructure to validate users ability to correctly operate behaviors and devices.

2.17.2 [List] Market-State coordinators

Responsible for coordinating the flow of information between all relevant market-State groups and teams.

1. **Marketing Communications Working Group** - responsible for tasks that handle the public of another type of society: Events, Digital Media, Public Relations, Web Content, and Branding.
2. **State Communications Working Group** - responsible for tasks that handle the international State relations: Legal and geopolitical analyses. legal contracts, political relationships.
3. **Interest Group** - An interest group is an organization of people who share a common interest and work together to protect and promote an idea. Interest groups do not generally work on the development of the idea itself; instead, they work in the market-State promoting the idea amongst the public, business, and State entities.

2.17.3 [List] Orientation steering coordinator

Responsible for coordinating the flow of information between all relevant education and on-boarding groups.

1. **Membership and Orientation Working Group** - responsible for orienting persons from another societal system to the environment of community in a way that acclimatizes them fully with wellness.
2. **Guiding Manuals and Experiences Working Group** - responsible for the learning/training experiences that facilitate understanding and skill adoption, format and content.

2.18 [List] Teams and tasks

Work can be separated into sub-projects is completed by teams:

1. **Societal standard working groups (societal engineering development team)**
   A. Update standards continuously with an annually published revision.
   B. Continued development and error correction of the existing standards. This includes integration of a continuous 'literature review' into the standards.
   C. The existing standards are:
      1. The System Overview Standard
      2. The Project Plan Standard
      3. The Social System Standard
      4. The Decision System Standard. There are two principal parts to the decision standard:
         i. The written documentation part.
         ii. The software system part, including all mathematical modeling and software programming. The mathematical modeling and software programming of the decisioning system.
      5. The Lifestyle System Standard
      6. The Material System Standard. There are four principal parts to the material standard:
         i. The written documentation part.
         ii. The architectural CAD- and BIM-based drawings for the integrated city system.
         iii. The 3D visually modeled representation of the integrated city system (with different configurations).
         iv. Integration of the 3D representation into a gaming engine for virtually simulating all technical operational aspects of the community.
      7. All standards together can be combined into a societal and city simulation – an open source virtual reality simulator of the city for societal engineering and marketing purposes.
2. **Project coordinator team (societal project coordination team)**
   A. This team is composed of all project coordinators.
   B. Coordinators are points of contact for working group members and perform integration and synchronization tasks for the project.
   C. This team organizes an annual conference/event for the whole working group team and between organizations/projects that share this similar direction to analyze, integrate, refine and re-finalize (re-commit) the most up-to-date version of the standards.
   D. This team continues development of the project's (i.e., organizations) operational procedures and website to ensure accuracy with the evolving standards.
3. **Project orienting team (societal on-boarding team)**
   A. Conducts screening, orientation, and administration activities for working group members (a.k.a., onboarding, etc.).
      1. Value screening questionnaire and documentation for entrance into the community once it is constructed. This is a proposal for an entirely different way of living with a value orientation highly divergent from the many other orientations seen throughout modern society. Entrance into the first city

will depend highly upon the value orientation and abilities of the individual. The project will screen individuals to ensure that their value orientation and abilities are aligned with those of a community-type society.

2. Possibly an orienteering guidebook to simplify understanding, facilitate behavioral change, and provide appropriately relatable community life-case (i.e., user case) events.

4. **Relationship and educational development team**
   A. **InterProject relationships** - Develop inter-project lines of communication and identify points of similarity and difference.
      1. Attend inter-project conferences perceived of and functioning as integration points between all groups and individuals working toward this common direction.
      2. Combine projects into one partnership and enter competitions related to this direction.
   B. **Media relationships** - Develop and distribute press releases globally. These relationships are often initiated through the sending of a press release or first person contact.
      1. Radio - to inform them of the projects state of existence with the next step of a radio interview.
      2. Television - to inform them of the projects state of existence with the next step of a television segment.
      3. Alternative media - to inform them of the projects state of existence with the next step of a show of support (within their medium).
   C. **Advertising and promotional relationships** - Pay for advertising, and request from social groups (and project chapters) the promotion of what is possible. Place audience centric advertisements on social media, audience centric. What is trying to be achieved through advertising? What is the audience? How will the audience be attracted? What is the next step to give them after having their attention?
      1. Advertising media - placing advertisements in media, including social and physical media in order to promote awareness of what is possible.
      2. Social group promotion - using social chapters and groups to promote awareness of what is possible.
   D. **Standards initiated relationships** - Distribute the standard with a tailored letter to a specific individual or organization. This is a means of intentionally discovering new relationships.
      1. The standards, with an accompanying and tailored press release shall be sent to the following entities, for the purposes of informing them of the project's current state of existence (and, if appropriate, requesting their support; requests of support are sometimes not appropriate):
         i. Subject matter experts
         ii. Influencers (social influencers)
         iii. High-net worth individuals
            1. To demonstrate to high-net worth individuals that this is a globally workable direction and that financial support of this direction is likely to return a benefit for their investment in global human fulfillment.
            2. Because if there is a collapse or catastrophe that happens to humanity on planet earth, and a population of people are likely to restart society, these standards ought to be in the hands of those most likely to survive the catastrophe, wherein they could be used to restart society again from a better foundational point than before. More simply said, get the standards in the hands and shelters of those with wealth who have the likely ability to restart society again if a calamity strikes the planet.
         iv. Related organizations
   E. **Educational relationships** - Respond to and attend interviews and requests for lectures (most of which will come from responds to press releases).
   F. **Adaptation of the standards to other media** for education and relationship development:
      1. An oral narration of the standards (i.e., turning them series of audio/video presentations). Note that this is challenging because the standards are "living" documents and republished annually.
      2. Creation of video media detailing the specifics of the proposal through a series of professional videos for both marketing and learning purposes. Descriptive video media of the standards presented in a professional, personal, and visually appealing manner.
      3. Usage of an open source virtual reality simulator of user cases it community cities.
      4. A fictional story (i.e., novel) of someone's life in community (in the not too distant future so that it is relatable). This should not be distant science fiction, but portray a short-term view of the lifestyle of individuals among community and the community's operation.

5. A high-budget movie.
6. A board or online game as a learning and sharing tool.

5. **State interface team**
   A. The jurisdictional and geopolitical analysis and State relationship development process.
      1. A comprehensive jurisdictional and geopolitical analysis to determine possible locations for placement of the first community on this planet with comparison between locations and a feasibility/viability determination. Herein, there is a requirement for the establishment of relationships in the geo-jurisdictional area where the community has a probability of placement.
      2. Relationship development with State figures.
6. **Market interface team**
   A. The business analysis and market relationship development process.
      1. A business plan and accompanying analysis to ensure the continued financial viability of the community within the larger monetary market. The first version of the society [at least] will require significant resources from the market (or States), and hence, the community will require some balance of [angel] donations and business interaction. The society will have to interact with the market [to some degree], and this will have to be planned and accounted for.
      2. Relationship development with business leaders.
   B. The financial contracts (e.g., financial, land, resources, as well as business on-boarding)
      1. A legal contract structure for entering into and exiting contracts.
   C. The legal escrow (or financial collections structure)
      1. A financial escrow structure storing money for the executed construction and sustainable operation (until duplication) of the first city. There must be some pool of money to pay for the land, materials, and technology for the construction and operation of the city, including its information system. Donation of resources is also possible (e.g., donation of land, materials, or technologies).
7. **Habitat InterSystem operations team (habitat service system team)**
   A. Operational team roles are filled by accountable and capable members.
   B. The life support service team has sufficient
      1. Enrolment (membership)
      2. Documentation (knowledge)
      3. Procedures (skills)
      4. Technology (material tools and resources)
   C. The technology support service team has sufficient:
      1. Enrolment (membership)
      2. Documentation (knowledge)
      3. Procedures (skills)
      4. Technology (material tools and resources)
   D. The exploratory support service team has sufficient:
      1. Enrolment (membership)
      2. Documentation (knowledge)
      3. Procedures (skills)
      4. Technology (material tools and resources)

2.19 [List] Milestones and phases

Top-level milestones include, but may not be limited to:

1. Deliverable of a unified societal concept of operation in the form of a set of societal system standards. [COMPLETE]
2. Deliverable of coordinated updates to the societal standard to bring it up-to-date given newly available information. Note here that a standard's filename suffix identifier identifies the revision: SSS-..-...-###
3. Deliverable of a yearly integrated commit to republish the standard after as a final [edition] working group integration point. Note here that a standard's filename internal identifier identifies the edition: SSS-..-###-...
4. Deliverable of sufficient number of individuals capable of constructing and operation the first city and its informational system (or, some portion of it).
5. Deliverable of sufficient financial resources and legal contracts to supply the requirements of constructing the first city and its informational system, and not just some portion of it.
   A. Deliverable of actual resources for construction through to operation.
6. Deliverable of sufficient jurisdictional (legal) agreement in writing that construction and operation of the first city and its informational system is safely certain.
7. Deliverable of sufficiently operating habitat service system (i.e., city system) and societal information operating system.

2.20 [List] Project risks

A.k.a., Negatives list, risk list, threats list, negative influences list, risk register, hazard list, vulnerability list, potential harms list, negative impacts list, challenges list, negative probabilistic

constraints list, negative issues list, stresses list, chaos list, danger list.

A negative risk list identifies sources that could interject negative risk into a project. Take note that many of these risks are interconnected, because they relate to individual human beings, who live in an interconnected environment with other human beings. A negative risks list identifies what might go wrong in the project (or project situation) in terms of scope, time, quality, and quantity.

2.20.1 [Risk] Learned helplessness

Learned helplessness is when people become conditioned to believe that a bad situation is unchangeable or inescapable.

2.20.1 [Risk] Assuming bias

A.k.a., Inaccurate data, false data, misleading data, irrational thought.

Often, humans prefer environments that are familiar to them. Visual preference and attachment to certain environments are often tied to a person's past experience.

There are currently three sources of false and biased data among society:

1. Businesses
2. Governments
3. Independent analysts

Among those three sources, there are many reasons for false and biased data, including but not limited to (note that these are the four most prevalent causes):

1. Businesses (companies) are typically interested in protecting any edge they have over their competition, therefore they are frequently unwilling to release information related to proprietary products and processes.
2. Businesses are typically interested in maintaining a competitive advantage over their competition, therefore they may release false information to mislead and misdirect.
3. Government entities restrict the release of sensitive information for reasons of "national security" (Read: competitive advantage and socio-economic safety), therefore reducing in number what should be the largest pool from which to acquire data.
4. Due to the three points listed above, when companies and government entities do allow the release of certain information, that data may not only exclude "sensitive" information, but may also exclude some of the elements necessary for a complete understanding of the data, leading to misinterpretation in the data analysis.

People in early 21st century society are following rules that are often not apparent to them.

Someone who is closed minded, won't go any further in updated their understandings (mental models) to more correct, accurate, and/or fulfilling understandings. In general, a close minded approach to life is due to mental attachment [to some past state of experience or integration].

QUESTION: *Is the person open to updating their [mental] models and behaviors?*

Widespread change is only going to happen when it is served up to the population [who currently expect service in a market] at their level to them on a silver platter. Everybody wants the end result, but they are not ready, capable, or willing to do the work.

APHORISM: *The greatest challenge is letting go of old forms.*

2.20.1.1 [Risk] Enculturation (acculturation)

A.k.a., Indoctrination (in+doctrin-ation - to have made the doctrine of another active inside oneself).

Childhood indoctrination into a culture that imposes requirements on fulfillment that orient away from optimum. Some environments bring people into adulthood from childhood with limiting and hurtful belief systems. We are all influenced by the collective consciousness in which we develop. Some conceptions, and behavior, can disable our ability to meet our optimal fulfillment.

Remember [to overcome] the inertia [of the present subjective limitation].

2.20.2 [Risk] Assuming that humans are broken

There is a belief among certain segments of the human population that humans are fundamentally broken.

INSIGHT: *The shrewdest fraudsters don't sell fake medicines and potions; the shrewdest fraudsters sell fake illnesses and imaginary defects. When the fake medicines and potions don't work, then an intelligent consumer moves on to other solutions, but when the intelligent consumer's mind is conformed to a subset of its potential through integration of false belief, then the fraud can go on for a lifetime(s).*

When people claim "you" are defective, don't accept stigmas, analogies, or beliefs; instead, ask for evidence.

2.20.2.1 [Risk] Poverty

Assuming that poverty stems from within the individual

and is not caused by lack the material infrastructure to have needs fulfilled throughout life.

2.20.2.2 [Risk] Societal issues

What if a great many societal issues on the tip peoples tongues today, such the growing wealth gap, ecological destabilization, poverty, the debt crisis, the unemployment crisis, and other ongoing points of focus were all found to have no possibility for true long-term resolution within the current global socio-economic system. What if the problem were not political parties, corporate influence, governmental regulation or lack thereof. What if the problem is psychological, and hence, sociological, embedded within an outdated economic tradition that rewards, reinforces and continuously creates and perpetuates those very problems, imbalances, conflicts, scarcities, exploitation, waste production, and other societal problems created out of advantage and income producing phenomenon. So, it naive to think walk against what works in their favour on that basic level. We must either accept the current detrimental socio-economic system with all its inherent problems, for they are built-in, or we begin to think more scientifically and "out-of-the-box" with regard to prior traditions, realizing that until the entire social system is uprooted and replaced by a system that actually that rewards and reinforces ethical practices and balance rather than oppressing them by design, then nothing will every change.

If the solution does not align to some threshold degree with real world fulfillment, then it will (not yet) be reified into societal existence, or it may freely be reified into societal existence as it is a solution that does align with an optimal threshold state of fulfillment, given all the information known.

Eliminate the causes of the problems through the a new design to be engineering into operations in the environment, the processes that produce bigotry, greed, prejudice, elitism, advantage, the need for welfare, they all become obsolete.

> **QUESTION:** *Given what is known and available, is there is always an optimal solution to the social, and societal, problems we commonly share around us? Could we not pull this world together into an optimal state of common fulfillment with a rapid quickness?*

2.20.3 [Risk] Assuming that society and humanity cannot be sufficiently understood

There are some people who say that humans will never understand how humanity could live in mutual global access fulfillment, because the intelligence of humans, or the way the mind of a human works, it is not capable of understanding. A portion of these people expect an irrational answer, so they have no problem accepting the bogus explanations that fulfillment comes from consumption in the market-State. Which, is about as irrational as it gets, because the market-State is an abstraction. Sometimes people state that it's "OK" not to understand it, that we aren't supposed to understand how our society works, that we can't understand how a better society could exist now, that there is no "perfect" way to understand society. These are statements of simple self limitation.

Another group may say, "Well, we are still investigating; someday we will understand how society runs and could run." Unfortunately, this group in particular doesn't collaborate, cooperate, or share in any way. Such a group may advance the direction, or it may just be scamming those who agree with the direction, but in either case, it is an inefficient and will likely be less effective also, than an effort that shares work and collaborates globally.

To summarize the conditions of societal self-imposed limitation, there are:

1. Those who think that everything is OK, and it is not. For instance, those who think the market-State, or some other '-ism', are how society works and works well.
2. The other half can be divided into two groups:
   A. Those who say we can't understand society and how society could work best given what is known and available, because we will never understand it.
   B. And those that say that someday we will understand it, and "you" just need to keep sending them the funds..."you" just send them the money and they will do the job. Don't you worry, just send money. Someone will figure it out eventually if the money keeps coming in. We don't understand it because we don't have the money to understand it; it doesn't exist yet because the money isn't available for it yet.

2.20.4 [Risk] Assuming that it is not possible to design and operate a planned societal system

Some groups of people, today, hold that social system design, or more completely, socio-technical engineering, is impossible. They believe that social systems with immaterial properties cannot be constructed on the basis of a design, as one can create material systems like buildings or machines on the basis of design. However, professional (working) organizational procedures show (demonstrate) that social system design is possible: in market and State organization it is common practice to redesign departmental structures, individual positions or work procedures, and to introduce these redesigns successfully in the organization to change the conditions, orientations, and otherwise, behaviors, in the social environment.

In a societal system, planned socio-technical

system change is feasible, given an openly unified information space with value-orienting conditions (Read: organizational procedures and meanings) that compose a [probably] workable (in terms of human requirements optimization) future state of the socio-technical societal system.

Herein, societal-level social system design only has societal-level meaning if it is [probably] realizable. Anybody can produce a design (i.e., make a model or a drawing of something); anyone can design a flying building by drawing wings onto a building. Realizable design, on the other hand, is making a model of an entity that can be realized materially on the technical basis of a specific model. Therein, it may be said that societal-level social system design only has real, materializable meaning if it is possible to create a materialized-behavioral social system on the basis of that design.

A more fundamental difference in design and realization between material and social systems is not in the design process itself, but in the realization of the system (in every [conscious] moment). The material system is realized by the deciders (makers, constructors) who are in turn oriented influences in the social network. Through material-conceptual, cooperative processes, the material resources required by humans become met. The materializing aspect of a common information system is the 'material' system, largely realized through design (whether known or not). In principle, the realizers, themselves, structure their own realized experience.

In contrast, a social system has essentially immaterial aspects and components. It is made and driven by the thoughts and feelings of the human actors in the system. A redesigned social system is realized by these actors by changing their ideas upon their social systems.

In social system design the social system is realized on the basis of a design made by people in a decisioning control (a.k.a., change agent, some sufficient intelligent agent) role, such as owner, manager, specialized staff, and controller.

Social systems are not designed for and realized by machines or robots, but for human actors (individuals and groups), with self-organizing and self-control faculties. Typically, these actors who facilitate the emergence of a social system designed for humans, they are likely to experience a high-degree of freedom in the realization of their new social system, because it is designed for themselves, by themselves.

The realization of a social system redesign may be counteracted by monitoring the development of the new system and by taking action on dysfunctional differences between the unfolding reality and the redesign.

Design is based on knowledge of a certain segment of the existing reality, and generates knowledge to create a new segment of reality. Therefore it entails epistemological issues, concerning ideas on the nature of knowledge, and ontological issues, concerning the nature of reality.

Epistemology defines the criteria by which warranted knowledge is possible: What are the origins, nature and limits of scientific knowledge. So epistemology can be regarded as the 'science of science' or "logical data structuring of science".

There exists a material reality, independent and dependent upon an observer (an ontological position), and that it is possible to develop objective knowledge of this reality by observation and reasoning (an epistemological position, a logical position).

One can share data on this social world through communications and other actions. The material and social worlds coexist, just as the self and social worlds coexist.

Research in systems design science could, or not, be motivated by a drive ("quest") to improve the human condition. Obviously, humans have requirements for living and being, given a [real] world environment. If they have requirements, then there must there be conditionals related to those requirements. If there can be conditions, then there can be conditions to human consciousness from particular arrangements of the environment. Technologies are particularly useful arrangements of the environment. Once existence can be accounted for and human habitat (economic) arrangements can be sectorized and tabled (calculated), then the planning of global human fulfillment becomes increasingly likely.

A technological rule is a chunk of knowledge, connecting a certain intervention or system in a certain context with a certain outcome from the human social domain. More specifically, the logic of the technological rule is: if "you" (someone) want to achieve Y in setting Z, than do X (or something like X). This logic is concise, but the actual full description of a technological rule may take a full report or article or standard.

A full formulation of such a technological rule gives for a solution concept X the objectives the application of the solution concept would serve (the Y), and for which situations (the Z) the rule would be valid.

In general, for solution-concepts to be integrated (into active concepts in operation), they are tested first. "Field tested" is a simple way of saying, "the solution concept is sufficiently tested in its intended field of application to be [in this application] 'effective', which that it is known by measuring to have produced the solution concept sufficiently per specification.

Organizational problem-solving project, following the steps of the regulative cycle: problem definition, analysis and diagnosis, plan of action, intervention and evaluation.

2.20.4.1 [Risk] Lack of effective modeling

There is always the risk, while advancing in understanding (and ability) that someone (or some group) become attached to a model, which at the time (and in a particular context) was useful, but now represents an impediment to a continued progression of understanding, and fully integrated creation.

The principal question that determines whether a

presented model applies to the next iteration of the society, is: How does the presented model relate to all other models, and how do all other models relate to the presented model; where are the interrelationships? In other words, Where is the visualization of the whole, unified model [for all information flow]:

- In community, there is a societal-level information-based project-engineering approach model (mechanism).
- In the market, there is the price mechanism.
- In the State, there is the violence mechanism.

The system of a community-type society is unified; unified system, and to have a whole understanding of the system, the whole documentation [more than likely], must be read.

There is a risk, that some people may dismiss parts, or the whole system, because they have only flipped the pages of the documentation to a specific section, which they read and may disagree with.

> **CLARIFICATION:** *Please do not dismiss the whole system because of "flipping" through the pages of the documentation briefly, and chosen to read one section, or an insufficient number of sections to understand have the whole system is fundamentally unified.*

2.20.4.2 [Risk] Pre-complete models of community

In this proposal, the concept of community connotes the unification of humanity at a global level. Here, "community" is a type of society, like the "market-State" is a type of society. A society is the global population, and the idea is conditional by what the population thinks "global" means. Global could mean "village" to an isolated or isolationist population. However, for this proposal, global means workable for the entire global human population.

There are groups of people in the early 21st century, who promote and support a common, cooperative, and moneyless direction that call themselves, "communities". However, in this proposal, there is only one unified community, and those isolated populations that call and identify themselves as community are not community, as conceived of here, because they are many, and not one adaptive system. Community is characterized, in part, by: a unified social organization, a unified and visible economic calculation (and decision organization), and access to common pools of resources (and forms of account). Often it is the case that none, to very few, of these "so-called" communities operate, together, with these characteristics. And yet, in their minds, they believe that they are. In part, a consequence of this assumption is not putting effort and resource toward actual unification of thought and action at the global level. This consequence may be seen as an ignoring behavior of this/the societal standard for a community-type society. That ignoring may come in the form of a lack of contribution to its development and a lack of contribution to its applied operation (i.e., as an actual, continuous physicalized community). Another consequence may be that people who feel like they are facilitating the development of community travel from one of these isolated "communities" to another encountering the same problems and never generate an understanding why they all have conflict.

2.20.5 [Risk] Assuming that humans do not have common categories and optimal methods of completing needs

In early 21st century society, there is a large population of people who have no ability to function on the wild landscapes around their homes or outside of their cities; they are 100% dependent on industry (capitalist service). Over millennia, very small groups of individuals were able to carry themselves through the generations with phenomenal health and a fulfillment outlook on life; and we seem to have lost all of that through the last generations.

When living in nature, all adult humans are "experts" on the topic of survival, because they have awareness of a set of absolute human requirements for survival and thriving. In early 21st century society, people are living in a time in history where human beings have forgotten even what it takes to keep their own bodies alive in time and space.

2.20.6 [Risk] Assuming socio-economic safety

There are multiple ways by which people feeling unsafe about their socio-economic situation and comparison to others could de-stabilize society sufficiently to reduce the likelihood of accessible personnel, resources, and environmental conditions to complete the project.

2.20.6.1 [Risk] Hiding behaviors

Profit-making entities are counterproductive because if you screw up you have an incentive to hide the screw up or to not release it.

2.20.6.2 [Risk] Conflict risks

There are multiple forms of conflict that could de-stabilize society sufficiently to reduce the likelihood of accessible personnel, resources, and environmental conditions to complete the project.

1. Social conflict - ethnic, racial, and cultural conflict.
2. Economic conflict - Competition over resources.
3. Ecological conflict - Carrying capacity overall reached given the current situation.

> **APHORISM:** *New blood always steps into the shoes of old.*

2.20.6.1 [Risk] Crisis

Although there is a lot that can go wrong when a crisis occurs, crises are incredible opportunities for people to reconsider what is important and what is truly needed in life.

> **NOTE:** *Conflict affects social relationships and wars affect economic flows, significantly.*

2.20.6.2 [Risk] Catastrophe

In some cases, going through a catastrophe can bring about a more rapid change in mindset. In terms of societal re-orientation, that major catastrophe in someone's life that causes them to reflect more greatly on the absence of community in their lives, doesn't necessarily need to shared by everyone all at the same time. It may not be a major catastrophe that affects a wide-range of people that leads to some individual more greatly adopting the realization conveyed by this Project. Instead, it may be the loss of a loved one in the family due to suicide or cancer, the collapse of one's business, or the loss of a home.

2.20.6.3 [Risk] Rapid change

It is probably unwise to tell novices to this direction that their houses are going to get bulldozed and replaced with something better. If that is what is actually going to occur, that their houses are going to get bulldozed and replaced with something better, then you are going to have to "sell" that skillfully.

For example, the following sequence could occur to quickly and harm the transition to community at a global scale by harming supply chains and rational thinking:

1. Virus strikes people.
2. Governments and media stoke the fires with sensationalist headlines and spread panic.
3. Corporations lose revenue
4. Workers lose their jobs
5. Consumers stop buying
6. Structure collapses or adjusts.

2.20.6.4 [Risk] Uncontrolled migration

An economic migrant (or refugee) is someone who is traveling from one country or area to another in order to flea a low standard of living. Economic migrants exist where local geo-political situations are unstable. These are people who are people who are not necessarily desiring to live in community, but are fleeing a low standard of living for a location with greater economic access. There are significant opportunities and threats with economic refugees. The opportunities relate to facilitation of a greater population of humanity more greatly toward living in community. There are two main categories of threat. Firstly, the background, beliefs, and behavioral propensities of the migrants themselves. And secondly, the carrying and integration capacity of the habitat service system.

Community involves global cooperation; it does not, however, involve forcing grouped sub-populations of humans to live together in the same geographic location.

2.20.7 [Risk] Assuming technology

Technology is going to fix [all of] our social and economic problems. Then, what is the definition of a problem. You never go looking for the answer to something when you think you know the answer already.

> *"There are these people who outsourced their thinking to the machines in the hopes that this would set them free. Only to find themselves enslaved to other people with machines."*
> *- Frank Herbert, 1965*

2.20.7.1 [Risk] Technological disruptions in early 21st century society

Technological disruptions, such as job loss due to technology, could de-stabilize society sufficiently to reduce the likelihood of accessible personnel, resources, and environmental conditions to complete the project. For instance, global internet disruption, supply chain disruptions, etc. In the early 21st century, the manufacturing of a standard smartphone requires the coordination of hundreds of components from around the globe, all of which are brought together in a specific order on a factory floor by different business and nation through market-State relationships. Supply chain disruptions are a major problem when trying to meet the needs of society.

In the market-State almost everything is unpredictable because there is, at least, competition and secrecy. Thus, useful (or, potentially useful) information is unavailable, and there is also mis-/ and dis-information, which further complicates the ability to appropriately fulfill human requirements and apply efficiency appropriately.

2.20.7.2 [Risk] Machine learning (artificial intelligent) agents

Robots and AI (general and specific), algorithms (soft algorithms) and machines (hard algorithms) will, if advancement continues, could take over all significant operations-functions in society. As AI (automated, learning algorithms) become all economic and social life, all private law-related issues will become public ones.

- Societal systems (in the future, AI systems) can mold the preferences and behaviors of humans (for example, in ways that make the humans easier to satisfy, by making humans prefer lower quality objects than would be optimal for them given what is available).
- Societal systems (in the future, AI systems) can mold the preferences and behaviors of humans (for example, in ways that make the humans easier to satisfy, by making humans prefer lower quality

objects than would be optimal for them given what is available).

2.20.7.3 [Risk] Automated decisioning

Humans are capable of recognising the decisions that are appropriate in a given context in order to achieve a desired outcome. Traditionally, it has been the human that has taken those decisions and taken responsibility for their outcome. As scientists and engineers develop machines to automate decision and task processes, the role of humans change from that of labourer and manager to that of contributor to the overall process of deciding and operating. It is essential to consider the effect automation of decisioning may have on a humans thought processes and cognition.

The deployment of machine technologies will impact:

- How humans perceive themselves and their society.
- Their ability to understand that situation.
- Their ability to identify or recognise what decisions are optimal.
- Their ability to take those decisions.

Whilst the deployment of automation for certain types of system challenges may be appropriate, (e.g., long term monitoring and repetition), these machine technologies change the humans societal role; and, if they remove human knowledge, they can constrain the societal system around the automated decision. The resulting system loses some of the agility and flexibility that the humans could have provided.

- The ultimate **freedom** to reconstruct the environment toward one's will.
- The egoic **freedom** to control everyone else's action by inhibiting the publishing of individual information without the prior consent of the individual (e.g., copyright).
- In community, freedom is stabilized by **justice**, expressed as a value of equal access to those services that fulfill humanity, including equity of fulfillment.
- This equal access is stabilized by **efficiency**, expressed as optimization, or practically, "doing more, with less".

Science and engineering have, for many years, been developing machine technologies that are capable of taking (or making) decisions faster, and more effectively, than humans. As part of the societal decisioning, it is the accountability of us, as contributors to the unified model, to simulate, forecast and understand the consequences of applied design decisions. For systems that deploy machine decision technologies, accountability as well as the flow of resources and information, are transparent. Therein, all humans have an inherent interest in and responsibility to the consequences of such a deployment on the human cognitive contribution to delivering the societal system's purpose. Wherein, a community's highest internal purpose is to facilitate a population of lifeforms in their development toward their highest potential life experience (i.e., higher self, etc.).

There are multiple forms of decisioning with their own risks:

1. Proof of work based systems are bad because of proof of work, which wastes power/energy.
2. Leader-based systems are bad because they have a leader, who takes subjective decisions.
3. Voting based systems are bad because they contain votes, which are subjective.

It is relevant to note here that voting based system can become less uncertain when high overall percentage of votes is required to pass/agree on a decision (for example, when 90-99% threshold of vote agreement is required, versus 50%). Voting based systems can become more certain when the information being used by the voting population has a high transparency, and thus, a validly high confidence in it. For example, when the information a voting population has on the selection and situation a contributor will experience once completing tasks in a team or working group.

2.20.8 [Risk] Assuming that everything is "OK" view

A.k.a., The "everything's OK" view.

Often, there are two reasons why people think everything is "OK" among the population of the planet in concern to human well-being:

1. The first rationalization is technology. If technology is working (i.e. if technology is advancing), then that means the idea/feeling that everything is "OK" can't be far off.
2. The other argument is the argument from authority. "You know, all these PhDs, all the politicians, all the authorities, all around the world, they are making sure everything is "OK".

2.20.9 [Risk] Assuming incentives badly aligned with human fulfillment

People can't agree to change their behavior at the same time in ways that would be advantageous to everyone. There is a local maximum where everyone is stuck.

2.20.9.1 [Risk] Market incentives

The fact that you have to pay to be alive means that there is always a drop of [financial, artificial] stress living in the back of everyone's mind, so not matter no how much one tries to let go, it is always still present

when in the market. The first couple of community-type integrated city systems will still exist in the market, and be largely populated by people brought-up under market conditions. The "back of the mind" stress of money will likely impact individual decisioning, and is something to remain aware of.

2.20.9.1 [Risk] Siphoning resources from community

There may be people that will "game" the free access societal system in order to acquire objects to re-sell them in the market. Some of these people might move into a community-type society in order to siphon off resources. The incentives and causes for this behavior are numerous in the market. Individuals in community may wish to facilitate an income for family and friends outside of community. Individuals may simply desire to join, take objects of value, and then return to the market to live a life of greater wealth.

2.20.10 [Risk] Assuming existing lifestyle commitments

It is a challenge when people have existing commitments and systems that they have set up that hey don't want to disrupt. Unfortunately, people can become so invested in not disrupting what has been created that it is difficult to look at what could be an improvement. We have become invested in a system that we didn't plan very thoughtfully, versus creating something that we can become invested in that we thoughtfully planned.

2.20.10.1 [Risk] Existing lifestyle contentedness

A.k.a., Life's [egoic] inertia

Many people are content in their lives; they are not interested in "upsetting" the stable inertia of their lives. Therefore, it is, often, not until an environmental influence does so for them. Such an environmental influence could come in the form of a disaster, and then recovery to a better state, or it can come through exposure to new information, leading to self-realization and a different decision, a different behavior. An environmental influence may not necessarily be a disaster, natural disaster or human made disaster, but instead, through a self-realization that a better way of living is actually possible now, for "me". A facilitation of the self-realization of a better way could come through a better virtual reality (VR) technological experience of the operation of community and having to share, the specifications for its actual operation. If you were placed, for 10 minutes into the sensory environment of a physicalized community-type society, and then, you got to experience how that way of living would operate possibly via reading over a set of comprehensive specification for its conceptual and technical operation[al feasibility]; many people would, from that experience alone, walk away considering to better their lives by contributing to a community lifestyle. The impact of the sensory experience of combined with a specification for possible constructed operation, that will be a powerful motivator for a portion of the population.

This system could feasibly be started with several hundred people (given conducive market and jurisdictional conditions). However, technically, some of the higher-scale elements of the societal system could be cut out and it could operate within market conditions at a small family scale; a family can operate as a community-type of societal organization. As the population [considered 'family'] scales larger, there are the emergence of other system domains and considerations, and decisioning becomes more complex, requiring a multi-variate matrix where each individual has a common set of potentially fulfilled needs given a set of common resources and contributed services by many people across a distributed area. In other words, more [types of] information are required in order for the societal system with a larger population size to work, or more correctly, work optimally.

Hence, another way to look at the proposed societal system is to take those loving family relations that most healthy families experience within their nuclear-extended family, and extend them out to the rest of the planet (human and ecological world) through a systems-based, solution-based approach. When this scaling larger occurs, those relations that where once normative (implicit) at the family-level are made explicit through an explicit societal information system that is cooperatively coordinated into exists by accessing contributors. For example, generally, in a loving and supportive family situation, the humans do not:

1. Enforce a retributive, punishment-based system on someone in the family after they do "wrong"; instead, they use restorative methods to restore relationships (wherever possible).
2. They share resources and information such that they neither secret information that would better others' decisioning, nor do they enforce a structure of economic exchange (barter or currency) on one another (particularly, when it comes to life and technical support).

Notice here, how the family operation (i.e., a cooperatively coordinated society) may be said to exist in a larger market-State based operation (i.e., a competitively coordinated, punitively justified society). Could a market-State society be said to logically exist inside a cooperatively coordinated society? If society could be designed, specified, and then operated, how might it be best for us to do so? The market-State and the community are two different societal configurations; two different intentional orientations toward society.

In community, individuals cooperate concerning the fulfillment of human requirements; when things "go wrong", humans are not viewed as broken, but socio-technical systems are re-designed so that the likelihood of breaking human fulfillment is less over iteration

(restorative justice). The market-State is the encoding of the requirement for transaction in order to have access fulfillment, which is hierarchically distributed; when things "go wrong" (e.g., contracts, agreements are broken), then individuals are punished (a.k.a., retributive justice, punitive justice, a State). When things go wrong humans are often considered to be broken (vs. organizational structures and functions in community). In community, when something goes wrong, often what is to be changed is the fundamental organizing structure, which is producing an unintended result. It is to the organizational structure that a change may be said to be made. The conscious individual that, in the case of a human making a mistake, that mistake, it does not matter whether it was intentional (i.e., "criminal" using market-state language) or not ("legal"). If someone caused a mistake, then there must be some possible remaining error in the fulfillment process. Maybe there is an error in the mechanism for a mechanical service system, maybe their is a bug in a software service system, maybe there is a mistake in how someone was treated when they were brought out and they mistreated another, maybe there are aberrant environmental pressures (e.g., money stresses) that are conforming behavior to a subset of its potential, and maybe, this can happen at the individual-level (with individual decisions) and structural-societal-levels (with organizational structural decisions).

2.20.11 [Risk] Assuming communication and language

Unless you get the language precise, communication is not efficient and understand is less certain.

2.20.11.1 [Risk] Terminological issues

The terminology used in some verticals of the specification may be "out of date", or "more updated", than a reader's. This project is for a societal-level project undertaking, and therefore, it covers many disciplines. There may be a gap between the development of a new conceptual understanding and its integration into the unified specification, which may entail structural re-organization.

2.20.11.2 [Risk] Lack of conception

A lack of conception, in early 21st century society, is not reifying a human requirement when it is an obvious necessity. For instance, the Penguin Dictionary of Economics (5th edition) ignores the term 'need' (and 'basic need'), which is not an outlier case in early 21st century society. Mainstream economics has systematically shunned needs-theorising (societal models that include human requirements and their connection to human and ecological well-being).

> **NOTE:** *If (and when) social scientists state that data (or evidence) is a result of a social construction, this doesn't mean that there isn't a real, object world that is common to all humans and can be knowledgeably identified, commonly.*

2.20.11.3 [Risk] Assumed definitions

> **QUESTION:** *Every priced commodity is called a "good". Does that mean a good thing or bad thing.*

Differing definitive views (Read: definitions) on the fundamental systems that compose a human society will have differing results on systematic societal change.

In early 21st century society, the real meaning of significant terms become equated with their opposite in usage. In other words, people are using a term to mean something that if they perceived the larger whole, they would see how the term they are using, if observed in its express in the real world, would be given an opposite (or near opposite) meaning.

> **NOTE:** *A 'definition' is a list of conditions by which a word (term, concept, or encoding) is used. When the word(s) used are not defined (i.e., left undefined), then there is additional, unnecessary space for error, because of the lack of a definition within an argument (i.e., when "you" don't define words, "you" leave unnecessary room for error).*

2.20.11.4 [Risk] Language imprecision

Imprecise definition of terms. For example, defining government only in terms of the services it is supposed to carry out (e.g., to permanently maintain public records, to continually provide essential services, to guarantee the security, accuracy, and auditability of recorded information), and leave out how those services are carried out and the extent to which they are carried out (for instance, what are essential services?).

2.20.12 [Risk] Assuming critical thinking

Practically speaking, critical thinking is thinking through what "you" accept and what "you" do. Critical thinking requires a sufficiently open mind (i.e., a mind that is sufficiently unattached to currently accepted information sets that is able, in a timely manner, to accept new information and modify existing information. More simply, critical thinking is a process (or set of processes) used to determine whether or not what "you" are thinking about is true or not.

To make a truth claim while simultaneously denying that truth exists.

- If, there is no acceptance of the existent usefulness of the concept of:
  - Either, the concept of truth.
  - Or, the concept of degrees of truth (i.e., probability).
- Then, there is a truth claim while simultaneously

existing a denial (or negation of) truth claim -- there is the negation of logic itself, or more precisely, a negation of a commonly logical relationship to the real world. More colloquially, there is intellectual dishonesty.
- And thus, there is no ability to accurately orient [socially] in an optimally objective direction.

NOTE: *Other common words (i.e., synonyms) for 'truth' are: Real, fact, objective, "is the case", "commonly experienced/-able".*

Some social configurations hide the light of truth by substituting the absolute conditions of human need with the aspirations of power and profit, triggering possessive [survival] instincts. In this way, human wants became human needs, and as they were unique to him/her they also became one's/her identity. Society then progressed with humans fight over possession in absence of necessity. Hunting the beasts in the shadows cast by lies, instead of the real game that walks in the sun full of nourishment.

If 'philosophy' is the integration of information toward ever increasingly accurate understanding and action in the [real] world, and it requires the usage of the concept of 'truth'. There is an existence beyond that subjective that can be commonly known and operated within by individual consciousness - there exists and objective (common) and subjective (individual consciousness) world; a 'real world'. This real world can be known, and is known with some with some degree of accuracy (i.e., probability). An individual and social population can share information on how it operates, and how we (the individual among a social) can best operate within it.

If there are no facts, then truth, real, or objects of knowledge cannot function. If there are no facts, then there is no history and no science. And, there is no real news, only interpretations about news. And if there are no facts, then how do we explain the truth of conditional (i.e., contingent) true sentences, such as, "The dog is on the mat."?

STATEMENT: *It makes "your" ability to determine what is optimal for your fulfillment in any given situation difficult.*

"The book is against the wall.", is a 'true' contingent sentence. Thus,

- How does someone know that it is 'true', except by seeing (or otherwise sense perceiving, observing, experiencing) that the book is against the wall?
- What is this seeing (experiencing, feeling) if not the seeing of a 'fact', where a 'fact' is not a 'true' proposition, but the truth-maker (i.e., subjective claim) of a true proposition?

This seeing of a fact is not the seeing of a book (by itself), nor of a wall (by itself), nor of the pair of these two [physical] objects, nor of a relation (by itself). The seeing of a fact is the *seeing* of a book's standing (existing) in the [geometric] relationship of being against (Read: a type of logical relationship) a wall. Some people say, that the seeing of a fact is the "seeing/sensing of a [truth-making] fact". If facts/truth exist, then there is a category of information (i.e., categorical inventory) that composes information with some knowable relationship to a commonly experienceable (i.e., experienceable with everyone with the sense to experience) existence, a real, factual, objective [at least] world. The relation, however, is not visible, as are the table and the wall. So how can the fact be visible, as it apparently must be if I am to be able to see (literally, with my eyes) that the table is against the wall? That is our problem.

Let "023" symbolize a contingent relational truth about observables, such as, "The table is against the wall". It is then possible to setup a problem:

1. If one knows that "023", then one knows this by seeing that "023". The table against the wall can be pointed to.
2. To see that "023" is to see a fact.
3. To see a fact is to see all its constituents (i.e., all that it is composed of). A table object against a wall object.

Facts are claims about observable, experiential things. At a higher level, facts are an information category useful for decisioning within a feedback system (in a real, commonly experiential world). If there are no facts about observable things, then it is reasonable to hold that there are no facts at all. The real world is conceivable as objects and relationships in a situational environment.

2.20.12.5 [Risk] Lack of perceiving the world as a system

Some generalized life system risks to a society include,

1. The reduction of feedback.
2. The reduction of self-integration.
3. The reduction of individual connection from behavior and the consequences of behavior.
4. The reduction of the incentive for contribution.

2.20.12.1 [Risk] Reification

APHORISM: *Truth is that which best matches external reality. Truth is not dependent on the internal opinion.*

Reification derives from the Latin word res—describes the process through which objects, places, and human relationships become objectified into "things," or in other words, commeasurable entities. We can understand the social as such to be the locus of reification, for in order to function, any social order relies on the reification

of features that pertain to the life of its subjects.

> **reification**
> *(noun)*
> *1. 1846, "act of materializing," from Latin re-, stem of res "thing" (see re) + -fication "a making or causing." Wherein, reify means, "to make into a thing; make real or material; consider as a thing." From, Latin res "thing, object; matter, affair, event; circumstance, condition" + -fy. Wherein, -fy is a word-forming element meaning "make, make into," from French -fier, from Latin -ficare. Take note that it is not possible to reify an absence.*

Reification has two meanings, simultaneously correct in this instance:

1. To make something real, to design the concept of operation of some idea, and then, make it in physicality by taking action. More colloquially, "to make something concrete", or "bring something into being". For example, to design a table and then make the table.
2. To take action, using conceptual reasoning (i.e., explanations) that have no reference in the physical world. Reification is to make some thing real in conception (knowledge representation) that has no real-world reference (no physicality), and thus, use it in deciding (how to behave, what to create, or otherwise, change), while existing in physical world. This is also sometimes called "false reification" or "fallacious reification".
   - The Reification Fallacy is the fallacy of treating (Read: using, integrating, interpreting) an abstraction only (Read: a pure conception) as if it were a real, material thing (i.e., treating a pure conception, as if it were the conception of an actual object; that which is not a pure conception is an object that can be pointed to and illustrated). Money is an example of reification, when used in the context of being owned by people and transferred among them; instead, the paper textile and metal discs and computing systems are objects that exist and can be pointed to.

At a societal level, it is unwise to give pure concepts shape (Read: false reification), and then, move them around as physical objects. Money is an example of a concept ("ownership") being given shape and moved around. Notice how easy it is to reify (i.e., make real, give shape to) conceptual entities. For instance, in concern to designing a physical location for light, there is illumination as a real world object (and non-illumination as less of it), but there is no 'shadow' as a thing itself; a shadow is less of the thing 'light'. Irrational is converting a concept into a spatial object (first irrationality), then moving the concept as a spatial object around (second irrationality).

What does 'rationality' mean? It means that only objects can be moved; concepts cannot be reified to have shape (as objects do), nor can they be moved around like objects. For example, waves are a concept; there is no physical object called wave; waves cannot be moved. Instead, the water which is moving wave-like is doing the moving. Similarly, mass (weight) is a concept that cannot be moved around; instead, the object that has the attribute of a mass (weight) is that which is moved.

Reification is to conceive of something that is purely conceptual as real. To hold a concept in the mind (i.e., to process it) as if it were real. Things which are reified to exist, but have no real existence. These things can be acted upon and have consequence, though no existence. 'Reification' means to turn a thought into material creation (act of materialization; to make into a thing, to render into material existence). To reify is to make a thing from a mental map such that now that thing exists in material, physical reality. For example, to conceive of a chair and then make a chair, or initiate the material creation of a chair. To make it real, either physically or as a constructed relationship, through encoding. To decide and act in the real world based upon money is an example of the fallacy of reification.

For example, a "shadow" cannot be reified. A shadow is a privation of light, and it is not possible to reify a privation (i.e., the action of depriving). Someone might say, well, a shadow is something because if you stand in a shadow you get cold as opposed to standing in the sun, therefore a shadow is something that does something. However, that statement is inaccurate, for it is not possible to reify something that has no properties. A shadow is not a thing with properties. A shadow is a privation of the light, which provides heat. Simply, it is not possible to reify something that has no principle existence. It is a posterior attribute. If someone sits in a shadow, they are likely to get colder, and therefore believe that a shadow is something. But, a shadow is not a subject or an object; it is an attribute.

Reification essentially means the integration of information into conception (as a mental model), and the degree of abstractional accuracy of the model to a real world. The fallacy is the integration of abstract information as real (or, material). An absence cannot be reified as some thing; an absence is a privation [of materiality]. A 'shadow' is an example of the reification fallacy. A shadow is a privation (material absence) of light, and not a [material] thing (an object with geometric relationships) in itself. In other words, to use the concept 'shadow' in the context, and with the meaning being, that it is an individual and material thing, is an example of the fallacy of reification (to claim some thing is real and material when it is not). Consciousness can experience the sensation of light, for which there is the experience of more and less light, in an environment. The non-presence of this thing, light, unless it pervades all, does not exist as an object, thing.

Waves, for example, are what some thing does, not what some thing is. To call some thing a wave is to commit the fallacy of 'attribution reification'. Waves don't exist; a wave is an attribute of some thing. Movement is said of some thing, of a subject (e.g., water). Waves are said of an attribute of a subject (i.e., waves are a type of movement of water). Similarly, a 'shadow' is a [concept] reification of the absence of light. A shadow is not a thing itself.

If there are relational facts, then relations must be constituents of some facts [propositional statements] about objects in the real world. If someone (consciousness) can see (with eyes, a sense) that the dog is on the mat, is it not [the case] that evidence that someone is seeing a 'fact', and not just a dog and a mat, because that information can be used to take more accurately aligned decisions with a given direction of action (such as, acting to move the dog off the mat before it is trampled, or otherwise, for the dog to move itself consciously off the mat before that location is trampled by some larger unstoppable object.

The sentenced claim, "the dog is on the mat", is not just 'true'; it is true because of something external to it. What is external to the sentence (as conception)? That which is external can't be the dog by itself, or the mat by itself, or the pair of the two; because, the pair [data] would exist if the sentence were 'false'. "The dog is not on the mat" is about (carries the meaning) the dog and the mat, and requires their existence just as much as "The dog is on the mat". The truth-maker (Read: subjective consciousness when sharing and taking decisions), then, must have a proposition-like structure, and the natural candidate is the 'fact' of the dog's being (existing, commonly experienced as) on the mat. Therefore, facts exist as a category of information (a categorical inventory) of that which exists (or has existed).

Logic, in its broadest sense, means correspondence with reason or generally accepted principles of rational thought and action; logic is universal. That which does not correspond is illogical. Fallacy is a collective term for arguments that have logical flaws or are invalid. As a branch of knowledge, logic deals with the principles and application of universalizable rational. Through logic, environments can be planned. Causality and probability are two essential principles that underlie the analysis and assessments of rationality (flowcharts of causal reasoning).

If someone sees the dog and the mat, why can't "I" see the relation[ship], assuming that "I" am seeing a 'fact' and that a fact is composed of its constituents, one of them being a relation? As Butch asks, rhetorically, "If you supposed that the relational fact is visible, but the relation is not, is the relation hidden? Or too small to see?".

The above analysis is logically undeniable, and to deny it is enter a subjective (non-socialized) space, where there is likely to be little common ground (or common orientation) over salient problems with commonly optimizable solutions.

If there are no 'facts', then a social population of individuals cannot, together, make sense (conceive, model) the world in which they interact together.

To orient a society, wherein individual consciousness takes subjective decisions therein, in a useful, optimized direction, the question of "how information was determined" (i.e., all claims are determined, "how did you determine x?") must relate back, sooner or later (i.e., through information flow *tracing* to the source of the flow) to [an appeal to, or claim to] direct sensing. To resolve situations where evaluations and decisions are required

If there are no facts, then there is only opinion, and a society that organizes itself on opinion is unlikely to configure what is available toward the optimal fulfillment of human requirements [for the expression of each individuals highest potential expression in a physicalized/-able state.

2.20.12.2 [Risk] Assuming facts and results

Logic and set theory can be used to "prove" facts. Logic set theory start with:

1. $\neg(A \cap B) \equiv \neg A \cup \neg B$
2. 2. $\neg(A \cup B) \equiv \neg A \cap \neg B$
3. $A \Longrightarrow B$, $\neg A \Longrightarrow \neg B$

If there is a desired result (an outcome), then there must be facts.

1. If *facts*, then *result*.
   - facts $\Rightarrow$ result
2. It is impossible that there are *facts* and no *result*.
   - $\neg$(facts$\wedge\neg$result)
3. There are no *facts* or there is *result*.
   - $\neg$facts$\vee$result

Thus,

1. Ultimate facts $\Rightarrow$ result
   - Ultimate facts $\subset$ result

If there is no result (no set outcome), then there are no facts.

1. If there are no *facts*, then there is no *result*.
   - $\neg$facts$\Rightarrow\neg$result
2. It is impossible that there are not *facts* but *result*.
   - $\neg(\neg$ facts$\wedge$result)
3. There are *facts* or there is no *result*.
   - facts$\vee\neg$ result

Thus,

1. If there are *facts* and only then there is *result*.
   - facts$\Leftrightarrow$result

All engineered systems have a result (or, are a result), and therefore, there must be facts to inform the result.

Solutions to real world problems are based on real world knowledge (facts). It is from this knowledge ("facts") database that technical (engineering, InterSystem Team) solutions are developed and applied at the level of the local habitat service [city] system.

2.20.12.3 [Risk] Assuming no facts.

If there are no facts, then everything is subjective-interpretation (opinion), upon which no thing can be safely engineered. If there are no facts, then there is no possibility of accounting for real world events. If there are no facts, then what anybody says is as valuable/ useful as what anybody else says. If there are no facts, then when organizing society, humans are likely to fall back on "might makes right".

2.20.12.4 [Risk] Assuming truth

1. Truth is that which best matches external reality.
2. People experience the same reality and only interpret it differently.
3. Truth depends on the opinions and beliefs of people.
4. People create words and define their meaning.
5. Something is true if everyone agrees to it.
6. Strong belief, even without action, can change external reality.

2.20.12.5 [Risk] Assuming what to believe?

1. Some beliefs should not be questioned.
2. Someone can be certain of something yet still be mistaken.
3. It is bad when someone doubts their beliefs.
4. If all members of a society share a belief, they are justified to hold that belief.
5. Believing something that is false feels just like believing something that is true.
6. Feelings are a reliable way to discover truth.

2.20.12.6 [Risk] Assuming when to believe?

1. Believing something without evidence is admirable.
2. It is important to know where we came from and what happens after death.
3. Believing something that is false is okay if it gives you comfort.
4. I give all claims the benefit of the doubt when I first encounter them.
5. Someone is justified in their beliefs until they are proven wrong.
6. The most important criteria for my beliefs is that they match reality.

2.20.12.7 [Risk] Assuming authority

1. I often investigate beliefs that do not match my own.
2. I am comfortable with saying: "I don't know".
3. It is beneficial to find out when I am wrong about something.
4. It is beneficial to find out when I am wrong about something.
5. I look for more information before I accept something as true.
6. It is possible that some of my beliefs are not true.

2.20.12.8 [Risk] Lack of coherent thought

A.k.a., Lack of systems language, systems thinking, systems syntax, systems science, precision of language, rational thought.

Dismissive, categorically polarized, and oversimplified thinking and world-views plague us as a civilization. We do think in language, and if you can control peoples language about certain subjects, then you can control their thought process by association. Today, unlike in the past, there is the discovery of 'systems' language that allows for a different (than past) and more unified (integrated, holistic) way of thinking. Systems thinking is the known means of aligning the syntax of linguistics, as the part of communication that logically composes the structure and formation of sentence structures (of arguments), with natural [cosmo-logical] form. More simply, systems thinking is a language, not previously used (or at least, widely used), that allows for making and communicating a coherent sense of the world. In more recent decades, systems language has been formalized so that it can be used by teams (by anyone who desires to share and contribute).

A sentence could make no sense [when communicated], and still be correct from the syntax point of view, as long as words are in their appropriate spots and agree with each other. Similarly, a syntax whose logic isn't aligned with the structure of the real world, can still form a societal configuration which has people believing in its appropriateness for their lives, even though it observably causes suffering. In other words, a syntax can have a logic that does not align with real-world [service] systems for [fulfilling] human need; and, although that type of societal configuration is highly likely to express an unfulfilling state of current well-being, the people who use that language [of limitation] are not likely to realize the degree of their suffering or how to re-align their lives with their higher need fulfillment potentials.

It is the information system, working groups, and the InterSystem team, not the State or the market, that provides a unifying scaffolding to minimize the risks of working together while access is scaled to global population size.

There is a requirement for an up-to-date language to reflect the real systems-based operation of a real-world

existence, so that humanity can think, design, and build in alignment with individual's highest potential state of human need fulfillment.

Societal problems, all of which are complex, require a 'unified' societal language solution to resolve, for the population and its alignment:

- For the whole population
  - 'Unified' means everyone uses it [socio-logic].
- For alignment of the whole population (with a commonly informational and spatial real world existence)
  - ('Unified', in that it coherently and logically represents, the real world [simulation-logic]).

Systems thinking is increasingly being thought of as a "new" (discovered, recognized, remembered, constructed) way of thinking to coordinate and resolve ("manage") complex problems.

> **INSIGHT:** *Thought processing on the part of conscious systems can and cannot align that consciousness with its optimal embodied well-being, given an informationally material environment. Some thought processing leads to coherent conceptions and decision that align consciousness with fulfillment, and other though processing structures, methods, objects lead to incoherent conceptions and decisions that dis-align consciousness from what it could socially achieve in fulfillment given that which is available.*

2.20.12.9 [Risk] De-contextualizing hypotheticals

Impossible hypothetical scenarios (i.e., de-contextualized hypotheticals) and dilemmas are just that, impossible to rationally resolve, because they are de-contextualized from the real world where there is:

1. Human feeling
2. Cause and effect
3. Memory and past cause

For example, there is a train track hypothetical known as the "Trolley Problem". A systems engineering, or someone in community, would likely answer the problem with a question pertaining to why the system was designed with the potential for such a multivariate safety problem. The presence of the "Trolley Problem" itself likely says more about the society someone is from than how someone from another society might answer the problem.

2.20.12.10 [Risk] Complex ideas

Often, in early 21st century society, attempts to communicate relatively complex thought are stifled by wilful ignorance and ego. Complex ideas require complex explanations, and the reason languages have vast vocabularies. Words generally represent ideas, and more nuanced ideas require more nuanced and detailed organization of language. Understanding more words effectively means understanding more concepts.

Someone can have an "immature" drive toward wanting everything to be simple; though such an "attitude" is "immature" to understanding. The psychological disposition associated with falsifiability helps avoid cognitive bias. The first principle of the logic of a learning system is that there can be self-mis-understanding, which may be corrected to reveal growth, further capability, and overall progress.

> **INSIGHT:** *There is another stage to human "development" that hasn't been accomplished, neither in the US, nor in Russia, nor in China, and that is what the project is proposing.*

Some people will say dismissively that good ideas should be easy to communicate. While it is a good strategy to simply the language as best as possible, any attempt to describe and explain real world phenomena is going to be inherently complex. Most facets of the lives of those in early 21st century society are governed by simplistic thinking and over simplification, propagated by a simplistic language. For example, there is presently a judicial practice that believes in total free-will self-ownership that puts people in cages, as opposed to examining the causality behind their behavior and work to correct sociological (social system structural) preconditions.

Today, humanity is expressing behavior that could be easily changed if not for cultural customs (social constructs), which are cyclically and socially reinforced and enforced by market-State structures. Organizing a economic system where everyone is enforced into trading themselves into for currency or credit or trade to survive and thrive deliberately amplifies the most base tendencies for humanity to continue a state of perpetual competitive survival against one another, brining out the worst and most destructive aspect of a more complex whole human nature. There are socio-technical structures that come from mental models that limit humanity's ability to evolve to a higher plane of compassion and support for collaborative community and by human unity.

The confusion of other forms of societal organization (other than those applied in community) can often times be confused with community-based societal organizations. People may confuse:

1. **Politics** *with* **science.**
2. **Politics** *with* **global objective agreement.**
3. **Markets** *with* **global cooperation.**
4. **Govern[-ance/-ment]** *with* **global accountability.**

2.20.12.11 [Risk] Network effects

Network effects (network affects, network consequences) refers to the logical flow of information indicating a

"suffering" of negative (fulfilling) network effects because of behaviors (e.g., eating obesely). There are network effects to behaviors, which propagate throughout a network from a source to a 2nd network entity, then 3rd, and so on. There are degrees of connection to every influential behavior; there are downstream network consequences.

The most important question in concern to network affects is:

- How will a failure (in one or more areas) affect the network?

2.20.13 [Risk] Assuming pre-existing belief

Human beings are a social animal with a social life that requires rules under which good work for others is rewarded and bad work against others (torts/cries) should be punished. Through this process of rewarding and punishing a "trust" relationship is built among members of the society. Therefore, Law is the social rule to maintain peace and order through reward and punishment.

The Law has two functions in this type of society:

1. To resolve disputes (by judging punishments and rewards).
2. To prevent disputes (by exposing the process of law to the public to determine how to resolve disputes).

The process of resolving disputes under the Law involves:

1. The judge "finds" facts (by listening to the assertions of the disputing parties (e.g., plaintiff and defendant) without "prejudice".
2. The judge discovers the most appropriate law and applies it, using argumentation (against/for), to the facts.
3. The judge holds the judgement (an argued conclusion) according to the law and it will be enforced by authority.

2.20.13.1 [Risk] Belief risks

Beliefs can "hijack" almost the entirety of thinking and behavior [away from real and optimal fulfillment of human requirements]. There are concepts which may be encoded that obscure the objective world, some of which generate minds that are too "open" (I.e., lack sufficient critical thinking) and too closed (i.e., belief disallows the integration of evidence). Often, the quickest way to upset someone (generate aggression in them) is to be seen as attacking or perceived as negating their beliefs, because they feel that what they believe is who they are.

2.20.13.2 [Risk] Attachment (belief and fear)

After being introduced to more accurate information, why don't people rapidly update their thoughts and behaviors? Generally, these people don't rapidly update their lives for a number of reasons, including (but not limited to):

1. Their belief systems won't let them. In other words, their attachment to prior perceptions, integrations, mental models, behaviors are too fixed by their egoic self.
2. Fear of what other people will think of them.

2.20.13.3 [Risk] Harmful views of humanity

One of the most common harmful views of humanity is: "People are tribal, they are different, they have different likes and wants, they have different beliefs, and therefore, war. I don't think it is possible to have not built the nuclear bomb. Why, because people are tribal, they speak different languages, they have different desires and needs, and then, we are in war."

- So, if all these engineers were working towards it, it was not possible to not build it, and even if it may have not been possible to build it once, once built, it is not possible for humanity not to build more of them."

2.20.13.4 [Risk] Limiting societal system-beliefs

Humans in a belief-limiting social system will share a distinct concept of their environment, and limited by belief, they are likely to have little understanding of how other social systems perceive their environment differently.

2.20.13.5 [Risk] Doctrines

Innumerable doctrines disconnect individuals from the highest expression of their fulfillment by limiting their understanding of what could be.

2.20.13.6 [Risk] Cognitive bias

What about today, in government school, where children are taught a model democracy in the following way: Imagine that you are an absolute dictator, and how would you envision your country being (in every aspect), and then, vote your way accordingly. These people are taught at a very early age to think of that as the basis of your approach to society. You have to envision yourself as in complete control, and then, individuals argue, and then there are coalitions and a final vote. And, it is not far to go from here to accepting someone else to be your dictator.

The instinct to want things to be better without the work of trying to understand how they have come to be as they are is guaranteed to keep you where you are.

2.20.13.7 [Risk] Dichotomous thinking

Humans must move past the dichotomous responses of, comply or they defy.
Indoctrination or desperation leads easily to the uncritical

adoption of and persistent attachment to belief.

Risk dichotomies language and conformed thought (polarity or dualism mask unity). For example, good and evil, electromagnetic North and South, positive and negative, chemistry acid and base, politics right wing and left wing,

Dividing the world into sacred and profane leads easily to a semantic trap that conforms one's world view to a subset of that which is necessary for the solution.

2.20.13.8 [Risk] Cognitive blocking (bias): Specialized division exclude life-value

One major cognitive block against understanding has been the slogan. Multiplied disciplinary divisions into fields and areas of specialty exclude any unifying principle of value, a major incapacity of thought has evolved. Even connected life and life-support systems' collapse across the world cannot be detected in its causal mechanism or life-value resolution.

2.20.13.9 [Risk] Co-dependency

There is a big difference in something be given freely today by an entity in the market, and a group of people organizing for an abundance in access an opportunities for discover and growth. In the market, when something is given to someone else for free, then a co-dependent relationship is likely to form - the receiver of the gift becomes dependent on the giver. That feeling of sufficiency in being able to accomplish something and meet your own needs is missing. Dependency produces a lack of sufficiency. Cooperation means true security in access. When there is dependency their insecurity in access because access is dependent upon the will of another. In community, access is dependent [in part] on a transparent and common decision process which coordinates fulfillment. In community, a feeling of sufficiency comes from participating in the fulfillment common human needs and from being able to observe the operation of the entire fulfillment system as well as reference documentation which explains the reasoning for its current state of operation. Here, sufficiency arises from being able to view at any time the system which facilitates the fulfillment of all, from being able to see what efforts are necessary and from being able to participate whether you skills are appropriate and needed. An open society where everyone has access to what they need and can participate in anyone's fulfillment. In this type of society, we know we have access/will continue to have access to that which fulfills our needs, and so, our behavior becomes calmer and our actions more aligned with our purpose.

2.20.13.10 [Risk] Blame / meritocracy

If someone isn't succeeding in today's economy,it is their fault. The blame is on the person who is still poor given all the opportunity available. Ignoring, the larger socio-economic structure, conditions and conditioning, including luck to which any given person arrives at a particular state of socio-economic access.

2.20.13.11 [Risk] Truth

What a group of humans determines to be true and correct can be objectively inaccurate, and the humans may continue to believe that which is false due to social forces (influence) they may not detect or even know exist.

Professional bias It is difficult to get someone to understand something when one's/her salary depends on him/her not understanding it.

2.20.13.12 [Risk] Enemy imagery

They focus very much on enemies and enemy imagery, and constant reminders to the tribe that the enemy is just outside the gates, or just over the hill, and "I" am the guy who is making sense of this situation for you. And, the more you talk about the out-group, the more it strengthens the in-group around the leader. And, people will through money, time, and attention at people who say, "these are your enemies, these are the rocks you throw at them, you have done nothing wrong, and your problems are a results of your enemies actions, and lets throw rocks at them together.

2.20.13.13 [Risk] Slogans

Internalization of the slogan conforms the mind to a ruling syntax of thought that is life-blind at a global scale. Slogans can lock out of cognition a more life-grounded perception of what is and what is possible. And therein, it can be challenging to effectively present conceptions that have effectively been locked out of someone's thought process due to slogans. There is a cognitive stupefaction that comes with the internalization of a slogan in a persons mind.

2.20.13.14 [Risk] Sophisticated behavioral conditioning

Edward Bernay's (the nephew of Sigmund Freud and author of "Propaganda") codified for corporations (for the first time), and then governments, how they could make people want things they didn't need by linking mass produced goods to their unconscious desires. The colleague and public relations advisor to Edward Bernay's, Pat Jackson, once said, "What Eddie [Edward Bernay's] got from Freud was indeed this idea that there is a lot more going on in human decision making -- not only among individuals, but even more importantly, among groups. So, Eddie began to formulate this idea that to modify behavior for profit you had to look at things that will play to people's irrational emotions." Today, the marketing and social engineering of feeling and opinion has become its own normalized industry embedded into the conceptual fabric of early 21st century society, and it filters individuals' perceptions of reality. In other words, people in early 21st century society are already accustomed and actively encouraged to behave irrationally -- it is just an aspect of how businesses sell things -- it is an accepted narrative.

Indicate and manipulate the sense of the possible;

one of the most profound and powerful ways of keeping people in the box, keeping people in a perceptual prison . It is that simple. For instance if your sense of the possible does not at least encompass the possibility that. All the time collectively and individually our sense of the possible is being squeezed. What one has at any point in time is a perception of how things are. But I know that whatever I know there is always vastly more to know to push the cutting edge of my understanding. Rather than have a belief system, you have an informed and verified sense of perception of how things are up until now. Up until this point in time. Take a step back and look at it again. Loop up at the into space. Loop up into the infinity of forever and your telling met that all I need to know is between the covers of this book or that book, written by who knows who, who knows when, and under what circumstances.

> **APHORISM:** *When in a chaotic information environment, the critically discerning mind must be on active duty continuously.*

2.20.13.15 [Risk] Aberrant environmental conditioning

With experience we become tuned in to the environment and the environment shapes our mental conceptions and representations of the world. What if someone grows up in an aberrant environment? What if their representation of the world are inaccurate?

2.20.13.16 [Risk] Lack of connection with natural (required) cycles

For example, in early 21st century society, many people are have become dis-connected from the sun cycle, and have instead become connected to the market clock. Some people in early 21st century society don't even recognize the sun's radiation as a nutriment (that provides the fulfillment of a category of required human existence). Others in early 21st century society recognize it as a human need, but are unable to organize their lifestyles by it because of their market-State imposed requirements.

2.20.13.17 [Risk] Confusion about needs

The belief that humanity needs an authority (e.g., government, etc.) to make humanity "good" is a commonly repeated narrative throughout books and other works by those who believe in authority and work for authority.

The belief that we need a government or deity to make us good; the story that government repeats is all through their books, is once upon a time people had too much freedom and not enough government, but then the government realized that there wasn't enough government and made more government and omg the people took more freedom and things got worse.

Abstracting the economy from,

- The natural field of life support upon which it depends (*the ecology*).
- The complex field of society upon which it depends (*the society*).

Growth can be seen,

- As abstraction (e.g., money-value expansion). This orientation is likely to form *competitive dynamics*.
- As self and social expansion of life function. This orientation is likely to form *cooperative dynamics*.

2.20.13.18 [Risk] Lack of self-esteem

There are two general types of people:

1. The rational or empirical who will look at the evidence and if it is convincing will change their minds.
2. The other people who are, by degree, more dogmatic (i.e., those who are convinced by belief).

2.20.13.19 [Risk] Assuming loss of trust

The integrated project delivery approach is built on collaboration, which in turn is built on trust. Effectively structured, trust-based collaboration encourages parties to focus on project outcomes rather than their individual, personal goals. Without trust-based collaboration, a unified project delivery approach will falter and participants will remain in the adverse and antagonistic relationships that plague disciplines in early 21st century society.

2.20.14 [Risk] Assuming idols

A.k.a., Idolization.

Idolization implies the creation of a static image of someone or some organization's success and perfection. that is unlikely to resemble the messy reality that most people's lives consist of. Statements, such as, "The primary source of RBE knowledge, which is timeless and unrelated to technology or design, is such and such organization; it's closer to Tao Te Ching than robotics and automation."

It is inevitable that society will learn more and idolization reduces adaptation to new information. Idolization clouds critical thought on the part of the idolizer for the idol and the current situation.

Common idols include,

1. Starchitects
2. Authorities
3. Experts

2.20.14.20 [Risk] Emulation

> **NOTE:** *Those in fear are notoriously unconcerned with morality.*

There is a risk when morality (ethics) is assumed to come from the emulation of a good person. Therein, ethics is often mis-understood in early 21st century society. When the world is conceptualized as different agents, and "yourself" as one of them, and you share purposes with the other agents, but you have conflicts of interest. If you think that "you" are in competition with others, or that "you" don't share purpose(s), then there is no reason for ethics [at the social level] - "you" look for the consequences of your behavior for yourself with respect to your own rewards functions, only. Morality (ethics) represents a shared system of [mutual] agreement [upon access].

> **QUESTION:** *Ethics is a way for politically savvy people to get power other people (through a protection racket). When "you" (or anyone) is able to change the direction (Read: the human reward function), then how do you define ethics? "You", or anyone, defines it subjectively.*

2.20.15 [Risk] Assuming competing projects

When there are idols, there are likely to be fewer cooperators. Organizations (with workers that require money to survive and thrive) that are working toward and promoting this direction, have their own brand and may have no interest (or incentive) to collaborate, which will:

- Result in the duplication of efforts.
- Increase the likelihood for conflict by pitting people working on the same direction against one another.

People who idolize a particular project advancing this common direction are more likely to spread hate toward others and toward critiques of their idol.

2.20.15.1 [Risk] Spreading hate within the population that develops this direction

The spreading of hate amongst those who share this common direction is hurtful to the direction. For example, it is inappropriate to spread hate when someone, for instance, leaves an organization working on this direction or is critical of an organization working on this direction. Hate-filled types of behaviors harm social integration (as social cohesion), they harm individual well-being (as belonging), and harm their own organization through the negation of (ignoring of) feedback. These individuals/behaviors cut what would otherwise be avenues for communication, cooperation, sharing, adaptation and evolution, and ultimately, the experience of togetherness (over separateness). Division amongst any of us is the potential downfall of any of us.

Social well-being is not sustained through structures that enable social division, but instead, from social integration. It is clear to see the egoic belief in [the] authority of one organization (or individual) over others who support and are working toward a common direction. The one spreading the hurt and disconnection is the first poster. The individual who left the organization after/before a critical review of the organization is poster number three. These behaviors are an expression of social anger and disharmony, instead of social restoration of harmony.

2.20.16 [Risk] Assuming trade

Differing views on the conception of economics:

- The monetary, competitive view - economics is the problem of the [optimal] supply and demand of goods via the method of trade.
- The community, cooperative view - economics is the problem of the [optimal] fulfillment of human requirements via the method of modeling.

2.20.16.1 [Risk] Ownership

The individual[istic] gathering and storage of resources leads to power over others, and is naturally a dangerous situation. Ownership separations and disputes hinder the ability to plan.

Ownership can be sub-divided into that which is being owned:

- Resource ownership
- Land ownership
- Object ownership
- Information ownership

2.20.16.2 [Risk] Land ownership

It is not possible to plan an integrated city system when the land (etc.) is privately owned. More than likely only societies without property divisioning are capable of successfully building such a city.

2.20.16.3 [Risk] Information ownership

A.k.a., The digital market.

The "digital market" represents the partitioned ownership of all information. This environment can easily lead to a state where every word and image online, or in digital format, will be regulated by the State.

The consequential result is:

- Online copyright directives.
- Online regulatory directives
- Digital upload filters.

2.20.16.4 [Risk] Reduction in a free Internet

The concern is that where, at one point in time, some

used to be able to search the Internet. Now someone is only allowed to search what an owner specifically allows to be shared, and then, what the owner of the search engine itself deems searchable. The greatest risk comes from the viewpoint that all information is own-able (commodifiable, privatisable, property, etc.).

2.20.17 [Risk] Assuming pre-existing investment

In a capitalist economy, people therein are invested in the capitalist economy. People are (and have become over time) *invested*, in both a financial (material) and psychological (perceptual) sense.

'Exchange value' is capitalism, is expressed as a 'market' in which competition is 'valued', possibly controlled by a central authority neutral to all competing entities, a 'government'.

Some societal systems are, because of their structure, life-blind:

- Does the societal system account for the requirements of [human and other ecological] life?

In a market there is, generally, a money-sequence function in operation (i.e., a market). The construction of that market overlays the necessity for exchange, a social construct, upon the direct and most optimized, given what is available, fulfillment of human needs. Those real human needs become "*wants* in the 'market'", which has its own set of needs to continue functioning, its own structuring, which could be viewed as necessarily taking priority currently take priority over human needs.

The market syntax:

1. Self-maximizing strategies in
2. conditions of scarcity or conflict over
3. desired trade (payoff or profit) at
4. minimum costs for the self to
5. win/gain more.

- [encode property] > [encode currency as private money-value, $1] >$2>$3>$n (money multiplication sequence, transactional sequence).

There is money-demand element to a market-based society.

2.20.17.5 [Risk] Psychological investment in the market

People don't "have to have" careers in the market; the market forces people into 'careers' (as labor for money) in order to live (versus sharing common access). A 'career', often, though not always, becomes someone's socio-economic, egoic identity. Some human-manual tasks (jobs) are [f]actually necessary, and the people who do those jobs often find purpose and meaning through their work.

The existence of necessary, purposeful jobs in the market can confuse the issue of there not being the need of an exchange for money in order to live. The market, in terms of the conception of 'to live', does not differentiate between tasks necessary to meet human needed fulfillment (i.e., to live) and those tasks unnecessary to meet human needs (e.g., all financial tasks).

> **INSIGHT:** *Conscious can become embedded in a structure of limitation of potential, and to re-orient beyond the limitation requires conscious separation of one's egoic identity from that that is composing its own [mental] limitation.*

2.20.17.6 [Risk] Class

The classism (socio-economic) mental model blinds an encoder to the presence of what is actually need for a fulfilling relationship and not market-drama. The encoding of classism into thinking "blinkers" human needs out in principle.

2.20.17.7 [Risk] Markets

Where human need depends on market access, social life activity becomes structured as a series of zero sum competitions over the rewards the existing social structure provides. That which has real life value includes: healthy children and adults, the free development of cognitive and imaginative capabilities across educational levels, meaningful and life-valuable work, beauty open to the experience of all, democratic political systems, free time experienced as an open matrix of possibilities for life-valuable self-expression.

Market rationality states that what is optimal is self-maximizing choice, which always equates to, more money value for the 'self' is good. For example, higher wages for someone is good because the best of all possible worlds is a money price gain for the exchanges. In total, it equals, self-multiplying money sequences to feed even more money to the top. The multiplication of money sequences is the ruling growth system, with no committed life functions, generating as is observable things which are disposable.

As an information set, the 'market' category can include several information sets:

- The 'ecology' (ecosystems and organisms, including humans).
- The 'economy' (profits and the drive to accumulate capital).
- The 'social economy' (paid and unpaid labour, human and social resources and relationships).
- The 'social authority' (political, States, governance, and, power over others).

2.20.17.8 [Risk] Trade

In community, humankind can automatically dump money out of the definition of need, as well as value and approach, since there is no money in the real world (i.e., it is not an actualized or actualizable existent entity). Everything is free of money, free of trade, in actual existence. Nothing has a monetary value attached to it; and there is no need for trade when there is cooperation. In a community-type society, the concept of 'value' refers to an orientation to life, or a dis-orientation to life fulfillment, wherein measurement values (numbers and then logical mathematics) produce efficient services. Hence, in community, all services (and products therein) 0 in the encoding of the concept of trade (i.e., are 0$, 0 dollars). Among community, there is no way to define wealth in the context of a currency since everyone's possessions are essentially $0.

Technically speaking, everyone has access to the same amount of everything; it is just whether or not they are using it or in possession of it at a certain time, and thus, access becomes the new definition of 'wealth'. If someone has access to everything, just as much as everyone else, someone would not likely say "I'm wealthy" (as an identification), because then everyone could say the same thing. If everyone has access to everything, then if one person can say they are wealthy, so can everyone, and thus the defining line between wealth and poverty is nullified. Hence, the terms wealth and poverty as material fulfillment [through the market and State] are obsolete and unusable (i.e., will cause instability in fulfillment when encoded).

2.20.17.9 [Risk] Competitive advantage

In competition, every major competitor manoeuvres to a position of relative advantage (over other human beings). Take any State military, and they are manoeuvring across all six (or seven) known domains of operations (land, sea, air, space, cyber, human, and etheric-biophysics) in order position themselves such that they have advantages over the other humans organized into States. Multi-domain operations. This type of behavior, seeking and taking competitive advantage over others is innately antagonistic against our common human fulfillment and is likely to perpetuate conflict (aggressive division). Not joint interdependence, but join integration toward something that is meaningful for all of humanity. In the conflict between States (and highly organized dogmatic belief systems) all of humanity are pawns (fodder) for the actions of the State actors. They do this in order to dominate their "adversaries", who are just other common humans. In this type of environment, anything and everything can be used as a weapon, which makes maintaining a state of human fulfillment difficult, because of the unpredictability of behaviors and objects, and thus, unpredictability of fulfillment. In part, the reason for going to war has never changed, and the maintaining of competitive advantage over others naturally produces conflict (war) because people are not cooperating for mutual benefit. Therein, humans with commonality are trying to undermine one another. Those who are the generators of these types of conflict often say, "The most important deception is to convince you that you are not in conflict" [with State actors, who are based upon conflict]. What actually divides us is acting toward competitive advantage over others and not acting toward our common unity.

2.20.17.10 [Risk] Capital

> *A.k.a., Assuming capitalism, risks due to assuming the belief that "capital" as the means by which a society is built.*

The problem, however, is that utility functions and the relations established between the agents who pursue them in a free market are abstractions that cannot tell us what the consequences are for the natural field of life support and the social field of life development which in reality the capitalist market presupposes.

Capitalism makes a variety of definitional and factual claims, one of the most significantly impactful being the following:

- Without *capitalists* there would be no *jobs*.
  - Nothing would get done; wanted goods and services would not get delivered.

One question to this claim, that reveals the belief encoding, may be: What exactly are capitalists doing at their jobs that could not be done without the capitalists? The honest answer is everything, because the workers do the actual work [of fulfillment, the tangible], and the capitalists manage the finances (the intangible resources).

The problem with capitalism is that it comes with the illusion that productive work is being done (when, that work which is being done by capitalists, or some of their employees, has no benefit to real human fulfillment). Of course, in some cases, the capitalist is also the worker. The power dynamic is obfuscated in capitalism, because decisions that affect everyone are made in secret (i.e., via a closed source approach). Actions can easily turn away from the trajectory of mutual human fulfillment when secrecy and competition is incentivized.

Entrepreneurs and other capitalists are heavily invested (financially and psychologically) in the market-State system. They are invested financially by definition of them being active capitalists. They are invested financially and psychologically in the State in the hopes that it (the State) will protect their access to their property.

In the financial sense, a financial investment is an asset (object of claimed existence) that someone (or some group) puts money (or, property) into with the hope (attached expectation) that it will grow (or, appreciate) into a larger quantity of money. More simply, an 'investment' is the hoped growth of an intangible, and in a market-based societal system, it is the hoped growth of an abstract reification (Read: money) upon which real, material human requirements depend.

NOTE: *The fallacists fallacy - Just spotting a fallacy doesn't make an argument automatically wrong, "well I see a fallacy therefore it is wrong", may be a false statement about the claim. The presence of a fallacy simply means that further fact check and examination are required.*

Working class people, by definition, work in the capitalist economy. Not everyone who works in the capitalist economy may define work through capital, but people brought up in the capitalist economy without experiencing a societal system that doesn't encode 'capital' may have a challenging time visualizing a society that works without 'capital'. This perceptual filter (that of 'capitalism') through which "working class" people are likely to see society is likely to obscure the understanding of a society where everyone is "respected" by having their human requirements met optimally without the presence of the socio-economic requirement to work for an exchange.

People who care about the work they do will try to do it better than specification. People who are forced to do work or otherwise aren't interested in the work will generally do the work below specification (because it is easier and they don't care about the final product). Do something because it is good for you and for others, not because it is good enough.

The capitalist State is more than a collections of leaders, it is an institution with rank upon rank of underlings waiting for their chance to lead and maximize their individual profit, and it is woven it to the fabric of early 21st century society.

NOTE: *Capitalists and stock holders are financial investors.*

2.20.17.1 [Risk] Labor

Labor is the renting [out] your a subject's physical body in order to acquire an artificial intangible which must be used to access fulfillment services and products. Working to fulfill dictated requirements for access. Therein, a labor market is a place where people exchange and compete for exchange (buy and sell) their labor "value". Historically (in the market), a portion of that sale goes to the seller, and a portion goes to the labor market owner/judge (i.e., the State or land-lord). Then, when the laborer works, a portion of each workday goes toward the market owner, for which their is a hierarchy (the employer and then the State). The capitalist takes the surplus profit of the labor.

In part, the job of 'police' (as a labor-market position) is to keep the jurisdiction a safe place for the competing market-players to trade and do other commerce.

Note here that Adam smith also conceived of "work" as dis-utility - what someone has to sell into another's property in order to survive. Whereas, cooperative work is utility (i.e., enabling of fulfillment).

2.20.17.2 [Risk] Scarcity

It is important to state clearly that the nature of any economic structure is to manage scarcity, and generally speaking, scarcity will always exist to one degree or another regardless of any economic approach. In other words, one could argue that solar power (the sun) is a scarce resource when thought about in a "cosmic" time relationship. In an NLRBE, the goal is to employ efficiency in order to minimize "relevant" scarcity to such an extent that within the general functioning of society, no shortage of anything is noticed by the population and all needs are met. So, scarcity is indeed always within the realm of possibility, though its reality can be difficult to discern depending on the context in which it's viewed. In the market system, since scarcity is preferred by the economic structure on various levels, deciphering what our true technical potential is can be challenging.

This is not a post-scarcity system; it is a post artificial scarcity system.

Scarcity was addressed we can get rid of most of the artificial forms of scarcity that we see today and that are imposed on us by authority and competitive market conditions.

Life necessity itself and depends on producing scarcity to extract private profit, this system is a-priori structured against sufficient life goods provision for society.

2.20.17.3 [Risk] Wealth

A.k.a., Assuming wealth out of nothing.

Wealth (extant fulfillment) comes out of fulfilling relationships, whereas wealth out of nothing (ex nihilo) is a Latin phrase meaning "out of nothing", which is an encoding likely to produce discontinuity and misalignment with fulfillment (because its foundation isn't grounded by that which is extant to living organisms). Thus, 'wealth' out [fulfilling] relationships could be contrasted with "wealth" out of nothing (but mental abstraction):

Wealth out of nothing involves the encoding of:

1. **The market-based definition**
   A. Wealth is material accumulation out of nothing, but, the abstract intangible mental construct called "debt" and its common operational named encoding, "currency" or "money" (transactional relationships also seen as use in exchange value, and one of its institutional operationalizations is Advertising (also, from the less dystopic to the very dystopic named categories: Marketing, Social Engineering, Cultural Engineering/Conditioning, Mental Programming, Ministry of Truth and Propaganda).
2. **The State-based definitions**
   A. Wealth is material accumulation out of nothing, but, the belief that to exist one must control another through causing suffering, providing

reward, or secrecy all of which are disturbed mental strategies that increase entropy humankind's commonly communicated information system, making it more difficult to fulfill the requirements of actual living systems.

B. Wealth is power out of nothing but through force (power-over-other relationships) or coercion (rewarding with access and secrecy).

Wealth out of real [cooperative] relationships:

1. Wealth is material resources and the operative ability to use them for the creation and regeneration of life fulfilling relationships (toward ever greater life fulfillment, and together, life capacity). *Can there be wealth if there is no access and ability to construct therein?*
2. Wealth is fulfilling human relationships with one another, and with a deeper and universal, environmental nature. *Can there be wealth if there is no significance to human relationships?*
3. Wealth is sustainable and abundant outputs of life serving ecological processes (common heritage) that access [to services] common to all individuals in relationship, and are [in part] coordinated by humankind (within a network of integrated city systems) to serve the processes required to generate and sustain fulfilling human relationships amongst one another, and with a natural[ly wild] ecology. *Can there be wealth if there is no certainty of access to resources, services and products required for human survival and flourishing?*
4. Wealth is an active deep sense of emotive connection, by recognition of similarity and universal nature, as experienced by each individual for the other in a common[ly thought responsive] and shared environment. *Can there be wealth if there is no emotion connection experienced by the individual encoding the concept*?
5. Wealth is a measure of what one individual in the population has access to compared to any other individual (i.e., lack of, access to resources and services for, desired fulfillment). *Can there be wealth if it is only measured against a state of lack?*

In a society where emergence is recognized a principle of the societal system, there can be no [structurally encoded] ability to accumulate "wealth" as material resources [at the expense of another]. Instead, 'wealth' is viewed as a common heritage, wherein one individual's 'wealth' is everyone's wealth (cooperative ephemeralization). A societal system that advocates for individual accumulation of "wealth" must have power structures, and those structures can be abused, will be abused.

DEFINITION: *'Relative wealth' refers to how individuals compare to each other in concern to access to potential (but not recognized) fulfillment services. 'Absolute wealth' refers to how much access every individual has. The term, relative wealth, refers to how every individual compares to the other in access to all available services and potentially available services.*

2.20.17.4 [Risk] Irrational demands

There is a risk during the transition phase (and also each individual's orientation phase) that objective need weightings (for demand) may fluctuate irrationally as a result of intentional, as well as unconscious, manipulation by individuals due to their own fluctuating value orientations (from the past market-State to community values).

Irrational demands include demands for systems that meet needs that are not rational, given a set of objectives. For example, the inaccurate association of freedom with ownership of a car, when in a given population density, that which would be experienced as most freeing would be some other system of transportation, and not the ownership of a car.

2.20.17.5 [Risk] Authority

Somebody who believes that using the power of government (and its enforcement sub-structure, law enforcement) to address problems in society (e.g., drug abuse), even if they are well intentioned and operating from a sense of personal honor and morals, and they are in no ostensible way crooked, they are nevertheless doing enormous damage. Government (with the core function to monopolize violence) should not be used to victimize (structurally or otherwise) people for someone else's benefit. There should never be a lack of skepticism of authority, since the only true authority to a self-integrating human being is self-verification.

2.20.17.6 [Risk] Democracy

'Democratic' societies can tend toward mistaking involvement for participation. They seem to think that, because they get to vote, that they are involved in government, when, all the while, someone else gets to choose (or, at the very least, significantly influence) who gets to run, what they can do when they get into office, and whether they can get re-elected. Socioeconomic status should not be a deciding factor in the volume of one's voice in a society- the strength of one's ideas should. Citizens should be able to participate in the solution-making business, not just delegate their power to a representative that then becomes part of a professional political class that has so much stake in the system that they can't afford to change (or fix!) it. Further, on the voting end, weighing in on issues one knows nothing about is detrimental - most organizations know this, but apparently we throw this idea out the window when it comes to governance! This turns legitimate issues into

shouting matches and popularity contests.

The democratic perception mistakes participation for representation and contribution for employment.

Adopt one side or the other in sustained elaboration of the one or the other position in decisioning, frequently leads to an ignoring of the common life-ground that life-value that all understanding begins with - that is, that life is good, and is better the more coherently inclusive its life-fields and ranges in thought, felt being, and action.

Here they incorporate in their unity opposing life values only by conceptually constructed reification of a non-person as a person—a metaphysical inversion that has oppressed the world at different levels.

What is morally deranged is that the rights of non-persons and their interests override the life interests of real persons in the name of life. The life-value onto-ethic recognizes the disorder, and grounds in human life as coherently conceived.

Instituted exclusion of the common life ground and interest follows logically from the atomic division of interests into competing rights in automaton self-maximization—the life-blind value syntax of the age. Slogans of "individual and consumer differences and choice" and "what is a need to some is a want to others," the absence of any ground of understanding of humanity's ultimate directive meaning defines the age. Postmodern, relativist and sceptical theories of all kinds explicitly or tacitly refuse to accept any universal good or necessity at all.

In the background, for over 2500 years philosophers have largely avoided the issue of universal life needs and any common life-ground of moral meaning. Economists in particular have systematically conflated needs and desires with no recognition of their ultimate distinction by life necessity itself.

Some societies recognize the life ground and human needs as an alternative, and just select differently, and others do not even recognize an alternative to their non-life-grounded approach.

Humanity has been a long time without its most basic life-value bearings:

- The reigning economic theory everywhere since Adam Smith has confused necessity with market demand.
- In Anglo-American justice theory as well as economics and studied philosophy in general, no standard of life need ever arises. The concept in principled form might as well be outlawed.
- John Rawls' famous "primary goods," for example, is decoupled from life needs altogether. Rawls also claims that their elders must choose for youngers.
- The socially constructed conception of money "income", profit, debt, substitutes for human need and necessity, even in the twentieth century's reputedly leading work on "social justice".
- A political economy, expressed through capitalist-system mechanics with no ground of meaning in life necessity itself.
  - The capitalist narrative (story) of the private market's invisible hand necessitating the best of all possible results or "optimal" social welfare may be the prototype of the life-blind logic of rule.
- The statement by Karl Marx, "from each according to one's ability, to each according to one's needs" (i.e., the from-each/to-each principle) has three main problems that preclude it from providing an appropriate solution. Firstly, the concept of "needs" remains without definition and boundary. Second, the "ability" expected from each is not grounded in life. And third, there is no principled linkage between needs and abilities to ensure the coherence of their realization.

Why would people so conditioned become an oppositely-structured force against their conditioning? Without life values regulating steering productive forces, the outcomes are not magically arranged by an invisible hand or dialectical laws to be optimal.

> **NOTE:** *Whatever doctrine is believed, only life-coherent technological development can resolve the problem in principle, and that requires regulating life standards at both human and ecological levels.*

In part, there is a pathological block against the life-value meaning of needs in early 21st century society. It is essential to be able to distinguish between vital human need and an extinguishable attachment (most well described by Vedanta and Zen Buddhism).

Unsatisfied life needs are left as a problem of the lower classes, while the decorum of the rich gives the illusion they are above them. The labour of appearances takes their place.

To resolve the marketing of life toward human fulfillment, one must be able to distinguish between:

- Human fulfillment (necessity and development) and market demand: Some societal systems do not encode (or do not encode effectively) a standard [criterion] of life need (human fulfillment). Therein, some socio-decisioning systems may even "outlaw", actual need fulfillment (given the circumstances). For example, money ("income") substitutes for human needs.
- A [vital] human need and a belief (an extinguishable attachment):
  - Are unsatisfied life needs are left as a problem of the lower classes (i.e., less accessible socio-economic categories), while the solutions of the rich give the illusion they (the rich) are above

them?
- Confucianism prioritizes propriety to superiors over the life needs of anyone. Authority-based (i.e., power-over-other) relationships -versus- the bonding and cultivating of fulfilling human and ecological relationships (i.e., community).

The great exceptions to those who do not distinguish is,

- Lao Tzu and the recorded Jesus from the Euro-Asia continent, speak of "feeding the hungry, clothing the naked, and giving shelter to the homeless."

Certain societal configurations generate a pathological mental block against socially deciding a materialized life of ever greater potential. To fulfill society, an economic system must integrate and comprehend the production and distribution of otherwise scarce resource into services and goods for humankind to develop fully, which requires the distinction and correct selection (for encoding) between life fulfillment ("goods") and less than life fulfillment ("bads").

2.20.18 [Risk] Assuming the right to protection

Once you show something that is information to the world, it's not "yours" [to control the access of] anymore. In other words, once others have seen it, it is not your right, privilege, or anything else to restrict others use or modification or evolution of that information.

Rights, in the context of the State, are not objective values. Rights are requests, demands, instructions to government as to when and where to use violence. Consider, for example, the human right to clean water, and thus, a corresponding obligation to provide for it at both social and individual levels; and if it is not provided for, then to use force to provide it. Private rights to exclude all others from whatever is held through government force.

2.20.18.1 [Risk] Privacy

Why would a society not want information about a disease shared both transparently and globally?

In large part, market entities do not want the population sharing, because sharing induces the condition of abundance, which reduces commercialization and profits.

> **QUESTIONS:** *Who has the freedom to restrict the freedom of others? Who wants the freedom to restrict the freedom of others? Who would act upon the freedom to restrict the freedom of others?*

2.20.18.2 [Risk] Copyright and open source

The socio-economic organization that holds the proposed societal system together is open at its source to inspect and update, otherwise it does not meet the criteria for the proposed type.

Thus, someone else (or, a market organization) could go and post this plan on their website; it doesn't matter to us (or anyone), because it is a distribution (which is desirable) - this is a societal level operating system that is being proposed, and thus, its distribution is by definition to be societal at scale.

It would of course be optimal to distribute the source of the code (the drawings, the information system) from one source, centrally, but in the market (competition and not global cooperation), and given what is known as technically possible at the moment (parallel processing, and not quantum), then distributed processing is the eventual optimum (as 'dispersion' and 'convection' lead to optimal expression of molecules through a bounded medium). And if they made adaptations, then we use those adaptations, for we, internally are not participating in global competition, but global cooperation. Remember, we have technically and informationally had the opportunity to live without money and in optimal, global technologically-automotive fulfillment, since something like at the earliest, the 1919's with the founding of "a small group of people without great influence" known as the Technical Alliance. Around the same time Thorstein Veblen produced the book "The Engineers and the Price System" describing more of the real world, extant problem, widening the inquiry into a human societal-level, global fulfillment "access" system. Of course, the efficiency value came into greater clarity in 1932 with Betrand Russel wrote "in praise of idleness". The technocracy market-State-based organization called "Technocracy Inc. was formed to redirect society individual and State actors toward implementing the equivalent of "credits" for an equal part in everything that which is optimally produced, given what they knew, and then moving to fully optimized toward human fulfillment (or equivalent) and technical automation (where desired; Read: a fully automated, "steady"-state economy. In 1962, the State of Russia attempted the Russian All-State Automated System as the first market-State integration of economic automated management system (i.e., the first open source unified information-social>economic planning system). The systems designers proposed moving the whole Soviet system as into a moneyless socially-environmental condition.

Here, it must be asked what the purpose and function of 'automation' is among society. A highly market-oriented statement, in consideration of automation, might be, "Well, if we are going to take away people's employment in this domain, then we have to at least make them participants in the value creation in some other domain [of the market]." In other words, even though automation is automating away the human labor required for one segment of the total market, workers must find labor employment elsewhere.

2.20.18.3 [Risk] Financial risks to open source projects

Open source revenue models are scant and will eventually fail when their niche market grows with suppliers. And so, the government steps in and says we need to give everyone a basic income.

Free systems are recursively free. It doesn't matter who owns the "rights"; a free system can be used and changed freely, the only requirement is that when it is changed, that initial requirement is sustained and the system cam be used and changed freely (because, the same "rights" are given). In such a system, the same rights a developer gives are the same rights all other developers give also. No individual has more rights than anyone else to an free system.

2.20.19 [Risk] Assuming fear, uncertainty, and doubt (FUD)

A.k.a., Lack of trust, and of knowledge, of self.

Fear, uncertainty, and doubt (FUD) naturally emerges from humanity's nature; they are survival characteristics of organisms in an uncertain life environment. When working together, the result of fear, uncertainty (high), and doubt (high) is less efficiency and effectiveness, and more probability of conflict. FUD can arise in various ways, depending upon a person's life experiences.

2.20.19.1 [Risk] Fear of technology

Humans have tasks to carry out most days, including eating, move around, working, and communicating. Some of these tasks individual humans are able to do without the help of machines. Among society, however, there are a significant number of tasks that humans are only able to compete by using machines. In this sense, the tasks that machines carry out are human tasks and not machine task. Machines do not have to be designed to carry out tasks for their own sake. Machines intentionally designed by humans for human benefit will carry out human tasks, as extensions of humankind.

Computers will eventually take over mundane technical computational tasks that previously would have required an engineering expert, such that users can easily determine optimal technical solutions (given what is known) and a direction of issue inquiry.

There is no human need to make AI (general artificial intelligence, algorithmic decision support) alive. It is likely that, eventually, AI will take over portions of decisioning operation(s) for the Habitat Service System.

It has happened in the past, and is still possible today, for laborers in a market to see advances in technology as competing with them for labor market share.

2.20.19.2 [Risk] Fear of continuous data collection

A continuous information system means continuous data collection. Constant data collection via users and sensors can make life and habitat services smoother, for everything from transit to garbage. However, nonstop data looks a lot like tracking and surveillance—opening big questions about privacy, control, and authority. The "smarter" a city is, the easier it is to manage well—from streets pre-built for automated transport, to a self-sorting trash stream, to lawn chairs or whole activity areas that can tell you if they're free (i.e., occupied).

2.20.19.3 [Risk] Fear of lack of contribution

> **QUESTION:** *Do not all healthy members of society wish to contribute in whatever way is appropriate.*

There is a fear that people will not contribute. When artificial cooperation limitations (trade-relationships and non-automation) is reduced among a group through a common access model that identifies all aspects of human need fulfillment, then that fear that individuals will not contribute is perceptible as being unfounded, and becomes increasingly so over time given our level of progress to date. We are visualizing together, cooperation in a common direction, oriented by our common values that guide our experience of a common environment, refined to a set of standards specifications that determine the next iteration of the society, as one societal systems model.

Significant technical advances (e.g., in computation and automation) may enable enormous personal freedom and a release from the necessity to have to physically work at anything. However, societies do not thrive on being purposeless.

With all this automation, what will we do? We have the opportunity to live life to its fullest, together in peace. As you largely know, algorithms and robotics will be putting a lot of people out of jobs… There are many societal progressions, among them a universal societal wage, from the government, or this proposed societal system configuration. There is a disruption that happens when societal systems reconfigure (peaceful, or not). In the material environment, and through socio-decisioning, "we" determine which "jobs" are best for us as individuals, now.

> **APHORISM:** *If you spend more of your time noticing what you actually are, you will rediscover what you are creating. At that same moment, you will be able to choose what you are creating. Try not to get lost in fantasies in the process. But, you will be at least pauses the fantasies.*

2.20.19.4 [Risk] Fear of loss of choice

A cooperatively organized habitat service system is a necessity of [a healthy and well] sociological life, and it admits endless degrees of choice within its objective principle of human determined fulfillment. Whether recognized or not, the objective criterion of life-value always remains a constant, and so too the life-value ground of values (i.e., "rights") and [social] justice.

> **NOTE:** *People go from denial to despair very quickly. When this is possible, the best approach is what is achievable, and not what the current*

problems are.

2.20.19.5 [Risk] Fear of homogenization

It is possible to have plenty of different opinions on subjective matters, but little difference on objective factual matters. In principle, and over long generations of time, this could dilute everyone's individuality. To retain their individuality, members of society may make a conscious effort to exert their unique differences, especially in becoming the most capable and compassionate human they could be.

> **NOTE:** *The idea of social homogenization is also discussed in the overview.*

2.20.19.6 [Risk] Fear over the loss of competition altogether

Competition is a struggle for success, the outcome of which is uncertain; and, it can be very entertaining for an individual. Pleasure and growth may be found in the adoption of a structure of mutual limitation (i.e., in competition). It is possible to compete with one another for entertainment, while remaining in the central directional goal (principle) of advancing every individual as the common good. In other words, while a healthy society is organized together cooperatively (core value), a healthy society may also entertain itself through individual and group competition (entertainment value). Determining life-relevant (survival) solutions, together, is a lot easier when there is a cooperative [common] model for decisioning and coordinating action.

> **NOTE:** *The values of 'cooperation' and 'competition' are significantly addressed in the Social System Specification; while, they are addressed to a lesser extent in all other societal specifications. They are addressed in all societal specifications, because they are the proposed society's core value of 'cooperation', and its [value circumflex] opposite, 'competition'. While 'cooperation' is applied to organize all of society, 'competition' is a[n artificially limited conditional] type of recreation.*

2.20.19.7 [Risk] Fear of negativity

Fear of perceiving the "negativity" can dull the optimal resolution of conflict, and more fundamentally, human societal organization. When designing material environments it is essential to perceive the who situation so that data calculations are optimal. More simply, for consciousness, in the design of its material socio-technical environment, it is essential to know what it humanity "deal" with it (i.e., to know knowledge of the situation so as to take an optimally unified and integrated next decision.

2.20.19.8 [Risk] Materialism

There is a risk that some who advocate this direction only perceive the material, technological side of the system and ignore, or otherwise, disregard the design of its information base. Since any society, and all of its materializations, are first and foremost information, the ignoring of this fact could lead to gaps in its materialization.

2.20.19.9 [Risk] Resource guarding

What we need must be available and accessible to all otherwise "resource guarding" (a.k.a., "possessive aggression") behavior is likely to occur. "Resource guarding" is behavior that discourages another to take, or get too close to, an object or valued area in an animals possession (Read: current access). Resource guarding is the defensive/aggressive desire to maintain access to something, and it is often accompanied by the thought that what is wanted will be taken (or, threatened). Usually, the target of desire refers to food, personal objects, or sleeping areas, but it may also apply to self-ego, as well as other animals, such as guarding loved ones (Read: protectiveness). Resource guarding is a well understood behavior trait in other animals. In dogs, it can range from a quiet head turn and stare to a deafening growl (signals), forward charge or an actual bite. We stop resource guarding behavior by ensuring that there is sufficient visibility to all resources, and by maintaining access to all that is needed, wanted, and preferred. In other words, we change behavior by changing the environment to one of visibility/transparency and availability/access. In community, when others modify the design of the environmental "living" system, then good things will happen (because alignment with fulfillment is structurally maintained), and so, no one needs to be "possessive". Note that animal behaviorists condition resource guarding behavior out of an animal through "treating and training". In community, we don't "treat and train" other humans; instead, we modify the environment so that the known behavior, which arises due to environmental conditions, is unlikely to be present. It is important to recognize here that there is a difference in "training and treating" the desire/ability to fend for one's needs (i.e., the behaviorist approach to possessive aggression) versus shifting the environment so that we are all fulfilled and we don't lose the ability/desire to sense that which we need. By treating and training an animal can become disconnected from sensing that which it needs to survive and thrive (i.e., becoming "domesticated"). And finally, trading (i.e., "I want that which you have, what do you want for it?") is not a sufficient environmental change to produce the abundance in visibility and access required to reduce resource guarding behavior. Certainly, it is a more complex form of behaviorism, but it does not sufficiently restructure the core environmental. And in fact, trading (i.e., the establishment of a "market") generates a number of downstream negative consequences, such as "competitive advantage" thinking an behavior (e.g., concealing information and information manipulation).
In community, we remain aware of the environment in

which behaviors are expressed. In behaviorism, "shaping" is the reinforcement of successive approximations of an extrinsically desired behavior. By "shaping" an individual organism through behavior modification techniques (to create to a desired behavior) we may be missing out on real fulfillment through re-shaping the real world environment.

3 [Plan] Agreements lists

A.k.a., Rule statements, rule agreements, statutes, acts, legally enforceable statements of agreement to rules, personal agreements, plan agreements, legal terms and conditions, behavioral agreements, legal agreements, legal organizational structure, State legal interface, State contract interface, legal contracts, community agreements, habitat agreements, etc.

There are a host of authoritative agreements available that propose a transition from relationships based upon competition and coercion to that of optimized global human need fulfillment. Transition requires standards, those standards come in the form of declarations, of which there are principles of organization, rights of people under governmental-State projects, and agreements to live in habitats (by a set of planned and signed by-laws). These are InterSocietal in the sense that community has not been fully realized at a global level given the very necessity to apply these declarations.

Adults may sign their agreement to a declaration of agreements. Every society, organization, group, and any venture is always started with a set of agreements. At some point in history it was decided that it was okay to force others into "agreement". These became laws.

Statements of organizational agreement that may be legally enforceable by a State enforcement jurisdictional entity (authority) include, but are not limited to:

1. Organizing list of principles.
2. Constitution formed from articles made up of statements of rules.
3. Habitat access bylaws [of habitat entrance, life, and expulsion].
4. Articles of association (association bylaws).
    A. Articles of homeowner association.
    B. Articles of co-housing association.
    C. Articles of condo[minimum] association.
        1. Note: Individuals own the deed (a.k.a., title) to the [dwelling] realestate's interior.
5. Articles of incorporation (corporation bylaws).
    A. Articles of a limited liability corporation (LLC).
        1. Note: Is used to protect members financially when interfacing with sales into the market-State.
    B. Articles of a cooperative corporation (a.k.a., co-op).
        1. Note: in a cooperative model, individuals may own shares (as an asset of someone's legal estate) in a cooperative corporation. Hence, the individuals do not own their houses. Ownership of shares grants a proprietary long-term lease that provides the "right" to inhabit a dwelling unit.

C. Articles of a not-for-profit corporation.
   1. Note: a not-for-profit may buy the land, and then, turn that land over to a territorial cooperative corporation.
   2. Note: infrastructure shared by two or more territorial cooperative corporations may be placed under a separate not-for-profit cooperative corporation (e.g., "village association").
D. Note: Corporations do not provide so much control over the transfer of units and social interactions of members.
E. Note: People who own (and not rent) are shareholders in the corporation, as well as members of the village association.

6. Articles of [family] holding (family bylaws).
   A. Articles that state what is held in common by a family.
7. Articles of membership (membership bylaws).
   A. Articles that state the membership process required to be completed before anyone can make an offer on purchasing shares, titles, or assets in the habitat. The membership process includes full/complete agreement to a bylaw checklist.
8. Jurisdictional planning permission articles (jurisdictional plan bylaws).
   A. Articles that state the process for the approval of plans to change the habitat at the State-jurisdictional level. The State acceptance process includes full/complete agreement to a bylaw checklist.
9. Land trust agreements to identify how decisions are land are taken and how finances are handled.
10. Venture agreements to identify how decisions are taken and how finances are handled.
11. Articles of work are agreed to work descriptions.

One of the more important organizational statements of agreement in a community-type society is:

1. As a member of: *the global human community*,
2. with: *common human needs in a common heritage world*,
3. I will: *live a life of optimal flourishing,*
4. so that: *we may all live a life of optimal flourishing*.

Society may also be seen as having the following layers of agreeable decisioning:

1. Society (Societal Agreements)
   A. Citizen [birth/chosen] agreements.
      1. State [constitutional] agreements.
2. Habitat (Habitat Agreements).
   A. Association agreements.
      1. Finance agreements.
   B. Member agreements.
      1. Habitat agreements.
   C. Entrance agreements.
      1. Admission agreements.
      2. Access agreements.
   D. Contribution agreements.
      1. Teamwork agreements.
   E. Coordination agreements.
      1. Protocol agreements.
   F. Decision agreements.
      1. Visualization agreements.
   G. Service agreements.
      1. Habitat contribution fulfillment agreements.
   H. Behavioral agreements.
      1. Habits of personal, common, and team access agreements.

3.1 Declaration of Organizational Principles: Adoption of a declaration of organizational operating principles as a charter

A.k.a., High-level agreements, system of principles, list of principles, control of organization, constitution of principles, article of principles, articles of organization.

The following charter is adapted from:
- *The Charter.* The Free world Charter. Accessed: March, 20 2020. [freeworldcharter.org/en]

The following is a statement of principles that align intent with the eradication of poverty and greed, and the advancement of human progress.

The principles of a charter to free the common good in order to maximize global human need fulfillment are:

1. The highest concern of humanity is the combined common good of all living species and biosphere.
2. Life is precious in all its forms, and free to flourish in the combined common good.
3. Earth's natural resources are the birthright of all its inhabitants, and free to share in the combined common good.
4. Every human being is an equal part of a worldwide community of humans, and a free citizen of Earth.
5. Our community is founded on the spirit of cooperation and an understanding of nature, provided through basic education.
6. Our community provides for all its members the necessities of a healthy, fulfilling and sustainable life, freely and without obligation.
7. Our community respects the limits of nature and

its resources, ensuring minimal consumption and waste.
8. Our community derives its solutions and advances progress primarily through the application of logic and best available knowledge.
9. Our community acknowledges its duty of care and compassion for members who are unable to contribute.
10. Our community acknowledges its responsibility to maintain a diverse and sustainable biosphere for all future life to enjoy.

3.2 Declaration of State Constitution: Governmental Declaration of the Unified Rights of Humanity (DURH)

A.k.a., Article of rules, system of rules, code of conduct, legal agreements, contractual agreements, charter, control of organization, legal contractual agreements about the use of power and equipment, articles of constitution, articles of rights, declaration of conditions.

The following declaration is adapted from:
- *Declaration of the Unified Rights of Humanity.* The InterStellar New Deal. Accessed: March, 20 2020. [interstellarnewdeal.global]

A constitution document is a legal document setting forth key rules and rights deciding what is and is not permissible. Here, there is the adoption of a declaration of human rights as a constitution. A State can adopt a new constitution that includes a community-aligned declaration of human rights. A declaration of unified human rights is a legal [governmental] reform measure. It is a contractual declaration between a citizenry and the government to constitute governmental encoding of a unified and mutually beneficial set of human rights given by government. This declaration is a "living" list of the inalienable rights and protections inherent to all of Humanity never fully being complete as long as Humanity exists within a State. As new rights become apparent and need to be protected or for governmental powers to be limited in order to protect those rights in specific ways, then they should be added to this Declaration.

Here, there is a "constitution", sub-composed of:

1. Articles form the categorization of the constitution.
2. Statements of principles and of rules ("rights") form the body of articles.

The declaration is sub-categorized by a set of articles that ensure that all humans have their "rights" sustained:

1. (A) Fundamental [articles]
2. (B) Limitations of government [articles]
3. (C) Interdependence and sustainability [articles]
4. (D) Humanity and equity [articles]
5. (E) Justice and compassion [articles]
6. (F) Education [articles]

3.2.20 A – Fundamental Articles

3.2.20.1 Article 1

Everyone is entitled to all the rights and freedoms set forth in this declaration, without distinction of any kind, such as:

1. Gender identity, sexual orientation, sexual identity, romantic identity, familial or other similar close interpersonal arrangements, or any expression thereof;
2. Race, color, gender, language, religion, ethnic, political or other opinion, national or social origin, property, birth or other status;
3. Health, medical, physical, mental, psychological, physiological, or disability status; or
4. Other similar traits, status, and distinctions.

Furthermore, no distinction shall be made on the basis of the political, jurisdictional or international status of the country or territory to which a person belongs, whether it be independent, trust, non-self-governing or under any other limitation of sovereignty.

3.2.20.2 Article 2

1. No one shall be held in slavery or servitude.
2. Human trafficking and enslavement in all forms whether overt, hidden, or institutional shall be prohibited.

3.2.20.3 Article 3

All natural resources on our planet of origin, Earth, and all throughout the universe are declared as a common heritage to ALL of Humanity. Such resources should be used for the betterment of all Humanity and not just a chosen FEW.

3.2.20.4 Article 4

1. Everyone has the right to take part in the government, directly or through freely chosen representatives.
2. Everyone has the right of equal access to public service.
3. The will of the people shall be the basis of the authority of government; this will shall be expressed in periodic and genuine elections which shall be by universal and equal suffrage and shall be held by secret vote or by equivalent free voting procedures.

3.2.20.5 Article 5

Everyone has the right to access to information about the activities of governmental bodies and to openly and freely monitor them. Governmental processes should be as open and transparent as possible for the information of its citizens and so it may be held accountable.

3.2.20.6 Article 6

Everyone has the right to petition for a governmental redress of grievances.

3.2.20.7 Article 7

Everyone is entitled to a social and international order in which the rights and freedoms set forth in this Declaration can be fully realized.

3.2.20.8 Article 8

Nothing in this Declaration may be interpreted as implying for any nation, entity, group or person any right to engage in any activity or to perform any act aimed at the destruction of any of the rights and freedoms set forth herein.

3.2.21 B – Limitations of Government

As a part of the protected rights established herein in this Declaration, the Government shall have additional explicit limitations related to those protected rights:

3.2.21.1 Article 1

The Government, in all forms, shall be prohibited from:

1. Making any law establishing an official religion or belief in or for a nation or peoples, or granting preferential treatment to one religion or belief over others;
2. Restricting the free practice of religion unless it conflicts with the rights and protections established in this Declaration.

3.2.21.2 Article 2

The right to vote is inalienable. The Government, in all forms, shall be prohibited:

1. From preventing a citizen from voting due to non-payment of a poll tax or any other tax, fee, fine, or compensation, or any other means;
2. From engaging in any activity or creating a policy in order to prevent or limit a citizen's ability to vote.

3.2.21.3 Article 3

The Government, in all forms, shall never pass a law granting businesses, organizations, or other artificial entities status equal or near equal to humans, nor shall they gain the rights or qualities of such, for this is an anathema to equality, freedom, and democracy. The Government represents the people and not artificial legal or social entities.

3.2.21.4 Article 4

The Government, in all forms, shall never pass a law to which they are not also accountable and shall NOT be immune from prosecution of any kind in a court of law. A Government that cannot be held accountable is an anathema to open and ethical society.

3.2.21.5 Article 5

The Government, in all forms, shall never pass a law which insulates themselves from their Citizens, for an insulated political body is antithetical to equity and humanity.

3.2.21.6 Article 6

The Government, in all forms, shall never pass a law which purposefully demands, requires, or suggests the ending the life of any human.

3.2.21.7 Article 7

The Government, in all forms, shall never pass a law which purposefully intercedes itself between a doctor and their patients, nor shall it attempt to legislate care.

3.2.22 C – Interdependence and Sustainability

3.2.22.1 Article 1

1. Everyone has the right to a nationality.
2. No one shall be arbitrarily deprived of one's nationality nor denied the right to change one's nationality.

3.2.22.2 Article 2

1. Everyone has the right to freedom of movement and residence within the borders of each nation.
2. Everyone has the right to leave any country, including one's own, and to return to one's nation.

3.2.22.3 Article 3

1. Everyone has the right to seek and to enjoy in other nations asylum from persecution.
2. This right may not be invoked in the case of prosecutions genuinely arising from non-political crimes or from acts contrary to the purposes and principles of this Declaration.

3.2.22.4 Article 4

1. Everyone has a right to enjoy access to the holistic, clean, and protected natural world including air, water, plants, animals, and green spaces, etc.

2. Everyone has the right to clean air, clean water, and unadulterated and healthy food.

3.2.23 D – Humanity and Equity

3.2.23.1 Article 1

All human beings are born free and equal in dignity and rights. They are endowed with reason and conscience and should act towards one another in a spirit of support and service.

3.2.23.2 Article 2

Everyone has the right to life, liberty and security of person.

3.2.23.3 Article 3

Everyone has the right to recognition everywhere as a person before the law.

3.2.23.4 Article 4

Everyone of the Consensual Age, without any limitation due to race, gender expression, sexual orientation, nationality, religion, or socioeconomic status, have the right to marry and to found a family. They are entitled to equal rights as to marriage, during marriage and at its dissolution.

1. Marriage must be entered into only with the free and full consent of all of the intending spouses.
2. The family is the natural and fundamental unit of society and is entitled to protection by society and the Government.
3. Each family may choose the definition of their familial arrangement within the constraints of consent and the rights contained within this Declaration.

3.2.23.5 Article 5

1. Everyone has the right to own property alone as well as in association with others.
2. No one shall be arbitrarily deprived of one's property.

3.2.23.6 Article 6

1. Everyone has the right to freedom of thought, conscience and religion; this right includes freedom to change one's religion or belief, and freedom, either alone or in community with others and in public or private, to manifest one's religion or belief in teaching, practice, worship and observance.
2. No one may be compelled to religious belief or non-belief, nor to think or believe that which they do not.

3.2.23.7 Article 7

Everyone has the right to freedom of opinion and expression; this right includes freedom to hold opinions without interference and to seek, receive and impart information and ideas through any media and regardless of frontiers.

3.2.23.8 Article 8

1. Everyone has the right to freedom of peaceful assembly and association.
2. No one may be compelled to belong to an association.

3.2.23.9 Article 9

No one shall be subjected to arbitrary interference with one's privacy, family, home or correspondence, nor to attacks upon one's honor and reputation. Everyone has the right to the protection of the law against such interference or attacks.

3.2.23.10 Article 10

Everyone, as a member of society, has the right to social security and is entitled to realization, through national effort and international cooperation and in accordance with the organization and resources of each nation, of the economic, social and cultural rights indispensable for one's dignity and the free development of one's personality.

3.2.23.11 Article 11

Everyone has the right to rest and leisure, including reasonable limitation of working hours and periodic holidays (with pay as long as economic systems exist).

3.2.23.12 Article 12

1. Everyone has the right to a standard of living adequate for the health and well-being of himself and of one's family, including food, clothing, housing, education, medical care and necessary social services, and the right to security in the event of unemployment, sickness, disability, widowhood, old age or other lack of livelihood in circumstances beyond one's control.
2. Parenthood and childhood are entitled to special care and assistance. All children, regardless of birth circumstances, shall enjoy the same social protection.

3.2.23.13 Article 13

Universal access to healthcare and related technologies and innovations is human right and should be free for all.

3.2.23.14 Article 14

1. Everyone has the right freely to participate in the cultural life of the community, to enjoy the arts, creative expression, and to share in scientific and technological advancement and its benefits.
2. Everyone has the right to the protection of the interests and rights resulting from any scientific, literary or artistic production of which they are the author.

3.2.23.15 Article 15

1. Everyone has duties to the community in which alone the free and full development of one's personality is possible.
2. In the exercise of one's rights and freedoms, everyone shall be subject only to such limitations as are determined by law solely for the purpose of securing due recognition and respect for the rights and freedoms of others and of meeting the just requirements of ethics, public order, and the general welfare in a democratic society.
3. These rights and freedoms may be, in no case, exercised contrary to the 7 Philosophical Pillars for Peace within Humanity.

3.2.23.16 Article 16

- Everyone has the right to form and to join trade unions for the protection of one's interests.
- Everyone has the right to form cooperatives so that all may work and share in the benefit from such work together.
- Everyone has the right to work, to free choice of employment, to just, favorable, and safe conditions of work.

3.2.23.17 Article 17

As long as economic systems plague Humanity:

1. Everyone, without any discrimination, has the right to equal pay for equal work.
2. Everyone who works has the right to just and favorable remuneration ensuring for himself and one's family an existence worthy of human dignity, and supplemented, if necessary, by other means of social protection.
3. Everyone who works has the right to protection against unemployment.

3.2.23.18 Article 18

Every person or organization of business, large and small, has the right to trade and pursue business in an atmosphere of freedom from unfair competition and domination by monopolies at home or abroad.

3.2.24 E – Justice and Compassion

3.2.24.1 Article 1

No one shall be subjected to torture or to cruel, inhuman or degrading treatment or punishment.

3.2.24.2 Article 2

All are equal before the law and are entitled without any discrimination to equal protection of the law. All are entitled to equal protection against any discrimination in violation of this Declaration and against any incitement to such discrimination.

3.2.24.3 Article 3

Everyone has the right to an effective remedy by the competent national tribunals for acts violating the fundamental rights granted him by the constitution, law, or this Declaration.

3.2.24.4 Article 4

No one shall be subjected to arbitrary arrest, detention, punishment, or exile.

3.2.24.5 Article 5

1. Everyone is entitled in full equality to a fair and public hearing by an independent and impartial tribunal, in the determination of one's rights and obligations and of any criminal charge against him.
2. Everyone charged with a penal offense has the right to examine all evidence and witnesses without prejudice.

3.2.24.6 Article 6

1. Everyone charged with a penal offense has the right to be presumed innocent until proven guilty according to law in a public trial at which they have had all the guarantees necessary for one's defense.
2. No one shall be held guilty of any penal offense on account of any act or omission which did not constitute a penal offense, under national or international law, at the time when it was committed. Nor shall a heavier penalty be imposed than the one that was applicable at the time the penal offense was committed.

3.2.24.7 Article 7

1. Everyone shall be protected against self-incrimination and double jeopardy.
2. Everyone has the right to a speedy public trial by jury, including the rights to be notified of the accusations, to confront the accuser, to obtain witnesses and to retain counsel.
3. Everyone has the right to be protected against excessive fines and excessive bail, as well as cruel

and unusual punishment.

3.2.24.8 Article 8

Everyone shall have the right to competent counsel. In the event a defendant cannot obtain competent council by one's/her own efforts then appropriate legal representative shall appointed as counsel for one's/her use.

3.2.24.9 Article 9

Everyone shall have the right to appeal decisions handed down at trial by a process defined by law.

3.2.24.10 Article 10

Actions which are consensual in nature should not be construed or named as crimes for there is no victim (such a sex work and personal drug use).

3.2.24.11 Article 11

1. The right to life is just as important as the right to death. In a society filled with compassion, justice, and support, a person should not desire to end their existence. For such things to happen lays bare a failure of society.
2. However, a person who is set on ending their existence, especially in cases of suffering due to disease and other malady, shall not be impeded. It shall be supported and protected as wholly as all other actions within Humanity are.

3.2.25 F – Education

3.2.25.12 Article 1

1. Education is a human right in all its various forms.
2. All education shall be universally free including pre-elementary, elementary, high school, university/college, technical and professional schools and apprenticeships to maximize the growth and realized potential of each individual, their happiness and enlightenment, and therefore an equivalent benefit to all of Humanity.

3.2.25.13 Article 2

Education shall be directed to the full development of the human ability and to the strengthening of respect for human rights and fundamental freedoms as lain forth in the Declaration. It shall promote understanding, tolerance and friendship among all nations, ethnic, and religious groups, and shall further the activities of Humanity for the maintenance of peace.

3.2.25.14 Article 3

Everyone has a right to have universal, unfettered, and unadulterated access to scientific information and all other knowledge areas known to Humanity.

3.2.25.15 Article 4

1. The freedom of the press shall be inalienable because a free press is responsible for holding a corrupt person, organization, or government accountable; and is a powerful tool for educating the populace.
2. A free press shall be open, informed, fair, ethical, and balanced in all ways otherwise it may become a tool for propaganda or manipulation against public interest.

3.3 Declaration of Habitat Residency Agreements: Habitat Declaration of Residency Rules (by-laws)

A.k.a., Bylaws, bylaws of habitats, system of rules, code of conduct, legal agreements, contractual agreements, control of organization, smart contract, legal contractual agreements about living in a habitat, legal articles, operating rules, declaration of conditions, normative reference framework, habitat normative boundary, etc.

A "bylaw" document is a legal document setting forth key rules and regulations deciding what is and is not permissible. Here, there is the adoption of a set of bylaws. Bylaws are a contractual agreement between an individual and the territorial authority, which allow for the removal of persons when they are violated. A set of bylaws is a set of State legal contractual agreements that can be easily used to remove anyone who is not willing to leave the habitat after a violation. Territorial authorities (i.e., States) enforce the rules (bylaws). Someone who agrees to a set of bylaws agrees that if they violate those laws that they will leave the habitat in which the violation occurred.

Bylaws are simply another form of agreement. These are agreements that all residents of a habitat, whether those who own houses here, are permanent residents or those who are only here for a short period of time (visitors), agree to follow and not violate. Bylaws specify beforehand possible tensions for when living together and must be accepted to live in (or through as a visitor) to most habitats in the community network. When these agreements are broken, eviction is possible from that habitat.

These residency rules (by-laws) ensure appropriate integration of residents into aligned habitats in a highly configurable habitat network using community standards.

The community-type societal habitat on-boarding service must go through a alignment/agreement analysis process to ensure that individuals entering habitats have a clear agreement of expectations, rules, and

expulsion risks. These bylaws are agreed to voluntarily by community members choosing to live in a given habitat configuration. If the rules, in their entirety, are not followed, then there is expulsion from some habitat (but, not from the community network of habitats). Bylaw's are obligations: Obligations are requirements for an individual's agreement to reside in a specific habitat.

When the below agreements are breached, the violator must present a restoration plan to the Habitat's Global Coordination Team. It does not matter if the breach comes from any phase of life in the habitat: education, contribution, or leisure. Continued residency in a habitat means complete and continued agreement and aligned behavior with its rules (by-laws). Some habitats may have plans of action that can be put into place to attempt a resolution after a breach occurs. Other habitats may have no restoration plans and immediate expulsion. These rules are effectively contracts with a habitat. A violation of the contract may result in restoration services becoming active, or result in immediate and final expulsion, and different habitats in the community network of habitats have different procedures in this regard.

These are not the needs, these are the preferences for a configuration of habitat. These preferences become rules, set legally as by-laws, which everyone must agree to achieve residency and to visit the habitat.

3.3.1 Name and domicile of association

1. The name of the Association is:
2. The Association's principal office is at:
3. The Association shall have a working group with one or more roles responsible for ensuring compliance with the bylaws of the association.

3.3.2 Vision, mission, and goals

1. The Association shall have a Project Plan document maintained by a responsible working group.
2. The Project Plan is accessible via: auravana.org/standards/the-project-plan

3.3.3 Structure of the association

The association uses working groups established as per articles below to achieve the purposes of the habitat. The coordinators, as well as working group and habitat team members complete functions and activities to Project Plan.

1. Global habitat coordination (the board, trustee committee) team is composed of coordinators from global working groups, individual habitat operation, and global transition teams. The global habitat coordination team approves the working group structure in alignment with the community standard.
2. Local habitat coordinators must perform their duties in accordance with the by-laws of their given habitat. The local habitat coordination team approves the habitat operating structure of the habitat in alignment with the community standard.
3. Global and local habitat coordinators must perform their roles and tasks in accordance with the vision, mission, and goals of the community-type societal project.
4. Coordinators must provide written notice of withdrawal from a position.
5. Every habitat involves the forming of teams of people to work in working groups, in habitat service operations, and on transition team operations.
6. Each global and local working group and habitat team shall have, as far as possible, double-link connections to ensure an optimal flow of information, for the who social information system of community (and everyone therein).
7. Working groups, habitat operations teams, and the transition team have the ability to take decisions (authority) necessary to achieve their defined purpose.
8. Meetings are conducted by coordinators, who shall coordinate/facilitate the meeting process.
9. Meetings are prioritized in the same way as operational habitat processes are prioritized: incidents are urgent meetings, operations are regularly meetings, and strategic planning are less frequent meetings.
10. Valid meetings of coordinators may take place in person, by telephone, or any live-stream virtual forums. Valid meetings must be attended by 70% of responsible coordinators.
11. It is possible to change the bylaws in an emergency situation by the 100% task agreement of all local habitat global coordinators, and therefrom, a change may only be approved a 90% or higher agreement by all residents in the habitat in the contribution and leisure phase of their life.

3.3.4 The residential population of community

The residential population *of community* includes individuals who will continuously use habitat services within the network of habitats, and who have common needs therein.

1. Has a habitat network. Individuals have a network of habitats where different configurations meet different planned agreements (including, configurations, aesthetics, and "will/will-not" agreements, and how needs are preferentially

met).
2. Has commonly listable categories of needs. Individuals have common needs to survive and thrive together. These needs are encoded into a set of habitat service contribution agreements (i.e., work description agreements).

The residential population *of a habitat* includes individuals who will continuously use habitat services and have preferences for agreement of fulfillment:

1. Has some preferences within their need categories. Individuals have preferences. Different habitats provide different configurations to meet agreed upon preferences. These preferences are encoded into a set of residency agreements (i.e., bylaws). Bylaws may be changed by planned decisioning at some decision cycle using a protocol for the master-plan reconfiguration of a habitat.

3.3.5 Habitat membership agreement by-laws

A.k.a., Smart contractual agreements, operating rules habitat-State agreements for residency and visitation, habitat residency filter/criteria.

It is important to note here that work in the habitat is done by residential members of the habitat. These agreements apply during all phases of life in a specific habitat, from education to contribution to leisure. In other words, residents are not only accountable for these by-laws as users of the habitat, but they are also accountable for these by-laws as contributors to the habitat. Violations of what is expected of contribution and violations of users may equally lead to expulsion from a specific habitat in the network.

Throughout these bylaws, "Community" is used in a sense that implies a type/configuration of society detailed in a standard. Different habitats in a community-type society have different configurations of by-laws. To become a resident, or even visit a habitat, you must agree to be legally bound by its by-laws.

Together, our goal is to perpetuate and expand a globally distributed network of habitats that optimally meet the fulfillment of human need by means of a community-type societal standard. Habitats maintain a practice of filtered membership (i.e., a legal border), residential and visitor/guest.

Membership in the community network of habitats consists of residential [local-full] members and provisional members who shall understand and be bound by the following organization:

1. The term, "applicant member" shall mean someone who has applied to contribute to the project, or someone who has applied to live in a specific habitat.
2. "Applicant members" may become provisional members after having been accepted as such by established community-habitat procedures in accordance with and upon approval of local habitat's global coordinators by 100%, provided that such applicant signs a membership bylaw agreement with the habitat before arriving at the habitat.
3. The term, "residential member" shall mean full members. A residential members holds title to the land or to their dwelling on the land. Only residential members in the contribution and leisure phase of their lives may vote. Minors in the education phase are not a voting member of the habitat.
4. The term, "members in transition" (a type of provisional member) shall mean members who are living as residents in the habitat for less than six months. These members do not get to vote, but may participate in working groups related to the master-plan of the local habitat. Not a voting member of the habitat.
5. "Members in transition" may become full residential members six months after joining the habitat, by re-signing a/the membership agreement as such, and being accepted in accordance with community standards and approved by 100% of the local habitat's global coordinators.
6. The term, "visiting member" (a type of provisional member) shall mean members who are visiting the habitat for a scheduled period of time no longer than 3 weeks. These members do not get to vote or participate in working groups related to the master-plan of the local habitat. Not a voting member of the habitat.
7. The term, "terminating member" shall mean a member whose membership to the habitat has been terminated either voluntarily or after violation.
8. The term of membership (provisional and full combined) is for the life of the member, unless voluntary termination of membership or expulsion occurs.
9. Voluntary termination of membership consists of a public statement by a member that resigning membership and leaving the habitat, which shall include, a member's departure from the habitat. The effective date of termination shall be set by the member with the consent of the appropriate habitat residency team, and shall be designated on the leaving document signed by the leaving member. If the member fails to set such a date, the date shall be set by the appropriate habitat

residency team.

10. Involuntary termination of membership occurs after a violation of the bylaws and consists of a member resigning and leaving the habitat due to an evidential breakage of a bylaw. The appropriate habitat residency team sets a leaving/moving date.
11. The habitat population by-laws shall not be taken as requiring the habitat population to expel a member, even for these reasons. The habitat population may, but need not, expel a member for any of the following reasons. The habitat population also has the option of apply restoration practices prior to expulsion.
12. Acceptance into residential membership of a habitat requires completion of a checklist, that includes:
    A. Signed agreement to bylaws.
    B. Attending and participating in several meetings.
    C. Read materials for community-type societal operations.
    D. Visiting the habitat for a period of time.
    E. Working in the habitat for a period of time.
13. Acceptance for visitation to the habitat requires completion of a checklist, that includes:
    A. Signed agreement to bylaws.
    B. Schedule for arrival and departure.
    C. Read materials for community-type societal operations.

3.3.5.1 Definitional agreements

The following definitions specify significant concepts:

1. In this section, "community" shall refer to a type of society described and explained in a standard providing for its conception and physicalized operation.
2. In this section, "habitat" shall refer to the land- or water-based physical location of a set of services that complete a masterplan for the fulfillment of human need, given what is available.
3. In this section, "habitat access" shall refer to the three types of access to habitat integrated resources: contribution-Team access; community-Common access; and community-Personal access.
4. In this section, "life phase" shall refer to the lifestyle access phase, which is in part determined by age, and starting from education, moving to contribution, and the leisure.
5. In this section, "association/corporation" shall refer to the State-based legal structure of the organization of a habitat in a network of habitats operating under one globally unified standard for community as a type of society.
6. In this section, "member" shall refer to someone who successively passes the membership application decision process and may move into the habitat as a resident or is living in the habitat as a resident. There are voting and non-voting members.
7. In this section, "visitor" and "guest" shall refer to someone who may visit the habitat for a scheduled duration of time and has/has not agreed to the bylaws. There are no voting visitors. Visitors are guests.
8. In this section, "transparent" shall refer to that information which is accessible to all habitat populations (i.e., the whole population of the society).

3.3.6 Habitat bylaw checklist of agreements

Habitat Bylaw Checklist of Agreements. This checklist in the earlier section entitled "Habitat Bylaw Checklist of Agreements. Different habitats have different agreements that need to be agreed to in order to become resident there. This checklist is used to gather a high level understanding of someone's "will and will nots" at the habitat (neighbourhood) level. This checklist may be used to filter potential residents as well as facilitate an understanding in someone of what their currently optimal habitat might look like. The user of this by agreement checklist signs their initials to either "I will" or "I will not" for each numbered condition. If there are relevant sub-conditions, those will be filled out too.

The following habitat by-laws are State-enforceable contractual agreements between:

1. Individuals and the State authority, between
2. Individuals living in the same habitat, and between
3. Individuals living within the network of community habitats.

Table 2. *Legal checklist table of habitat agreements.*

#	Conditional rule statement (Bylaw)	*I will*	*I will not*
1	Societal alignment agreements		
2	**I will/will not live in a habitat where:** anyone has not certified their understanding of the concept of operation of a community-type society by completing a course of study.		
3	**I will/will not live in a habitat that:** is part of a network of differently configured habitats that all follow a single, unified set of community standards developed and maintained by a global working group organization.		
4	**I will/will not live in a habitat where:** standards produced by working groups reveal best plans and practices.		

5	**I will/will not live in a habitat where:** all information and resource flows about the habitat incidents, operations, and planning is transparent to all.		
6	**I will/will not live in a habitat where:** all human needs are identified and accounted for in a solution matrix that also accounts for human preferences and takes the form of mater habitat plans (produced via a decision system on some cyclical and/or continuous basis).		
7	**I will/will not live in a habitat where:** there are not life, technology, and exploratory support services in conjunction with incident response, operations and maintenance, and decision planning processes.		
8	**I will/will not live in a habitat that:** is owned and operated by its members, who act in accordance with a unified standard for community and Wfollow a standard project plan that makes everyone collectively accountable for fulfilling the needs of all community members globally, insofar as the community is able to provide them.		
9	**I will/will not live in a habitat where:** The local habitat [global] coordination team consists of a global habitat coordinator coordinating a team of three additional roles: the coordinator of habitat's working group team, the coordinator of the habitat's operational service team, and the habitat's transition team coordinator. The team may also include the habitat's contribution service team coordinator.		
10	**I will/will not live in a habitat where:** The local habitat [global] coordination team consists of a global habitat coordinator coordinating a team of three additional roles: the coordinator of habitat's working group team, the coordinator of the habitat's operational service team, and the habitat's transition team coordinator. The team may also include the habitat's contribution service team coordinator.		
11	**I will/will not live in a habitat where:** a global, societally standardized habitat development and operations project to sustain an optimal life for myself and to be duplicated to as facilitate the sustainment of an optimal life for all others.		
12	**I will/will not live in a habitat where:** teams acquire, process, and share the information they need to collaborate in decisions.		
13	**I will/will not live in a habitat where:** decisions with serious implications for habitat service follow community-type societal standards, and must be approved and visualized sufficiently by relevant coordinators.		
14	**I will/will not live in a habitat where:** I can trust other people because they are in an understood and agreed upon habitat.		
15	**I will/will not live in a habitat where:** information collected and disseminated about the habitat can be trusted. Everyone needs to identify where they get (the source of) what they know.		
16	**I will/will not live in a habitat where:** residential members do not contribute to the habitat's next unified information standard through an information working group structure.		
17	**I will/will not live in a habitat where:** residential members do not contribute to the habitat's next master-plan through a decision system working group structure.		
18	**I will/will not live in a habitat where:** residential members do not contribute to the habitat's current master-plan through a habitat service team structure.		
19	**I will/will not live in a habitat where:** there are three phases to the lifestyle of individuals accessing habitat services: an education phase (expectation to become competent to live and work in the habitat); a contribution-work phase (expectation to get work done in the habitat); and a leisure phase (expectation to live well in an abundant habitat where there are no other expectations).		
20	**I will/will not live in a habitat where:** everyone has the ability to present grievances on behalf of him/herself or on behalf of another to a coordinator, without fear of reprisal.		
21	**Societal alignment disagreement agreements**		
22	**I will/will not live in a habitat where:** anyone can have more than one residential habitat membership in the community network of habitats.		
23	**I will/will not live in a habitat where:** there are individuals who will block or damage access to habitat services, such as a transportation service, in order to promote behavior or decision change.		
24	**I will/will not live in a habitat where:** anyone may protest by intentionally blocking, disabling, or damaging any habitat service for life, technology, or exploratory support in order to bring awareness to an issue or change the result of a decision.		
25	**I will/will not live in a habitat where:** there is vandalism or graphitti.		
26	**Habitat bylaw agreements**		
27	**I will/will not live in a habitat where:** every acceptance of membership is in 100% full and signed alignment with a bylaw of agreement checklist for the habitat.		
28	**I will/will not live in a habitat where:** anyone in the habitat has not completely agreed to the by-laws.		
29	**I will/will not live in a habitat where:** every member and everyone in the habitat conducts oneself according to the duly adopted conditions stated in referable documentation with a section entitled habitat's bylaws, that are specific to this habitat.		
30	**I will/will not live in a habitat where:** bylaws determine who can enter as a resident or visitor, and who can be forced to leave physically and sell all landed property in the habitat.		

31	**I will/will not live in a habitat where:** common heritage/association resources, whether tangible or intangible, and whether or not arising out of a donation, remain common heritage/association access, and applicants and members waive any and all claim to privatization of common heritage/association resources during or after their membership.		
32	**I will/will not live in a habitat where:** the by-law conditions are not updated yearly with a re-assessment of every adult age human, wherein a 90% change in any agreement will cause the contractual agreement of the change for all.		
33	**I will/will not live in a habitat where:** bylaws can be changed every 1 year (every year).		
34	**I will/will not live in a habitat where:** bylaws can be changed no less than every 5 years.		
35	**I will/will not live in a habitat where:** bylaws can be changed by anything less than 90% change of an item of agreement.		
36	**I will/will not live in a habitat where:** bylaws can be changed by anything less than 60% change of an item of agreement.		
37	**I will/will not live in a habitat where:** it is more difficult in to get in, because 100% alignment must exist with the habitat by-law conditions; and very easy to get out, because a single violation of the by-laws means you are out of the habitat. Easy out from any violation, of which violations are clear beforehand and agreed to before hand, and encompass usage and contribution.		
38	**Membership agreements**		
39	**I will/will not live in a habitat where:** anyone with the intention to join the habitat as a member must go through: a three-week visitor program.		
40	**I will/will not live in a habitat where:** self sufficiency is favored for power, water, and food.		
41	**I will/will not live in a habitat where:** I and/or my family holding, or private corporation, does not own everything legally.		
42	**I will/will not live in a habitat where:** there are applicants that must complete a standard membership process to live in residency and visit the habitat.		
43	**I will/will not live in a habitat where:** every member has taken certain steps to learn about the operation of a community-type society.		
44	**I will/will not live in a habitat where:** every member has taken certain steps to learn about the operation of the habitat.		
45	**I will/will not live in a habitat where:** membership steps have to be completed before an offer to buy can be made on a share in the habitat.		
46	**I will/will not live in a habitat where:** applicants reaffirm membership in the habitat and replace an existing membership agreement with this agreement.		
47	**I will/will not live in a habitat where:** at all times there is a form of a membership agreement, a copy of which shall be filled out and executed between the habitat and every member of the habitat. Amendment of bylaws is possible and based on a standard process. Upon amendment of said form of said agreement, each member of the habitat shall acknowledge the change(s) by executing with the habitat a new agreement as amended.		
48	**I will/will not live in a habitat where:** if a member voluntarily terminates their membership to the habitat, or membership is involuntarily terminated the member will not be entitled to a return of any property that may have been donated to the habitat. No member, their heirs, nor co-assigns shall have any claim or right, title, or interest in any property of the habitat on account of services performed.		
49	**I will/will not live in a habitat where:** members under the age of eighteen years (in the education phase of their life) shall have all the rights and duties of their membership's education class, except such as may be determined to be legally inappropriate to "minors".		
50	**I will/will not live in a habitat where:** someone is found guilty by local, state, or federal authorities of some crime or misdemeanour.		
51	**I will/will not live in a habitat where:** I am expected to be a resident for more than 6 months.		
52	**I will/will not live in a habitat where:** anyone may be absent from the habitat for more than four weeks out of every year, or without having made satisfactory arrangements with the habitat with regard to the absence.		
53	**I will/will not live in a habitat where:** any member is expected to turn over all assets and/or all income to the habitat organization.		
54	**I will/will not live in a habitat where:** as a contributor, I will facilitate the fulfillment of the needs of a global and local population through my service.		
55	**Member residency entrance agreements**		
56	**I will/will not live in a habitat where:** there is a public record of all members, indicating their names and addresses.		
57	**I will/will not live in a habitat where:** everyone, before moving in as a residential member will either give evidence of a clean bill of health and good dental upkeep or discuss health and dental problems with the habitat population.		
58	**I will/will not live in a habitat where:** there is the residential admittance of someone who is not able to contribute to meet the needs of the habitat and community population within the scope of contribution possibilities determined necessary within the service plan. Where there is residential admittance of someone who needs 24-hour skilled nursing care.		

59	**I will/will not live in a habitat where:** a residency admission working group will resolve a decisions about residential applications, admissions, and expulsions based on a meeting and the input.		
60	**I will/will not live in a habitat where:** those accepted for residential membership must go away from the habitat after their visitor stay for at least one month before fully joining/"move in". The month away is 30 days and begins when the visitor leaves the habitat after the visitor period. The Residential Membership Working Group may make exceptions in cases of hardship.		
61	**I will/will not live in a habitat where:** if more than six months passes between invitation/approval to join and the proposed arrival date, the potential member must complete the two-week visitor stay again, reapply, and be re-accepted before joining. This six-month acceptance period can be extended under some circumstances by the Residential Membership Working Group.		
62	**I will/will not live in a habitat where:** decisions concerning the acceptance or rejection of members require 10% of full members to sign a petition to override an ACCEPT, and 90% of full members to sign a petition to override a REJECT, of admission. Except, where the reject is a clear recent violation of a clause of the bylaw, which cannot be put to a vote and overridden. Any residential member of the habitat population can call a poll to appeal an earlier decision.		
63	**I will/will not live in a habitat where:** acceptance of membership is always, in part, based on no allowance for sprawl outside the masterplanned perimeter of the habitat.		
64	**I will/will not live in a habitat where:** if the gender ratio exceeds 60:40, no member of the majority gender may join until the ratio after the last member joined will not exceed 60:40.		
65	*If, I will, then state ratio if different than 60:40:*		
66	**I will/will not live in a habitat where:** if a former member wishes to rejoin the habitat and has been gone for more than a year, s/he follows the normal membership procedure described above for newcomers. If the ex-member has been gone less than a year, the Residential Membership Working Group issues a poll to full members with the following options: (1) ACCEPT; (2) ACCEPT WITH FEEDBACK; (3) OBJECTION WITH FEEDBACK; (4) ABSTAIN; (5) REJECT. The poll results must show 100% acceptance (disregarding abstain votes) as a required condition for re-joining.		
67	**I will/will not live in a habitat where:** there may be a waiting list to enter, and therein, an acceptance list of all people who have been accepted for membership, and therein, there is a ready-to-join list. When an opening happens and there is a ready-to-join list, then the membership working group goes backwards down the ready-to-join list through time to offer the spot to the first available person who can join within 30 days. An offer for a spot may be refused once. If a second offer is refused, the name is dropped from both the ready-to-join list and the acceptance list. If a person on the ready-to-join list notifies the working group of a change in date of availability to a later date, the name will drop to the bottom position on the ready-to-join list.		
68	**I will/will not live in a habitat where:** there is an unoccupied residential dwellings for more than 3 months every year.		
69	*If, I will, then state # of months if different than 3:*		
70	**I will/will not live in a habitat where:** all incoming members are required to have a medical exam and must send back a completed medical exam form which is made public to the whole habitat population. The habitat may provide medical exam forms and instructions to prospective members.		
71	**I will/will not live in a habitat where:** live in a habitat of approximately 8 residential people.		
72	*If I will, but of a figure different than 8 people:*		
73	**Habitat coordination of membership service agreements**		
74	**I will/will not live in a habitat where:** if the habitat membership team learns of significant new information about a visitor or resident who has been accepted for provisional membership, but has not yet achieved voting member, and this information causes the team to question membership, the Residential Membership Working Group may suspend the acceptance decision. A public video interview will be conducted. The working group may, at their discretion, revoke an acceptance decision before provisional membership has begun.		
75	**Visitor entrance agreements**		
76	**I will/will not live in a habitat where:** visitors may bring any type of pet.		
77	**I will/will not live in a habitat where:** all visitors/guests must be formally invited by a current in resident member following a protocol that makes the invitation transparent to all.		
78	**I will/will not live in a habitat where:** visitors/guests must agree to all visitor/guest specific bylaws before entering the habitat.		
79	**I will/will not live in a habitat where:** visitors must follow all the same bylaws as members, and members ought to make visitors aware of this, and in particular, the bylaws that affect them most.		

80	**I will/will not live in a habitat where:** members may receive visits from family members and other adults of the member's choosing without the interference of other habitat members.		
81	**I will/will not live in a habitat where:** members post in advance the arrival and departure of their guest(s), find room, and give a general orientation about the habitat (operating procedures, etc.). The host will be considered responsible for the guest at all times and, if the member leaves the habitat for more than a day, the member must find another competent habitat residential member to sponsor for the guest for the day. Guests must always have a habitat sponsor and the name of the sponsor must be posted daily. Sponsors are held responsible for the consequences of guests violating bylaws.		
82	**I will/will not live in a habitat where:** residents can invite guests, and the guests may stay, for more than three months, except in the case of hardship and the non-violation of all other bylaws.		
83	*If, I will, then # of months if different than 3:*		
84	**I will/will not live in a habitat where:** there are long-term guest staying for more than one month out of every year, with exception given by an InterSystem Residential-Visitor Working Group for longer durations of time, and necessary conditions.		
85	**I will/will not live in a habitat where:** as a visitor I may only stay here for a pre-scheduled duration of time, and no longer (except in emergency situations).		
86	Habitat entrance agreements		
87	**I will/will not live in a habitat where:** during the one month away, all incoming members must have a dental check-up and have all the necessary and recommended work done, unless they have already done this within six months prior to joining. Eyeglasses and contact lenses must be brought up to date.		
88	**I will/will not live in a habitat where:** anyone is financially vetted before entrance as well as every month, to ensure that they can sustain their maintenance bills every month.		
89	**I will/will not live in a habitat where:** there are personal debts and liabilities as defined as any financial responsibilities other than those specifically assumed in these Bylaws. They shall be treated as follows: A member who has cash obligations to any person, business, institution, government, or other such entity outside the habitat is responsible for such debts, must either pay them off before entering the habitat or make special arrangements with the habitat for paying them off. Such arrangements may vary from member to member at the associated working groups discretion. If such debts will not be fully paid off during provisional membership, the arrangement for paying them shall be in writing and signed by the member and the coordinator, and shall be attached to the membership contract. In the event that such a debt is incurred or discovered after a person becomes a member of the habitat, the habitat will not be responsible for said debts, but may at its discretion make an arrangement with the member for payment thereof.		
90	Habitat residency expulsion agreements		
91	**I will/will not live in a habitat where:** there is any form of illegal immigration (immigration that violates the bylaws).		
92	**I will/will not live in a habitat where:** expulsion of a full, provisional, visiting, guest, etc. member of the habitat may take place if any of these bylaws are violated.		
93	**I will/will not live in a habitat where:** expulsion of a provisional member (member present for under 6 months) may occur at any time during the provisional period, for any violation of a bylaw, or after a vote of the habitat population called by anyone where greater than a 30% votes are to reject the provisional member.		
94	*If I will, then state the %0 of votes necessary to reject if different than 30%:*		
95	Habitat residency expulsion agreements		
96	**I will/will not live in a habitat where:** a full member who has decided to leave the habitat may have two weeks off the contribution-Team system to prepare for leaving.		
97	**I will/will not live in a habitat where:** anyone can leave.		
98	**I will/will not live in a habitat where:** expulsion may be proposed and executed by any residential [voting] member if there is any violation of the bylaws.		
99	Habitat association agreements		
100	**I will/will not live in a habitat where:** members are encouraged to arrange their affairs in a way that will not be inconvenient for them should they leave the habitat.		
101	**I will/will not live in a habitat where:** a residing member may bequeath property to any beneficiary s/he chooses.		

102	**I will/will not live in a habitat where:** shares can be an asset of someone's estate, but because of rules about who can move in, heirs and beneficiaries after death can't move in until they complete the membership process. If the heirs/ beneficiaries do not want to live in the habitat and go through the membership process, the habitat estate will sell the assets and distribute the funds to the beneficiaries.		
103	**I will/will not live in a habitat where:** I will pay more times than a monthly maintenance fee and a habitat masterplan reconfiguration fee every 2 years (outside of monthly maintenance fee).		
104	**Habitat association payment agreements**		
105	**I will/will not live in a habitat where:** the habitat association pays a fair share of a member's income taxes, and the member shall be responsible for the rest. This fair share shall be determined by an explicit formula established a habitat working group. If the application of this formula for the beginning year of membership results in a payment from the habitat to the member over and above any rebate from the governments concerned, then the member must return the excess.		
106	**I will/will not live in a habitat where:** habitat [capital] asset expenses: Should any habitat/capital asset expenses shall be paid from any of the following sources:		
107	*Income derived from the specific productive (in sales) asset requiring expense.*		
108	*Income derived from any other productive (in sales) assets.*		
109	*A member's personal savings account.*		
110	*The habitat association savings account.*		
111	*The sale or liquidation of some portion of the specific asset requiring the expense.*		
112	**I will/will not live in a habitat where:** anyone cannot sustain their maintenance bills every month.		
113	**Habitat association acquisition of access agreements**		
114	**I will/will not live in a habitat where:** if a person leaves any personal property in the habitat premises for more than six months after the termination of membership, s/ he shall be deemed to have donated said property to the habitat association, unless the habitat association does not need the property, and thereby it shall be disposed of at the person's own billed expense.		
115	**I will/will not live in a habitat where:** any personal property lent to the habitat shall be returned to the leaving member according to the schedule in membership agreement. Capital assets lent to the habitat shall be returned to the leaving member.		
116	**I will/will not live in a habitat where:** in the case of legal Titles, the habitat [association] can accept titles. Such property will be used, maintained, and insured or not, entirely at the habitat operations discretion and expense.		
117	**I will/will not live in a habitat where:** all resources and assets not loaned or donated to the habitat shall be left inactive from a coordinator's point of view.		
118	**I will/will not live in a habitat where:** all assets lent or donated to the habitat shall be used at the discretion of the habitat service team. All assets not lent to the habitat shall be listed individually by type and value in a member's membership agreement. The habitat will not dispose of lent property without the member's permission, and will return it to if and when one ceases to be a member.		
119	**I will/will not live in a habitat where:** the State and corporations have given land and equipment as part of a common heritage contribution of networked habitats under a unified, global community operating standard.		
120	**I will/will not live in a habitat where:** people can by shares/titles without going through a membership process that includes a bylaw alignment checklist, 2 visits to the habitat for five days or more, and participate for 2 days in a work group or habitat team.		
121	**Jurisdictional agreements**		
122	**I will/will not live in a habitat where:** there is a larger State jurisdiction that determines, without my agreement, what is and is not possible within the habitat.		
123	**Resource agreements**		
124	**I will/will not live in a habitat that:** does not account for resources globally in decisioning.		
125	**I will/will not live in a habitat where:** anyone takes personal property to become habitat resources through violence.		
126	**I will/will not live in a habitat that:** does not share resource abundance through the network freely, after ensuring it's habitat has sufficient credit to purchase products and services from the market as required for continuation.		
127	**I will/will not live in a habitat where:** there is any form of private property.		
128	**I will/will not live in a habitat where:** people can keep private property in their personal access areas.		
129	**I will/will not live in a habitat where:** there are three types of habitat access: contribution, common, and personal.		
130	**I will/will not live in a habitat where:** anyone takes habitat resources as personal property.		
131	**Violation agreements**		

132	**I will/will not live in a habitat where:** any violation of these agreements will lead to immediate and final expulsion of someone without activation of restoration services.		
133	**I will/will not live in a habitat where:** any violation of these agreements will lead to immediate activation of restoration services and a protocol that seeks restoration, but may lead to expulsion.		
134	**I will/will not live in a habitat where:** any violation of these agreements will lead to immediate activation of restoration services and a protocol that seeks restoration, and may not lead to expulsion.		
135	**I will/will not live in a habitat where:** any violation of these agreements needs evidence and expulsion may be proposed by any coordinating team member. The member shall have a meeting where they are provided the opportunity to answer accusations and explain the conduct. After the hearing, the member may be expelled by any other member if the evidence is sufficient.		
136	**I will/will not live in a habitat where:** any accusation of violation is addressed first with explanations of conduct by the accused.		
137	**I will/will not live in a habitat where:** less than three days is allowed before someone is required to leave the habitat's premises. Extensions of this period may be determined at the discretion of the local habitat global coordination team.		
138	**Refusal of residency agreements**		
139	**I will/will not live in a habitat where:** I (an individual in this habitat) cannot refuse entry to anyone who has not gone through the on-boarding agreement and orientation process for the habitat. Individuals have the "right" to refuse entry to community members that do not, or cannot, fit the habitat's operating "bylaws" rules (as currently specified).		
140	**I will/will not live in a habitat where:** I (an individual in this habitat) can refuse entry to anyone who has not gone through the on-boarding agreement and orientation process for the habitat. With the exception of when introduction overshoots any carrying capacity limit.		
141	**Land and title agreements**		
142	**I will/will not live in a habitat where:** there are regulations around a Land Trust lease. Land is leased and bylaws must be agreed upon.		
143	**I will/will not live in a habitat where:** the current owners of the land trust have a right of first refusal upon selling of a/the title.		
144	**I will/will not live in a habitat where:** titles go to heirs after death. The heirs may either sell the title or go through the agreement, on-boarding, and orientation process to live on the land.		
145	**Personal property access membership service agreements**		
146	**I will/will not live in a habitat where:** pre-existing assets remain the property of-the member.		
147	**I will/will not live in a habitat where:** members are not permitted to use, spend, sell, exchange, or earn income on pre-existing assets while they are members of the habitat.		
148	**I will/will not live in a habitat where:** capital assets are preferably loaned or donated to the habitat. Property loaned to the habitat is used, maintained and insured (or not) at the habitat operating team's discretion and decision expense working group input. These assets are returned to the member upon permanent departure.		
149	**I will/will not live in a habitat where:** members may bring tangible personal property to the habitat for their own personal use so long as this property fits in their room or designated personal access areas. "Tangible Personal property" means "things" (like furniture, clothing, bedding, books, cassette tapes).		
150	**I will/will not live in a habitat where:** members can bring money and stocks and bonds.		
151	**I will/will not live in a habitat where:** pre-existing Petty Personal Property exists: This includes tangible personal property that in its normal use might be kept in a member's personal access space or carried on them, including but not limited to furniture, bedding, small tools and appliances, clothing, jewellery, watches, books, phonograph records, bicycles, phones, etc. A member may keep such property personal access dwellings or designated personal areas. The individual may lend such property to habitat team operations by drafting a terms of use (without any financial compensation), in which case the habitat will not dispose of it without the member's permission, except that the habitat may require the member to remove said item from public space, and may take it with him/her if s/he leaves.		
152	**I will/will not live in a habitat where:** pre-existing Grand Personal Property exists: This includes all tangible personal property that cannot in its normal use be kept in a member's personal access space or carried on their person. This includes, but is not limited to automobiles, trucks, motorcycles, trailers, tractors, and other vehicles, stationary power tools, and other large machinery. A member may not bring such property to the habitat without the Local Habitat Global Coordinator Team's acceptance for storage only. Maintenance is to be paid for by the owner. If the owning member keeps such property at the habitat during full membership, member must either donate it to the habitat or lend it to the habitat for the duration of the membership, for which the habitat will provide equivalent maintenance costs. Grand Personal Property may not be stored outside of designated areas. Any lent assets shall be for the duration of membership, and shall be interest-free to the habitat population.		
153	**Personal access agreements**		

154	**I will/will not live in a habitat where:** anyone is restricted in their access to open source software tools (e.g., encryption, etc.).		
155	**I will/will not live in a habitat where:** if I dwell in a landed dwelling with some surrounding personal access land, other persons are allowed to walk through my land if they are not creating pollution (sound or otherwise) or violate agreements associated with local sharing of personal access (i.e., no picking food growing for another's personal access). Personal access does not have to post a sign to prevent, only to allow others to eat.		
156	**Human life phase**		
157	**I will/will not live in a habitat where:** those in the education and leisure phase of their lives are expected to contribute.		
158	**I will/will not live in a habitat that:** has anyone in the leisure phase of their life.		
159	**I will/will not live in a habitat that:** has anyone in the education phase of their life.		
160	**I will/will not live in a habitat where:** there are custodial children of residents living.		
161	**Human needs and preferences agreements**		
162	**I will/will not live in a habitat where:** everyone's needs are not accounted for in an iterative master siteplan.		
163	**I will/will not live in a habitat where:** everyone's preferences for needs of habitat service objects are on file and transparent to all.		
164	**I will/will not live in a habitat where:** everyone's preferences for contribution to habitat service are on file and transparent to all.		
165	**I will/will not live in a habitat where:** a request not to be assigned a particular kind of shift will generally be honored, and is transparent to all.		
166	**I will/will not live in a habitat where:** residential members do not participate in the habitat's next master-plan by identifying their needs and preferences.		
167	**Deadline agreements**		
168	**I will/will not live in a habitat where:** coordinators may assign me tasks and/or deliverables with deadlines to complete because of my enrolled position on a team/ group.		
169	**I will/will not live in a habitat where:** contribution work has deadlines, timed deliverables, quotas, key performance indicators, and a metrics dashboard for clear evaluation of performance, which may be used as a reputation module in scarce contribution enrolment positions by a contribution service team.		
170	**I will/will not live in a habitat where:** I will receive notifications about the deadlines of deliverables that are relevant to me.		

171	**Coordination decision agreements**		
172	**I will/will not live in a habitat where:** final decisions are taken by coordinators after following a decision protocol, and coordinators are in the role of coordinator, because they will accept information globally as well as have a sufficient understanding of the whole, unified system sufficient to resolve in a manner that aligns with a stated, social navigation system.		
173	**I will/will not live in a habitat where:** only users with coordinator roles can resolve comments (to deliverables) and approve final decisions (about deliverables). The options for comment resolution are: ACCEPT, PARTIALLY ACCEPT, NOT ACCEPTED, NOTED, DEFERRED. All resolutions also require a description of how and why the comment was resolved.		
174	**I will/will not live in a habitat where:** coordinators take final decisions, and where there is a hierarchical distribution of coordinators that have permissions to take final decisions.		
175	**I will/will not live in a habitat where:** final decisions are only by 100 percent consensus in a group or team with individuals having roles. If there is no consensus, then there is no next possible action, beyond individuals changing their roles to inquire and resolve that consensus becomes possible.		
176	**I will/will not live in a habitat where:** coordinators take into account in the integrated analysis and communicate transparency in relation to objections to decisions.		
177	**I will/will not live in a habitat where:** preference-type decisions (e.g., aesthetics) in plans for re-producing the habitat are only selected by 90 percent consensus, at least, of the whole residential population. If there is no consensus, then there is no next possible action.		
178	**I will/will not live in a habitat where:** contributing coordinators (users with coordinator roles) only have the database permissions to resolve comments and proposed changes.		
179	**I will/will not live in a habitat where:** decisioning is a process of creating protocols that resolve solution inquiry processes to optimize the global fulfillment of human need using working groups that produce standards, and operational habitat teams that operate material service support systems in the form of a habitat (a.k.a., city).		
180	**I will/will not live in a habitat where:** contributing coordinators are in the role of coordinator because they have a high-level awareness of the societal system's unified design, and hence, are more capable of integrating for the purpose of the project in a global-awareness way. The coordinator selects the comment or proposed change, clicks on resolve, selects the resolution type and identifies the motivation for the resolution. Only the coordinator can do for a group or team. The coordinator can select from an existing set of motivations to make the process faster or add a new motivation.		

181	**I will/will not live in a habitat where:** global coordination involves necessarily listening to and integrating in a non-contradictory manner the global context of market-State political decisioning.		
182	**I will/will not live in a habitat where:** global coordinators have preferential housing.		
183	**I will/will not live in a habitat where:** global coordinators (global coordinating contributors) get preferential access to local habitat residential dwellings, by location and/or size as the factor.		
184	**I will/will not live in a habitat where:** social economic matrix calculations are done to optimize integrations of resources and produce effective plans for next iterations of the local (and global) habitat service system.		
185	**I will/will not live in a habitat where:** every decision must come from a group/team of humans with 100% consent and no serious/derailing objectives. Without 100% consent or serious objections, no decision can ever be taken on an issue.		
186	**I will/will not live in a habitat where:** my contribution requires a coordinator or a user (personal/common access) to assign me a task with the expectation of it being completed, without my first seeing the task and agreeing to do it. Neither coordinators nor users can ever assign contributors tasks, only contributors can select tasks to complete.		
187	**I will/will not live in a habitat where:** to be a coordinator contributors must demonstrate 5 to 10 years of work in the discipline (subject matter) being coordinated.		
188	**I will/will not live in a habitat where:** enrolment into work positions follows a team formation protocol executed by the contribution service coordinator.		
189	**I will/will not live in a habitat where:** there is a contribution service system that uses a protocol to determine the pool of individuals available for all contributed work. Teams and groups may select, per protocol, from the pool of available people to fill any work description.		
190	**I will/will not live in a habitat where:** there are work descriptions for all contributed work.		
191	**I will/will not live in a habitat where:** a protocol to determines which individual contributor occupies a role on a specific team/group.		
192	**I will/will not live in a habitat where:** I am expected due to contribution service protocol to be part of a team where there is a flexible project role control structure where one work description exists at the project team-level that allows for flexibility of individuals as part of the team/group to change, create, and delete roles as they prefer. This flexible work description includes more than one possible role, and individuals' preference flexibility to choose different roles over time.		
193	**I will/will not live in a habitat where:** I am expected due to contribution service protocol to be part of a team where there is a fixed project role control structure with work descriptions specific to every fixed role.		
194	**I will/will not live in a habitat where:** I am expected due to contribution service protocol to be part of a team where there is a more flexible project personnel control structure where a team/group together via consensus selects another person for a role, from a pool of possible people.		
195	**I will/will not live in a habitat where:** there is a more fixed project personnel control structure where the coordinator selects and approves, or just approves, the change of personnel. Only a coordinator can approve the decision. Everyone on the team can vote, and the coordinator can overrule the vote.		
196	**I will/will not live in a habitat where:** I am expected due to contribution service protocol to be part of a team who has a coordinator with the ability to have final acceptance or rejection on approval and execution of a decision.		
197	**I will/will not live in a habitat where:** I am expected due to contribution service protocol to be part of a team who has a coordinator/facilitator meeting structure with a protocol that doesn't allow people to speak freely. Instead people talk in a circle of turns, wherein participants are expected to write items of note down before their turn to speak.		
198	**I will/will not live in a habitat where:** I am expected due to contribution service protocol to be part of a team who has a coordinator that can decide to remove, and then approve and execute the removal of a member of the group/team without consensus agreement by the group/team, and the group/team may ask for an evaluated appeal of the decision with the next higher coordinator group/team in the global organizational structure. One/fewer minds decide when hours of time are more relevant.		
199	**I will/will not live in a habitat where:** I am expected due to contribution service protocol to be part of a team where anyone on the team may have the coordinator call a vote/poll to remove someone from team/group. The agreement to remove must be 30% agree; wherein, the coordinator must then approve and execute the removal, and the group/team may ask for an evaluated appeal to the decision with the next higher coordinator group/team in the global organizational structure. Fewer minds decide when days of time are more relevant.		
200	*If, I will, then state necessary % of agreement to remove if different than 30%:*		
201	**I will/will not live in a habitat where:** I may be invited to contribute to a team/group, by either the consensus of the group/team itself and/or its coordinator.		

202	**I will/will not live in a habitat where:** I am expected due to contribution service protocol to be part of a team where if there is any objection on the team/group to a decision, its acceptance, rejection, approval, or execution, there will be a vote/poll called by the coordinator to facilitate optimal resolution of the decision. The options on polls are: ACCEPT WITH REASON, OBJECT WITH REASON: MORE INFORMATION NECESSARY.		
203	**I will/will not live in a habitat where:** meetings about important working group and habitat team decisions do not start with a roundtable declaration of self and market-State affiliations.		
204	**Masterplan production agreements**		
205	**I will/will not live in a habitat that:** involves the sprawl of construction outside of the initial boundary master perimeter site-plan. Where the border returns to wild and caretaken nature. With the exception of specific work and recreation facilities positioned in the natural wild and planned for in a masterplan.		
206	**I will/will not live in a habitat where:** contributed work is not 99% transparent, where the 1% is just individuals working in their own personal, private workspace. All project work, including tasks, times, locations, agreements, information and object flows, decisions, metrics, results, and habitat service operations are transparent to everyone.		
207	**I will/will not live in a habitat where:** my residential family dwelling is less than 100m2 given its inside area.		
208	**I will/will not live in a habitat where:** all habitat services are monitored, operated, and reconfigured through a habitat service team to ensure fulfillment optimization. Personal access areas are operated preferentially by their personal identities.		
209	**I will/will not live in a habitat where:** more than 25% of the land surface can be occupied by construction.		
210	**I will/will not live in a habitat where:** more than 50% of the land surface can be occupied by construction.		
211	**I will/will not live in a habitat where:** material designs do not favor local, organic bio-construction materials (e.g., clay, wood, bamboo).		
212	**I will/will not live in a habitat where:** material designs favor regionally and/or nationally sourced materials.		
213	**I will/will not live in a habitat that:** has a yearly updated master-plan.		
214	**I will/will not live in a habitat where:** there are buildings larger than 3 stories.		
215	**I will/will not live in a habitat where:** personal dwellings may have any type of barrier, concealing or not (e.g., fence, hedge, etc.).		
216	**I will/will not live in a habitat where:** a community members' needs (and preferences), requirements (and services), and resources (and contributions) are not identified on a public access interface where all project lists are dynamically shown.		
217	**I will/will not live in a habitat that:** is being simultaneously simulated (accounting for information, objects, and animations) in a world building engine to ensure a more visual and coherent understanding of the habitat by all of its residents.		
218	**Decision resolution agreements**		
219	**I will/will not live in a habitat where:** polls (subject-surveys, -assessment, -inquiries, etc.) may be used to help a group/team decide. The options on polls are: ACCEPT WITH REASON, OBJECT WITH REASON: MORE INFORMATION NECESSARY, PROJECT SCOPE ALIGNMENT, SAFETY, ETC.		
220	**I will/will not live in a habitat where:** members will have up to ten days to give input or respond to a poll. Confidentiality only applies to aesthetic inquiry polls, and does not apply to any other type of poll.		
221	**I will/will not live in a habitat where:** all decisions that include concepts must have their concepts non-contradictorily defined first, before the decision can be finalized.		
222	**I will/will not live in a habitat where:** a visual model is used to resolve decisions with as little voting as possible.		
223	**I will/will not live in a habitat where:** a working group sets the average yearly performance (quality and output) for the coming year involving the development of a master habitat service site-plan. The habitat operating team coordinators, within those limits, may vary key performance indicators from week to week for common reasons. If, for any reason, the expected performance cannot or should not be maintained as planned, the teams work together to resolve an optimal solution. This master site-plan working group develops plans that are executed by habitat operations.		
224	**Project coordination agreements**		
225	**I will/will not live in a habitat where:** project coordination techniques, tools, and skills are used per community standards to ensure optimized operation of material life, technology, and exploratory support services.		
226	**I will/will not live in a habitat where:** all common needs, preferences, values, objectives, decision methods and models, and material resource configurations are identified together and iteratively standardized using the best known project coordination knowledge.		
227	**I will/will not live in a habitat where:** contributing coordinators coordinate projects and meetings in an effective and efficient manner, and if they do not, a team may use the contribution service to remove them from the role.		

228	**I will/will not live in a habitat where:** the habitat shares information and resources between habitats in the community network of habitats, before sale into the market.		
229	**I will/will not live in a habitat where:** there are controllers of common areas as anyone who forces subjectively preferential activities to take place at the expense of the scheduling of others' preferences for those areas. Where accessed is controlled via a higher community protocol involving prioritization based on need, preference accounting, and scheduling equity.		
230	**I will/will not live in a habitat where:** the role of the coordinator may reject (not accept) and overrule a decision achieved by consensus of the coordinator's team (regardless of the coordinators specific vote in a poll for consensus). The team may then appeal the decision to a more global coordinator, whereupon the vertical sub-system coordination team associated with the issue of concern will be called to a poll. The options on polls are: ACCEPT WITH REASON, REJECT WITH REASON.		
231	**I will/will not live in a habitat where:** coordinators may approve or reject deliverables because they do not meet plan requirements.		
232	**I will/will not live in a habitat where:** coordinators are accountable for communicating with other coordinators, reviewing deliverables completed by their team, and delivering deliverables.		
233	**I will/will not live in a habitat where:** all contributing groups/teams have an assigned/enrolled project coordinator that coordinates information and project activities for their sub-project with other appropriate ongoing projects following coordination standards.		
234	**Contribution service coordination agreements (employment of service agreements)**		
235	**I will/will not live in a habitat where:** work is accounted for (creditable) only if it is part of the regular habitat system or otherwise approved by an appropriate habitat coordinator as specific in a referable project plan.		
236	**I will/will not live in a habitat where:** everyone who is or will contribute is required to plan and record personal work in the service contribution system.		
237	**I will/will not live in a habitat where:** anyone other than the team's coordinator structure can monitor my direct working progress on information tasks.		
238	**I will/will not live in a habitat where:** the team's coordinator can monitor my progress direct working progress on information tasks.		
239	**Contribution alignment agreements**		
240	**I will/will not live in a habitat where:** information working groups resolve decision inquiries in order to plan the next iteration of the habitat service system to more optimally fulfill human needs for life, technology, and exploratory support services on a yearly basis, while accounting for global resources and needs, and local human contribution.		
241	**I will/will not live in a habitat where:** habitat service teams complete required tasks in order to operate the current habitat as planned, and to construct the next iteration of the habitat to plan.		
242	**I will/will not live in a habitat where:** there is an intersystem team of information working groups and habitat operation teams following standard protocols that determine new master plans and the budgeting of material, human, and financial resources. Yearly contribution budgets are based on an estimate of contribution availability identified by the planners the previous year. In the course of the contribution year, a population may change enough so that there is significantly more, or substantially less contribution than predicted. The decision planning working group resolves a solution as to whether any changes will be made in budgets due to population changes.		
243	**I will/will not live in a habitat where:** there is an intersystem team that prioritizes habitat activities via an issue resolution system based on three types of primary/ first operational processes: incident and emergency response processes (incident and recovery plan), operations and maintenance processes (habitat operations plan), and strategic planning processes (develop the whole plan).		
244	**I will/will not live in a habitat where:** residential members in the contribution phase of their life will do work.		
245	**Contribution service coordination agreements**		
246	**I will/will not live in a habitat where:** I will be assigned labor/work by discretion of a contribution service coordinator and on the basis of four days assigned, seven days done (or other arrangement at the discretion of the work-team coordinator) each week for the period of five out of three of every four weeks. Priority is given to years and months of verified contribution to a discipline.		
247	**I will/will not live in a habitat where:** voluntary termination of contribution service work agreements consists of a public statement by a member that is resigning membership, and shall include the member's departure from the habitat. The effective date of termination shall be set by the member with the consent of the Residential Membership Coordinator, and shall be designated on the leaving document signed by the leaving member. If the member fails to set such a date, the date shall be set by the Residential Membership Coordinator.		
248	**Contribution coordination service agreements**		

249	**I will/will not live in a habitat where:** all final decisions about contribution are decided at the contribution service coordination level and always account for personal preference for contribution.		
250	**I will/will not live in a habitat where:** all team/group formation (who will join) is decided either solely by the project's instantiating coordinator, or by agreement without objection of the group/team, both of which must follow the community standards contribution service protocols, including interviews, date of preference statement, etc.		
251	**I will/will not live in a habitat where:** all work by enrolled humans has an associated and referential work description.		
252	**I will/will not live in a habitat where:** all coordinators supply team members with a description of the boundary conditions of their role and tasks, which does not get into detailed "what if" response planning.		
253	**I will/will not live in a habitat where:** all work description role-task openings are on a dashboard visible to all that includes individual contributors' preferences and all their past work metadata.		
254	**I will/will not live in a habitat where:** I can fill in and continuously update a contribution work questionnaire that publicly shows where I would prefer to currently work.		
255	**I will/will not live in a habitat where:** coordinators are accountable to show what work is approvable (can be approved) by the coordinator.		
256	**I will/will not live in a habitat where:** all work performance is measured via metrics associated with tasks, and is visible to the whole habitat population.		
257	**I will/will not live in a habitat where:** anything visible to the whole habitat population is visible to all habitats in the community network of habitats.		
258	**I will/will not live in a habitat where:** coordinators may disapprove of work to be done and/or being done by a contributor, causing termination of the task and/or whole role, and the contributor may appeal to a global contribution service coordinator, resolving a final decision.		
259	**I will/will not live in a habitat where:** coordinators facilitate self-direction in all contributors by accounting for their preference for contribution role, including a timeline, tasks, and resources. Individual contributors are expected to be self-coordinated in their completion of project tasks.		
260	**Contribution agreements**		
261	**I will/will not live in a habitat where:** I may work on a group or team with any other person who has voted for a party I disagree with.		
262	*If I will not, then I will state/give:*		
263	*The name of the political leader I vote for:*		
264	*All the name of the political projects I disagree with:*		
265	**I will/will not live in a habitat where:** I may work on a group or team with a person of any religious positions and religious project.		
266	*If I will not, then I will state/give:*		
267	*The name of the religious position I believe in:*		
268	*All the name of the religious projects I disagree with:*		
269	**I will/will not live in a habitat where:** my contribution must be on a working group or habitat team with someone with whom I have a disagreement of market-State political decisions.		
270	**I will/will not live in a habitat where:** every residential family contributes working hours to habitat team or work group operations.		
271	**I will/will not live in a habitat where:** uniforms are required to do contribution-type work at an information working-group level. Contributors to working groups must wear a uniform to work in physical contact with other working group members.		
272	**I will/will not live in a habitat where:** my access of the habitat as a user and/or contributor is calculated into a master habitat plan that requires a mandatory contribution of me of more than 10 hours a week.		
273	**I will/will not live in a habitat where:** I may be expected as a contributor to accept work assigned to me by my current team coordinator, as long as it does not violate community standards, and wherein, my preferences are considered; however, the final decision is that of some coordinator.		
274	**I will/will not live in a habitat where:** I can see all tasks that have been, will be, and are to be completed in order to sustain and improve human need fulfillment.		
275	**I will/will not live in a habitat where:** people responsible for maintaining habitat systems do not maintain those systems when there is resource availability.		
276	**I will/will not live in a habitat where:** uniforms are required to do contribution-type work at the habitat service operations level. Contributors on habitat service teams must wear a uniform to work.		
277	**I will/will not live in a habitat where:** my contribution may be physical habitat operations.		
278	**I will/will not live in a habitat where:** my contribution may be information working group operations.		
279	**I will/will not live in a habitat where:** all habitat team operations (with obvious personal privacy exceptions) are video monitored.		
280	**I will/will not live in a habitat where:** I have to serve other users, as a waiter might do.		

281	**Contribution service agreements**		
282	**I will/will not live in a habitat where:** on those rare occasions when it is obvious that a worker does not get along with the rest of the team, or the work being done is unacceptable or unsafe, and the worker is unwilling or unable to improve, or other serious problems are present, it is the contribution coordinators unpleasant responsibility to remove the worker from the team. It is required that the member being removed from work be notified of the decision. The individual being removed may not appeal a global contribution service coordinated working group decision.		
283	**I will/will not live in a habitat where:** all of my ideas (conceptions) may be questioned and I will not respond with violence.		
284	**I will/will not live in a habitat where:** habitat teams continuously monitor habitat services for which they are accountable.		
285	**I will/will not live in a habitat where:** anyone can self-appoint themselves to any contribution position.		
286	**I will/will not live in a habitat where:** contributing members do work toward maintaining and improving the habitat, as well as being a source of personal service and satisfaction to users of all phases of their life.		
287	**I will/will not live in a habitat where:** contributing members work records are confidential.		
288	**Habitat technology development and access level agreements**		
289	**I will/will not live in a habitat where:** televisions, monitors, and other screens are not permitted.		
290	**I will/will not live in a habitat where:** there is an integrated object transport system directly into my dwelling that connects it to an object network service within the habitat.		
291	**I will/will not live in a habitat where:** I will take a medical life support vaccine if the local habitat medical life support InterSystem team has taken the transparent and evidential step of recommending that I do, except in cases of evidential medical exception.		
292	**Openness access agreements**		
293	**I will/will not live in a habitat where:** 50% of the habitat's operating software are not open source.		
294	*If, I will, then state % if different than 50%:*		
295	**I will/will not live in a habitat where:** all physical habitat access objects are not broken down by material composition on a spreadsheet and appropriately monitored in terms of location as they move through the habitat.		
296	**I will/will not live in a habitat where:** decisions about the habitat project are available to any member in the community network of habitats.		
297	**Behavior specific agreements**		
298	**I will/will not live in a habitat where:** anyone beyond education phase can marry inside the habitat, but may not be married to more than one other person.		
299	**Habitat service operations agreements**		
300	**I will/will not live in a habitat where:** habitat service system downtimes are transparent to the population and always resolved.		
301	**Construction specific agreements**		
302	**I will/will not live in a habitat where:** all buildings are built with some form of bioconstruction.		
303	**Genetic and belief specific agreements**		
304	**I will/will not live in a habitat where:** with those who are not of my same ethnicity and/or religion.		
305	*Identify permanent ethnicity:*		
306	*Identify permanent religion:*		
307	**Medical financial agreements**		
308	**I will/will not live in a habitat where:** the State pays all medical expenses.		
309	**I will/will not live in a habitat where:** the habitat association pays all medical expenses (either directly or through the association).		
310	**I will/will not live in a habitat where:** the individual pays all medical expenses (either directly or through their own insurance).		
311	**Tokenization finance of local work**		
312	**I will/will not live in a habitat where:** work is done for direct wages or direct compensation of any kind.		
313	**I will/will not live in a habitat where:** the habitat (or community) is the member's employer; and the member is the habitat's (or community's) employee.		
314	**I will/will not live in a habitat where:** all work is compensated directly through wages or another form of sufficient direct compensation.		
315	**I will/will not live in a habitat where:** some people who are getting paid get paid more per hour than others (or, whatever reference, such as per hour, equates to payment).		

316	**I will/will not live in a habitat where:** I am a member-owner of a habitat network cooperative, and it is possible to get paid through a profit share model. Dividends are distributed to member-owners directly.		
317	**Finance at entry**		
318	**I will/will not live in a habitat where:** incoming members have no medical or dental benefits for chronic illness or pre-existing conditions.		
319	**I will/will not live in a habitat where:** all income earned on capital assets must be turned over to the habitat.		
320	**I will/will not live in a habitat where:** applicants have two submit two years worth of tax returns, bank and brokerage statements to the habitat population to ensure that fees can be paid for at least two years.		
321	**Habitat dwelling rental agreement**		
322	**I will/will not live in a habitat where:** personal architectural dwelling usage access can be bought temporarily (leased).		
323	**I will/will not live in a habitat where:** private property architectural dwelling usage access can be bought temporarily (leased).		
324	**Life phase**		
325	**I will/will not live in a habitat where:** people in the contribution phase of their life do a required share of their work on a working group or habitat team.		
326	**Education phase agreements**		
327	**I will/will not live in a habitat where:** custodial parents of children consent to the education of their children by any resident contributing to exploratory education services following community standards.		
328	**Contribution alignment - How will you contribute**		
329	**I will/will not live in a habitat where:** all contribution (work) activities are done to meet the life, technology, and exploratory needs of the local habitat population.		
330	**I will/will not live in a habitat where:** all contribution (work) activities are done to meet the life, technology, and exploratory needs of the global community population.		
331	**I will/will not live in a habitat where:** my requirement of contributed work is more than 20 hrs per week.		
332	*If I will, then state the # of years if different than 20:*		
333	**I will/will not live in a habitat where:** my requirement for work before the leisure phase of my life is no more than 20 years.		
334	If I will, then state the # of years if different than 20:		
335	**Contribution coordination - how will your contribution be coordinated**		
336	**I will/will not live in a habitat where:** my work on a working group or habitat team is coordinated by another person.		
337	**I will/will not live in a habitat where:** decisions about the habitat project are only taken by the residing habitat population, coordinated by contributing members to various habitat teams. There are no decisions taken about the habitat by people or systems outside of the habitat's direct member population.		
338	**Tokenization (not contribution) of work agreements**		
339	**I will/will not live in a habitat where:** labor credits/tokens are exchanged inside.		
340	**I will/will not live in a habitat where:** are personal service credit agreements.		
341	**I will/will not live in a habitat where:** are association service credit agreements.		
342	**I will/will not live in a habitat where:** may exchange credits/tokens with outside markets.		
343	**I will/will not live in a habitat where:** labor exchanged inside is transparently recorded in a transparent labor credit to working hour sheet.		
344	**I will/will not live in a habitat where:** any listed complete working hour of service to any of the three primary habitat service systems is not compensated for with some form of direct credit.		
345	**I will/will not live in a habitat where:** projects that require common heritage resources and will change the habitat in any significant way always come from and are operated through a contribution service organization that coordinates the enrolling and de-enrolling of identities into jobs/work descriptions. Work in the habitat is only done through a contribution service organization of which everyone may not be a part.		
346	**I will/will not live in a habitat where:** any member can be given or earn labor credits that only apply to leisure activities, either on or off the habitat. Tokenization of work occurs only in the context of leisure (not education-type or contribution-type) activities.		
347	**I will/will not live in a habitat where:** one hour of work equals one credit, and credible sickness from work may or may not provide credits.		
348	**I will/will not live in a habitat where:** any residential member may "pay" another member for personal work, having credits subtracted from the buyers personal balance and added to the balance of the person who did the work.		
349	**State income financial agreements**		
350	**I will/will not live in a habitat where:** the residents receive a financial allowance from the habitat for usage to buy private property.		
351	**State income financial agreements**		

352	**I will/will not live in a habitat that:** accepts subsidy production and/or grant payments from a State.		
353	**State income financial agreements**		
354	**I will/will not live in a habitat where:** I will pay royalty or franchise fees. A royalty is an amount paid by a third party to an owner of a product, brand, or patent for its use. Royalty fees are sometimes paid to the "original" creator of a work for the use of that work.		
355	**Habitat association income financial agreements**		
356	**I will/will not live in a habitat where:** there are people who come to pay for workshops and local habitat experiences.		
357	**Financial sale of share/property in habitat agreements**		
358	**I will/will not live in a habitat where:** realestate agents may be involved in any sales process.		
359	**I will/will not live in a habitat where:** sellers list their shares internally through the community for two weeks before advertising publicly.		
360	**I will/will not live in a habitat where:** there is anyone other than a shareholder or owner (or their child/ren) living in the habitat. There are no renters in the habitat, only owners as residents in the habitat.		
361	**Financial exit tokenization agreements (financial incentive to leave)**		
362	**I will/will not live in a habitat where:** there is a leaving fund (as budgeted) available to any member who leaves the habitat.		
363	**Financial agreements**		
364	**I will/will not live in a habitat where:** violation and expulsion do not lead to fair market-value compensation of the expelled individual(s) titled property. The title owner must sell the titled object(s) after a violation. The holding habitat may not sell the personal property (non-community property) of the violator. If the title owner refuses to sell, the habitat holding may sell the property on the person's behalf at fair market value.		
365	**I will/will not live in a habitat where:** people who decide to leave and have not violated a bylaw, are not financially compensated fairly for their departure. Here, the title will be sold to a new resident to the habitat by the title owner. The new resident must have gone through onboarding, orientation, and is not be refused by anyone. The individual may not sell objects composed of common heritage habitat resources. Here, the individual exists through the selling of the title.		
366	**I will/will not live in a habitat where:** all residents (meaning those that have a title for land and or own a home via title) have the obligation to pay a set of yearly [home/and owner] association fees. The association fees are calculated yearly based on the expenses generated to maintain and operate the habitat under market-State conditions.		
367	**I will/will not live in a habitat where:** the income of sales produced through team habitat operations does not go equally to all residency association fees, which are based on an infrastructural and human requirements budget for equipment and materials from the outside market to sustain the habitat.		
368	**I will/will not live in a habitat where:** productive habitat services are not put toward producing an abundance of materials that are sold into the larger market.		
369	**I will/will not live in a habitat where:** material usage costs from the outside market-State (e.g., power, water) are shared in a cost pool by all residents and not paid per resident usage.		
370	**I will/will not live in a habitat where:** the income from the sale of abundant products (composed of common resources) into the market does not go equally to all residents token/financial accounts to make personal purchases in the market.		
371	**I will/will not live in a habitat where:** there are personal businesses that use common heritage habitat resources to profit personally. There are personal businesses in the habitat that use common habitat resources.		
372	**I will/will not live in a habitat where:** any business may use common areas and community-access equipment for its operation.		
373	**I will/will not live in a habitat where:** businesses are allowed to operate on the land as long as they are legal and in compliance with local regulations and these bylaws and they don't pose a risk or a disturbance to other residents.		
374	**I will/will not live in a habitat where:** there is any form of token (credit, money, etc.) exchanged for products and services in the habitat.		
375	**I will/will not live in a habitat where:** people pay to come visit the habitat and use some of its services.		
376	**I will/will not live in a habitat where:** work in the local habitat is compensated for directly and financially, wherein for work, money goes to the worker. The work that is paid for may be done by a local habitat contributor or outside market-State service.		
377	**I will/will not live in a habitat where:** common habitat access systems and products composed of common heritage resources can be sold for individual, personal financial profit.		
378	**I will/will not live in a habitat where:** anyone has financial debt.		

379	**Social behavioral agreements**		
380	**I will/will not live in a habitat where:** other people who have different political positions and political projects.		
381	*If I will not, then I will state/give:*		
382	*The name of the political leader I vote for:*		
383	*The name of the political project I disagree with most:*		
384	**I will/will not live in a habitat where:** other people who have different religious positions and religious projects.		
385	*If I will not, then I will state/give:*		
386	*The name of the religious position I believe in:*		
387	*The name of the religious project I disagree with most:*		
388	**I will/will not live in a habitat where:** all voting for political office in the larger jurisdiction is public to all in the habitat and wider community.		
389	**I will/will not live in a habitat where:** habitat resources may be used for abortion up to the day of pregnancy (after restorative counselling) and the ending of ones own life (after restorative counselling).		
390	**I will/will not live in a habitat where:** anyone missing sufficient fulfillment of their life, technology, and exploratory support needs is in that state (of a lack of support fulfillment) because of their own direct action or inaction. For instance, breaking systems on purpose and not maintaining systems that are known to require maintenance.		
391	**I will/will not live in a habitat where:** people can freely walk around naked.		
392	**I will/will not live in a habitat where:** anyone can walk around and use common habitat services naked.		
393	**I will/will not live in a habitat where:** anyone can be naked in and around their dwelling, and in designated common access areas.		
394	**I will/will not live in a habitat where:** people can have sex in public. The social behavior here is the replication of the species.		
395	**I will/will not live in a habitat where:** someone except in recreation or early childhood punches another person without serious harm under irritation. The social behavior here is the irritation.		
396	**I will/will not live in a habitat where:** there is physical violence or verbal harassment, including sexual abuse. Conflicts will be handled by the Habitat Conflict Resolution Team or by jurisdictional law officials if they need to be escalated to that point. The social behavior here is violence.		
397	**I will/will not live in a habitat where:** couples are having more children than the economic calculated carrying capacity for the habitat shows per current and next [master]plan, which is determined for the current habitat production system. The social behavior here is the replication of the species.		
398	**I will/will not live in a habitat where:** an individual may have more than two children in the habitat. The social behavior here is the replication of the species.		
399	**I will/will not live in a habitat where:** media depicting grotesque violence is stored in anyone's personal data storage. The social behavior here is another persons access of the information.		
400	**I will/will not live in a habitat where:** parents of children allow them to scream while playing outside of designated loud child play areas.		
401	**Material cycling agreements**		
402	**I will/will not live in a habitat where:** human waste is not composted as dry matter material after being collected from only dry matter toilets.		
403	**I will/will not live in a habitat that:** does not compost 100% of organic materials (unless decided by a habitat ecological assessment team that it would be detrimental to the ecosystem and/or humans).		
404	**I will/will not live in a habitat where:** any sort of synthetic waste (non cellulose) is burned outside of appropriately safe combustion facilities.		
405	**I will/will not live in a habitat that:** has a landfill of waste.		
406	**Material restriction agreements**		
407	**I will/will not live in a habitat where:** single-use plastics or packaging is used. This includes cutlery, agricultural plastic covers that aren't re-used, covering laundry items in plastic, plastic bags etc.		
408	**I will/will not live in a habitat where:** products packaged in the market-State are removed from their packaging at entrance into the habitat. Here, capitalist packaging is separated and starts recycling at entry, and where necessary, packaged or repackaged in re-usable habitat containers. In special cases, items may be unpackaged on-site do to their incoming requirements for assembly (e.g., a heavy piece of machinery whose container is to be opened near where it will finally rest).		
409	**I will/will not live in a habitat where:** the recycling of all materials is not coordinated and planned at the total habitat level. The habitat must provide easy access to recycling input points, must provide effective transportation, and must provide effective materials cycling.		
410	**I will/will not live in a habitat where:** anyone brings in or uses industrial vegetable seed oils for human consumption.		

411	**I will/will not live in a habitat where:** there is any usage of relatively non-toxic insecticides to kill ants and other pest-type insects inside architecture.		
412	**I will/will not live in a habitat where:** there is the uncommon usage of low-toxicity pesticides and insecticides on the land and in greenhouses. The use of insecticide (and any other -icide) on the lands is only for extremely limited duration and only for extreme circumstances. An ecological assessment must be conducted prior to some planned duration of application.		
413	**I will/will not live in a habitat where:** there is the use, ever, of chemical fertilizers, pesticides, herbicides, insecticides, and fungicides on the land and in greenhouses.		
414	**I will/will not live in a habitat where:** herbicides are used to control plants on the lands.		
415	**I will/will not live in a habitat where:** fungicides are used to control fungi on the lands.		
416	**I will/will not live in a habitat where:** any product from the LBC Red List could be used.		
417	**I will/will not live in a habitat where:** all indoor air throughout the habitat is not measured for its quality regularly for safe occupancy, and issues addressed in order to achieve compliance with a safety standard (e.g., California Department of Public Health (CDPH) Standard Method, 2017.		
418	**I will/will not live in a habitat where:** cleaning protocols are followed that use cleaning products that do not comply with the EPA Safer Choice label, the Globally Harmonized System (GHS), or some international equivalent.		
419	**Pollution agreements**		
420	**I will/will not live in a habitat where:** any structure has mold growth, outside of appropriate laboratory settings.		
421	**I will/will not live in a habitat where:** chlorine is introduced into pools or ponds is an additive.		
422	**I will/will not live in a habitat that:** disposes of synthetic chemical additives without appropriate filtration into ecological bodies of atmosphere and water.		
423	**I will/will not live in a habitat where:** anyone throws trash on the land.		
424	**I will/will not live in a habitat where:** anyone can hold family barbecues. Anyone can hold barbecues in designated, scheduled locations.		
425	**I will/will not live in a habitat where:** I have to be considerate of others in concern to sound and light, because this is a habitat (a "neighbourhood") where other people live.		
426	**I will/will not live in a habitat where:** there are other than orange and red lights at night outside of the inside of personal access dwellings, except during festivals and emergency situations.		
427	**I will/will not live in a habitat where:** there are bright white lights on after dark in the common environment, except during specific scheduled events or emergency situations.		
428	**I will/will not live in a habitat where:** loud events that require music or sound are always positioned in places that are sufficiently far away from the dwellings and designated meditative recreation areas that they minimize disturbance to human restoration and fauna.		
429	**I will/will not live in a habitat where:** loud sounds are present during the day, except on scheduled occasions in reasonably sound isolated areas where the sound will not impact other human work and recreation activities ongoing in the habitat.		
430	**I will/will not live in a habitat where:** there are loud sounds after dark, except at scheduled locations where they will never impact sleep and restoration areas.		
431	**I will/will not live in a habitat where:** fires are allowed outside of designated grills and firepits distributed across the land. Any other fire must be organized through a common decision protocol to ensure safety, access to land, and access to fire production resources.		
432	**Signage and propaganda agreements**		
433	**I will/will not live in a habitat where:** there is the optimization of signage to facilitate desired behaviours, including recycling, use of toilets, etc.		
434	**I will/will not live in a habitat where:** there is corporate propaganda (advertising and marketing) present in habitat.		
435	**I will/will not live in a habitat where:** there is political party propaganda (advertising and marketing) present in habitat.		
436	**Festival agreements**		
437	**I will/will not live in a habitat where:** there is not the presence of my preferential (cultural) type of festival using common heritage resources and habitat service contributions. These festival holidays are aesthetically planned for the habitat by a cyclical working group (sub-master planning festival committee) that coordinates the input of the habitat population and resolves the selection of a specific aesthetic and operational plan for each festival experience. The habitat will hold parties during times of the year, decided by the residents of the habitat.		
438	**Consciousness altering substance usage agreements**		
439	**I will/will not live in a habitat where:** there is alcohol produced and used.		
440	**I will/will not live in a habitat where:** anyone has access to alcohol (except in cleaning).		
441	**I will/will not live in a habitat where:** there is tobacco produced and used.		

442	**I will/will not live in a habitat where:** tobacco smoking is permitted indoors, or in any air-conditioned area.		
443	**I will/will not live in a habitat where:** smoking is permitted in personal and some common designated areas only, and any individual who smokes is responsible for cleanup of anything related to the action.		
444	**I will/will not live in a habitat where:** there is cannabis produced and used.		
445	**I will/will not live in a habitat where:** consciousness altering ceremonies are done in publicly open common areas where passer-bys may interact.		
446	**I will/will not live in a habitat where:** consciousness altering ceremonies are done in personal or scheduled common areas where passer-bys will not interact.		
447	**I will/will not live in a habitat where:** illegal substances are used.		
448	**I will/will not live in a habitat where:** illegal substances are sold.		
449	**I will/will not live in a habitat where:** abuse of molecules is not addressed by a Medical Resolution Team.		
450	**Pet and stray animal agreements**		
451	**I will/will not live in a habitat where:** there are dogs, including pet dogs and dogs that roam. I will take steps to remove stray dogs and remove people who take a dog as a pet.		
452	**I will/will not live in a habitat where:** visitors may bring and residents may accept visiting pets during the visitors scheduled stay. Permanent residence may not have pets.		
453	**I will/will not live in a habitat where:** people have pets of any type.		
454	**I will/will not live in a habitat where:** there a dogs as pets. Stray dogs are neutered and may be put down.		
455	**Life support service agreements**		
456	**I will/will not live in a habitat where:** anyone is missing sufficient fulfillment of their life support needs.		
457	**I will/will not live in a habitat where:** water is acquired in an appropriate manner so as not to overshoot or pollute sources and reserves. Reuse water where appropriate.		
458	**Technology support service agreements**		
459	**I will/will not live in a habitat where:** anyone is missing sufficient fulfillment of their technology support needs.		
460	**I will/will not live in a habitat where:** I have access to fiber optic speed internet.		
461	**Material cultivation agreements**		

462	**I will/will not live in a habitat that:** practices holistic (a.k.a., restorative/ regenerative) cultivation practices.		
463	**I will/will not live in a habitat where:** annual crops are grown and cover crops are not used on those areas in off seasons.		
464	**I will/will not live in a habitat where:** there is an monoculturing of annuals that encompasses more than 10% of the habitat's cultivation land area.		
465	**I will/will not live in a habitat where:** any tree is cut down.		
466	**I will/will not live in a habitat where:** plans may include the cutting of ancient trees (older than 200 years or 1m in diameter). This is completely prohibited, unless proven via an ecological working group assessment to be required for ecological service purposes.		
467	**I will/will not live in a habitat where:** trees wider than 25cm in diameter will be cut in a masterplan.		
468	**I will/will not live in a habitat where:** future building is note done around trees larger than 25cm.		
469	**I will/will not live in a habitat where:** forested areas may be cut down, either for fiber (as in the case of eucalyptus grown forests) or for any habitat service system re-configuration. Forested areas shall remain forested forever, no exceptions.		
470	**I will/will not live in a habitat where:** 5% or more of the cultivation surface area is covered by non-productive species.		
471	**I will/will not live in a habitat where:** 99% of the cultivation system is optimized for food, fuel, and fiber production given available knowledge, resources, and local limiting conditions.		
472	**I will/will not live in a habitat where:** the planting of species does not account for individual need-preferences, as well as food, fuel, and fiber production.		
473	**I will/will not live in a habitat where:** trees will be cut down to optimize cultivation of food, fuel, and fiber, and make clearings for architecture and infrastructure that meet human needs for life, technology, and exploratory service support.		
474	**I will/will not live in a habitat where:** land cultivation fields are always at least partially planted with trees, either as windbreaks or full cover.		
475	**I will/will not live in a habitat where:** the amount of food, fuel, and fiber produced will be one of the measures tracking the success of the habitat as a project.		
476	**I will/will not live in a habitat where:** soil quality will be checked yearly, and any degradation found in the current state resolved in the next year's site re-configuration plan.		
477	**I will/will not live in a habitat where:** there is the regular tiling of the land allowed, except possibly in specialized circumstances after an assessment.		
478	**I will/will not live in a habitat where:** there are farm animals.		

479	**I will/will not live in a habitat where:** there is the cultivation of the bodies of livestock for food.		
480	**I will/will not live in a habitat where:** specific species of potential livestock animal are not eaten.		
481	*If I will, then I must list the specific species (e.g., dog, horse, pig, etc.):*		
482	**Material transportation agreements**		
483	**I will/will not live in a habitat where:** transportation roads on the land are made with asphalt.		
484	**I will/will not live in a habitat where:** vehicles of any type larger than a golf cart are forbidden in the habitat, unless they are using the service roads (if present) for deliveries and emergency priority uses. All general transportation on the land must be done by an electric vehicle no larger than a golf cart, by bike (electric of not), by foot, or by animal (e.g., horse).		
485	**I will/will not live in a habitat that:** has rapid transport vehicles larger than a golf cart of are not forbidden in the habitat, or in parts of the habitat.		
486	**I will/will not live in a habitat where:** there are electric vehicles larger than golf carts used for personal-access transportation.		
487	**I will/will not live in a habitat where:** non-functional private vehicles must be repaired within two weeks, afterwards they will be removed from the habitat at the private owners expense.		
488	**I will/will not live in a habitat where:** there are electric vehicles larger than golf carts used for common-access transportation.		
489	**Exploratory support service agreements**		
490	**I will/will not live in a habitat where:** my essential recreational activities are possible now because they are in the current masterplan.		
491	**List the recreational activities:**		
492	**I will/will not live in a habitat where:** anyone is missing sufficient fulfillment of their exploratory support needs.		
493	**Habitat equipment agreements**		
494	**I will/will not live in a habitat where:** I do not have common or personal access to a drying machine.		
495	**I will/will not live in a habitat where:** I do not have personal access to normal household electrical appliances: dishwasher, hot water at all faucets, refrigerator, freezer, oven, stovetop, microwave (or some object that functions in these ways).		
496	**I will/will not live in a habitat where:** I do not have common-scheduled access to a common kitchen(s).		
497	**I will/will not live in a habitat where:** I do not have personal access to the following machines.		
498	*List the machines (e.g., infrared sauna, icebath, red therapy body lights, etc.):*		
499	**I will/will not live in a habitat where:** I do not have common access to the following machines.		
500	*List the machines (e.g., infrared sauna, icebath, red therapy body lights, etc.):*		
501	**Weapon equipment agreements**		
502	**I will/will not live in a habitat where:** there are guns for hunting, riflery (recreational sharp-shooting), and/or any animal death accessible as common access (with specialized skill & handling access conditions).		
503	**I will/will not live in a habitat where:** lethal weapons are allowed to be carried and used by appropriate habitat service personnel.		
504	**I will/will not live in a habitat where:** lethal weapons are allowed to be personal access stored in dwellings.		
505	**I will/will not live in a habitat where:** non-lethal weapons are allowed to be carried and used by appropriate habitat service personnel.		
506	**I will/will not live in a habitat where:** lethal and non-lethal weapons are allowed to be carried openly or exposed in non-weapon-specific common access areas.		

LIST OF ASSETS

A.k.a., Schedule of assets.

List all assets:

1. Assets to be lent by member to habitat during membership (to be lent to the habitat during membership, without interest or other compensation for the use thereof):
   -
   -
   A. Schedule and conditions for returning assets lent to the habitat by the members:
      -
      -
2. Assets to be retained by member during membership:
   -
   -
3. Outstanding debts of member:
   -
   -
4. Health reports of member:
   -
   -
5. Unearned income of member:

-
-

This schedule of assets supersedes any previous schedule of assets attached to this membership agreement.

Applicant Identity
Legal Name:_____
Date:_____

FINAL SIGNATORY AGREEMENT

This Agreement supersedes and replaces any previous membership agreement made between Applicant and a habitat.

Applicant, desiring to affirm membership in the habitat as a _____resident / visitor_____ member and replace and supersede existing membership agreement with this agreement, hereby executes this membership agreement as of this day of _____,

This Agreement and Applicant's provisional membership begin as of the day of earliest arrival. Date: _____,

Applicant Identity
Legal Name:_____
Date:_____

Witness for habitat (a global coordinating residential member), video recorded and available to the population.

Witness Identity One
Legal Name:_____
Date:_____

Witness Identity Two
Legal Name:_____
Date:_____

Video Record Location
URL:_____
Duration of storage:_____

3.4 Declaration of corporate status (Articles of Incorporation and Bylaws)

NOTE: *Bylaws are not the same as articles of incorporation—the articles are a short document filed with your State to form your business.*

This is a legal document will be filed with a Jurisdictional Division of Corporations. It sets forth the very basic and most important details about the corporation, including:

1. The structure of the corporation as a [State/Jurisdictional Name] not for profit corporation governed by a board of directors of which you are the initial directors.
2. The charitable purposes.
3. The fact that there are members of the corporation, and the criteria for membership will be set forth in the bylaws. And, how members meet, decide, and come and go.
4. That upon dissolution of the corporation, the assets must be distributed.

3.4.1 Not-for-profit organization

A.k.a., Auravana non-profit, not-for-profit, 501(c)(3) Corporation, nonprofit institution, nonprofit organization.

When the Project is a 501(c)(3) Corporation. The purposes for which the Corporation is organized are exclusively charitable and educational within the meaning of Section 501(c)(3) of the Internal Revenue Code of 1986, or the corresponding provision of any future United States Internal Revenue law. The specific purposes of the Corporation are to develop and openly publish documents that provide support for the establishment and advancement of a community societal standard that unifies information systems, ecological sustainability, and human fulfillment. The general nature, objects, and purposes of the Corporation shall be to operate without profit and for exclusively charitable, scientific, literary and educational purposes. No part of the net earnings of the Corporation shall inure to the benefit of or be distributed to its members, officers, directors, or other private persons, except that the Corporation shall be authorized and empowered to pay reasonable compensation for services rendered and to make payments and distributions in furtherance of the purposes set forth herein. No substantial part of the activities of the Corporation shall be the carrying on of propaganda, or otherwise attempting to influence legislation, and the Corporation shall not participate in, or intervene in (including the publishing or distribution of statements), any political campaign on behalf of any candidate for public office. Notwithstanding any other provisions of these Articles, the Corporation shall not carry on any activities not permitted to be carried on by a corporation exempt from Federal Income Tax under Section 501(c)(3) of the Internal Revenue Code or corresponding provision of any future United States Internal Revenue Law.

Within this structure, the governing body is a board of directors. The board of directors generally has to meet once a year. This is a monetary coordination structure that allows for the payment of some services, as decided by a board.

In this way, the board designates project coordinator teams/committees to coordinate sub-projects for the development of a societal specification standard and its realization/operationalization.

As a 501(c)(3) organization, the Project may take on tax-deductible donations to advance its services to humanity. Contributions to 501(c)(3) corporations are eligible for an income tax deduction, if the contributor qualifies [in terms of whatever the government claims to qualify]. The Auravana Project can use donations to promote (advertise), to distribute the socio-technical standards, to pay for work, and to pay for habitat construction and operation. Private foundations, corporations and individuals can easily distribute grants to non-profit organizations, and the Auravana Project can take advantage of these to support development.

Because the project is a non-profit is based in the United States it has specific jurisdictional rules that must be adhered to. The Auravana Project cannot (and has to be very careful about) using resources for political purposes, or to support any political candidate or party. The Auravana Project cannot participate in political campaigns. These activities are not allowed for a U.S. based not-for profit. These restrictions extend to the inability to even link to a political party or candidate on the Auravana Project's website. In the United States of America non-profits cannot explicitly participate in politics. Strangely, this is no problem for for-profit corporations; they are allowed to participate in politics, most often (in the U.S.A.) through lobbying.

Note that when the Project pays people in countries other than the United States of America, the Project must significantly vet (analyze and know) the person, people, or organization being paid. This is to ensure the transparency of money transfer; to ensure that is not being used irresponsibly (because it is a non-profit) and/or for criminal purposes. A service provider (someone being paid with Project money) should expect to be highly inquired into to ensure that they qualify as a suitable and legal service provider (as described in U.S.A. code).

State regulations around non-profits exist to ensure the money (and organizational resources) are going to the stated cause. These regulations also help to ensure donators that their money is going to the stated cause. Hence, the Project is a non-profit because non-profits convey a higher standard of transparency.

Charitable nonprofits (also known as public charities) generally receive money through donations, and also from grants from foundations or state and federal governments. These non-profits can also sell services or products. For example, many charitable non-profits receive income from fees for services (e.g., magazine subscription, workshop), tickets for performances or conferences, or from selling merchandise (e.g., magazines, books, apparel). In specific, charities are funded in various ways, such as running fundraising campaigns, patrons, applying for grants, holding events, and receiving bequests through the estates of deceased supporters. While non-profits are sometimes allowed to earn unrelated income without losing their non-profit status, they have to pay taxes (called UBIT) on it.

CLARIFICATION: *A non-profit organization (NPO) is a legal entity organized and operated for a collective, public or social benefit, in contrast with an entity that operates as a business aiming to generate a profit for its owners. A nonprofit is subject to the non-distribution constraint: any revenues that exceed expenses must be committed to the organization's purpose, not taken by private parties. A for-profit generates revenue that benefits private interests such as the owner(s) of an organization or business, or its shareholders. In contrast, the main goal of a nonprofit is to benefit the public. Nonprofits do not focus on the financial gain of any one person or group of people.*

4 [Plan] Alignment checklist for community standards operation

A.k.a., Adopt societal standards for community.

Alignment necessitates a set of standards broken up into a set of criteria that can be used to evaluate whether a condition for operation is met. There are conditions for the operation of a community-type society, and they can be detailed in a set of checklist criteria and used to observe whether or not a current or future organization aligns with community, and if so, by what degree? Community maintains a specific set of conceptions and functions; the question is, are the elements of community present, and if so, to what degree? To live better among one another we must develop and operate community at the societal-scale, and each of us may facilitate an alignment of those organizations we are a part of with community operations.

4.1 The requirements checklist for alignment with a community-type society

The following is a checklist of some, but not all, items necessary for alignment with community standards:

1. Understanding of one individual.
   A. Show me one person who understand the functional operation of a community-type society with a network of habitats.
2. Understanding of many individuals (because it takes many people to get something significant done).
   A. Show me people who understand the functional operation of a community-type society with a network of habitats.
3. Agreements.
   A. Show me all agreements.
   B. Show me all bylaws (by-laws, contracts, agreements, laws, rules, principles, etc.).
      1. Show me the "I will or I will nots".
4. Needs.
   A. Show me the needs list, the analysis (including of the list itself and its data populated by environmental signals), the inquiry and receive methods, and the results over time.
5. Preferences.
   A. Show me the preferences list, the analysis (including of the list itself and its data populated by environmental signals), the inquiry and receive methods, and the results over time.
6. Values.
   A. Show me the values list and a discursive explanation.
7. Objectives.
   A. Show me the objectives list and a technical analysis.
8. Requirements (to sustain the habitat service).
   A. Show me the requirements list.
9. Methodology.
   A. For, how you know what you know.
   B. For, how you select decisions (themselves, and their resolution to execution).
10. Method(s).
    A. For, how you know what you know.
    B. For, how you select decisions (themselves, and their resolution to execution).
11. Functional organizational chart.
    A. What is the type of organization.
    B. Show me the flowchart.
12. Contribution service coordination organization (human resources coordination).
    A. What is the type of organization.
    B. Show me the flowchart.
13. Habitat contribution service project flowchart.
    A. Show me the habitat working group flowchart.
    B. Show me the habitat service team flowchart.
    C. Show me the habitat transition team flowchart.
    D. Show me the decision flowchart.
14. [Project] Project lists.
    A. Show me the ongoing project(s) and all associated project coordination lists.
       1. Show me the [common heritage] resource list.
       2. Show me the [contribution] work list.
       3. Show me the [common] tasks list.
       4. Show me the [common] risks list.
       5. Etc.
    B. Show me how the lists are developed.
15. [Plan] Habitat master-plan.
    A. Show me the habitat master-plan lists:
       1. Show me the habitat object list.
          i. Show me the architecture object lists.
       2. Show me the habitat process list.
       3. Show me the habitat team list.
       4. Show me the habitat costs (financials) list and calculations.
    B. Show me the habitat's current master-plan.
       1. Show me the habitat master plan written specification.
       2. Show me the habitat master plan drawn specification.
       3. Show me the habitat tables and calculations.
16. [Fulfillment] Issue/projects flow chart.
    A. Visually, show me all current issues/projects in the habitat.
    B. Visually, show me all expected future issues/projects in the habitat.
17. [Plan] Work flow chart.

   A. How optimized is work for the goal of human fulfillment via habitat services.
   B. Visually, show me all human contribution by enrolment in projects.
18. [Decision] Approval flow chart.
   A. How are decisions approved?
   B. Visually, show me all individuals with special control abilities, coordinators.
19. [Calculate] Habitat resource plan calculation.
   A. How optimized is the economy (transformation of resources into products and services that meet needs)?
   B. Visually, show me the economic calculation of the habitat.
20. [Priority] Process prioritization protocol
   A. How are changes to the habitat prioritized?
   B. Show me the habitat operational processes flowchart.
21. [Duty] Execution flow chart.
   A. Who will execute every approved decision?
   B. Visually, show me all people accountable for all associated tasks necessary to resolve the issue.
22. [Schedule] Habitat team schedule.
   A. How optimized is the schedule?
   B. Visually, show me all people accountable for doing things at specific times.
23. [Service] Personal and common usage schedule.
   A. How optimized is usage?
   B. Visually, show me how and when personal and common objects and areas are accessed around the habitat.
24. [Simulate] Habitat operations simulation.
   A. How optimized is visualization?
   B. Visually, show me a simulation engine simulation of the habitat.
25. [Economy] Resource configurations.
   A. How optimized is the acquisition, storage, allocation of resources?
   B. Visually, show me all resources.
26. [Work] How optimized is work in the habitat?
   A. How optimized are the [information] working groups at producing and maintaining standards?
   B. How optimized are the [physical] habitat teams at constructing, operating, and maintaining physical service systems?
27. [Feel] Habitat service completion.
   A. How freeing (etc.) are the habitat life support service sub-systems (e.g., cultivation, architecture, etc.)?
   B. How efficient (etc.) are the habitat technology support service sub-systems (e.g., transportation and communications)?
   C. How flowy (etc.) are the exploratory support service sub-systems (e.g., recreation, development, etc.)?
28. [Justice] Distributive justice.
   A. How optimized is global distribution of access to the best quality services the habitat can offer?
   B. Visually, show me who doesn't have their needs met?
29. [Justice] Restorative justice.
   A. How optimized is the system by which fulfillment is restored after conflict?
   B. Visually, show me everything associated with restorative justice operations?
30. [Efficiency] Technical efficiency.
   A. How integrated are the technical resource using systems in the habitat?
   B. Visually, show me the integrated sensor output of all significant resource using systems.
31. Physical computing and database.
   A. Physical location.
   B. Electricity solution.
   C. Software solution.
   D. What data is in it.
   E. Agreements to see, use, and edit it.
32. Design and decision software.
   A. Physical location.
   B. Electricity solution.
   C. Software solution.
   D. What can it do.
33. Operations and user software.
   A. Physical location.
   B. Electricity solution.
   C. Software solution.
   D. What can it do.
34. Show me the agreements:
   A. Territory/jurisdictional agreements (with State).
   B. Law agreements (with the State in the market).
   C. Bylaws (between adults and the State).
   D. Habitat agreements (between adults and the whole community population).

Scholarly references

- Piff, P.K., Kraus, M.W., Côté, S., Cheng, B.H., & Keltner, D. (2010). *Having less, giving more: The influence of social class on prosocial behavior*. Journal of Personality and Social Psychology, 99(5), 771–784. https://doi.org/10.1037/a0020092
- Piff, P.K. (2014). *Wealth and the Inflated Self: Class, Entitlement, and Narcissism*. Personality and Social Psychology Bulletin, 40(1), 34–43. https://doi.org/10.1177/0146167213501699

TABLES

Table 3. Execution > Project Lists > Team Roles: *Societal team stability organization (this is an example).*[1]

1. *Teams*. Ubuntu. Accessed: 11 March 2020. [wiki.ubuntu.com]

Team Name	Responsibility	Delivery (common to all)	Accountabliity	Communication Tools	Touch Durations (Meetings: Frequency,Day)
Facilitators Team *(internal societal facilitation)*	Handle other's tactical socio-technical needs	Provide guidance to support a better space for learners	*name*	Subscribe, #facilitation	12 days cycle
Orienting Team *(facilitation of new arrivals)*	Support the readjustment of newcomers	Provide guidance and support to learners from a different societal background	*name*	Subscribe, #orienteering	15 day cycle
Accessibility & Marketing Team *(external societal facilitation)*	Improve the socio-technical support available and provide promotional outreach	Deliver more community members	*name*	Subscribe, #relationship-development	12 days cycle
News Team	Gather and publish news on relevant stories	Deliver a daily report	*name*	Subscribe, #updates	5 days cycle
InterSystem Communications Service Team	Handle all of the issues that go to core communications	Deliver a synchronous communications system with no downtime	*name*	Subscribe, #communications	3 days cycle
Forums & Wiki Team	Handle all of the issues that go to the open source collaborations forum	Deliver an asynchronous project communications system with no downtime	*name*	Subscribe, #design-collaboration	*many*
Documentation Team	Writes and maintains the core documentation (manuals)	Deliver recorded linguistic and visual informational support	*name*	Subscribe, #documentation	9 days cycle

Table 4. Execution > market interface: *Market-State vendor requests types.*

	Request for Information (RFI)	Request for Information Registration of Interest (EOI / ROI)	Request for Proposal or Request for Offer (RFP / RFO)	Request for Tender (RFT)	Request for Quotation (RFQ)
Purpose	Develop strategy or learn more about suppliers capabilities	Develop strategy or learn more about suppliers capabilities	Determine feasibility of each potential supplier's bid	Compare costs between competing vendors	Compare costs between competing vendors
Why	Purchaser does not have sufficient information to write a detailed request	Similar to an RFI	Purchaser seeks solutions-based submissions to meet their requirements	Purchaser has clearly defined criteria or specification	Purchaser has clearly defined criteria or specification
Why	Purchaser is not necessarily committed to buying	Purchaser is not necessarily committed to buying	Possibly no clear specification	Judged on both price and qualitative factors	Judged primarily or solely on price
Why	Likely to involve a further request before final decision	Likely to involve a further request before final decision	Greater flexibility than RFT	Purchaser is committed to buying	Purchaser is committed to buying
Why		Often used as a screening or shortlisting tool	Suited to professional services		

TABLES

Table 5. Execution > Project Lists > Team Roles: *Societal team organization (team structure).*

Team Name	Responsibility	Delivery (common to all)	Accountability	Communication Tools	Touch Durations (Meetings: Frequency,Day)
Information Team	Handle all of the issues that go to informational services and computation	Deliver the core information system *(includes decision system kernel)*	*name*	Subscribe, #auravana-devel	10 days cycle
Kernel Team	Handle the resolution of all kernel issues	Deliver a sustained functional kernel	*name*	Subscribe, #auravana-kernel	5 days cycle
Issues Team	Handle the coordination and priority of all issues	Deliver an organized and safe informational-spatial environment	*name*	Subscribe, #auravana-issue	1 day cycle
Habitat Service Team	Handle all of the issues that go to habitat global service	Deliver the core spatial system	*name*	Subscribe, #auravana-habitat	3 days cycle
Habitat Service Sub-Teams	Handle all of the issues that go to local operations	Deliver the complementary spatial systems	*name*	*many*	*many cycle*
Market-Interface Team	Handle all of the issues that go to market interface	Deliver access without waste	*name*	Subscribe, #auravana-market	3 days cycle
State-Interface Team	Handle all of the issues that go to State interface	Deliver access with peace	*name*	Subscribe, #auravana-State	3 days cycle

Table 6. Execution > Project Lists: *Project charter list.*

Charter *(Elements)*	Objectives	Source	Descriptionv
Title	Intentionality	Life	Community
Mission	Purposivity	Life	Global human fulfillment and ecological well-being.
Vision	Purposivity	Life	Network of integrated city systems operationalized through a unified information system.
Universal Goal	Purposivity	Life	Maximize well-being; maximize fulfillment; maximize flourishing; maximize flow.
Universal Goal	Purposivity	Life	Avoid suffering.
Universal Goal	Purposivity	Life	Design and operate a societal system with the maximum, highest possible state of flourishing from all (as contrast to a state withe the minimum, worst possible misery for all (given what is known).
Directive	Purposivity	Life	The Auravana Project exists to collaboratively develop a global community-type society through the commonly shared design, construction, and operation of a socio-economically unified network of integrated-access city systems. We have come together to optimize the fulfillment and well-being of our beings.
Prime Directive	Purposivity	Life	The prime directive of The Auravana Project is to bring into existence (materialized and encoded reality) a type of society that facilitates the highest potential expression of all of humankind through the synthesis of a "living" societal system specification, which reasons and defines the system's operation.
Description	Purposivity	Life	The executed design, construction, and experimental operation of a community-type societal system: consisting of a fulfilled population of humans, a regenerative ecology, and a network of integrated city systems, as expressed through a unified societal information model (the Specification).

TABLES

Charter *(Elements)*	Objectives	Source	Descriptionv
Purpose	Purposivity	Life	To continuously and consciously evolve toward our highest potential expression for ourselves and all others through resilient adaptation to a higher potential dynamic of experiential existence.
Aim	Purposivity	Life	The project has been formed to produce the individual [conscious] experience of human fulfillment and ecological well-being, through the operation of a habitat service system structured in alignment with (i.e., through) a specified societal information system.
Sub-aims	Purposivity	Conception through to design aim/goal	Highly automated
Sub-aims	Purposivity	Conception through to design aim/goal	Marketless
Sub-aims	Purposivity	Conception through to design aim/goal	Stateless
Goal(s)	Purposivity	Conception/design goal	The Auravana Project exists to cooperatively create 'community', through a shareable and constructable design specification detailing the logical derivation and visualizing the technical operation of a fulfillment-oriented (i.e., human-requirement) structured society, a community-type societal living system.
Goal(s)	Purposivity	Materialization/action goal	The Auravana Project exists to materialize a living system of experimental (at first) integrated city systems operating through a "living" community-type societal specification for human fulfillment and ecological well-being.
Goal(s)	Purposivity	Conception/design goal	A continuously updated specification of the whole societal system. A commonly shared and coordinated specification detailing the conceptual through to experiential state of the society.
Goal(s)	Purposivity	Materialization/action goal	The design, operation, and coordination of a network of city systems, all based upon a selected information set and material configuration from the unified societal specification.
Goal(s)	Purposivity	Experience/Personalization	The experience of optimized fulfillment and well-being for each and every individual human, based upon the given conditions and criteria.
Goal(s)	Purposivity	Direction and intention for decisioning.	To facilitate the realization of our full potential through the operation of a societal system that fulfills the human needs of every individual in the population.
Goal(s)	Purposivity	Direction and intention for decisioning.	To support each other in progressing toward our highest potential while developing self-knowledge and a deeper understanding and appreciation of our nature and the nature of the world.
Goal(s)	Purposivity	Direction and intention for decisioning.	To continuously improve the effectiveness and efficiency of the community's systems in fulfilling the unifying and life-long needs of everyone.
Goal(s)	Purposivity	Direction and intention for decisioning.	To continuously improve the means and methods, the oriented approach, by which we discover, understand, learn, communicate, and act.
Goal(s)	Purposivity	Direction and intention for decisioning.	To exist in a state of regenerative abundance with our lifeground while maximizing the intelligent use of resources and caretaking the environment (i.e., to sustain material resiliency).
Goal(s)	Purposivity	Direction and intention for decisioning.	To arrive at decisions based upon a commonly "living" purpose, set of needs & values, and approach, and hence, a similar set of understood relationships for arriving at decisions and actions. Note that these similarities are necessary for the effective functioning of [human] social nrelationships wherein a community is a set of similar relationships.
Goal(s)	Purposivity	Direction and intention for decisioning.	To exist in a state of appreciation and compassion for the self and the evolving whole.

TABLES

Charter *(Elements)*	Objectives	Source	Descriptionv
Goal(s)	Purposivity	Direction and intention for decisioning.	To continuously improve access abundance through a stable 'bio-psycho-social community', a community of need fulfillment, serving as the liberating foundation from which individuals pursue their highest development and apply/contribute (participate in) everyone's evolving potential.
Goal(s) / Objective	Usability	Quantitatively characterize the different components of the human system, and understand how these components relate to each other (in abstractly through to materially).	
Goal(s) / Objective	Usability	Quantitatively fulfil the needs of individual humans in the human system, and understand how the needs are best fulfilled.	
Goal(s) / Objective	Usability	Quantitatively understand location habitability. Access past and present habitability potential of location.	
Goal(s) / Objective	Usability	Develop reliable and robust operational access/service systems; increase self-sufficiency.	
Objective (Strategic)	Purposivity	The continuous development of a global and unified Societal Information System (SIS).	Specification development
Objective (Strategic)	Purposivity	The localized development of habitat service systems (cities) formed from the Societal Information System.	Engineering development
Objective (Strategic)	Purposivity	The recruitment and development of a population of participants who understand the Societal Information System and will populate the first cities.	Human relationship development
Objective (Strategic)	Purposivity	The escrowed acquisition of material and financial resources for development.	Acquisition development
Objective (Strategic)	Purposivity	Re-orient humans globally to a community-type societal system.	Social awareness development
Objective (Strategic)	Parsimony	Ensure the technical, organizational, and contractual coordination (where and when) at a project level.	
Objective (Strategic)	Parsimony	Ensure effective interaction and communication among project participants.	
Objective (Strategic)	Parsimony	Initiate and facilitate the coordination of meetings (particularly, Steering Committee meetings).	
Objective (Strategic)	Parsimony	Ensure active and beneficial collaboration with other relevant projects and organizations to promote collaborative efforts toward the common goal.	
Objective (Strategic)	Parsimony	Ensure the transparent and distributed ability to control the societal system.	Control systems engineering

TABLES

Table 7. Execution > Project Lists*: Project list of human need factors (simplified).*

Human need factor	Other names for need	Risks to need fulfillment	Location	Use
Self-actualization	Self-growth, self-development, transcending	Destruction of motivation	Motion	Learning
Ego	Relatedness, affection and connection	Destruction of self-integration	Cognition	Thinking
Social (love, friendship, belonging)	Relatedness, understanding	Destruction of truth	Integration	Building
Safety (freedom from threat and danger) avoid pain	Existence, cooperation	Destruction of trust	Condition	Cooperating
Physiological (air, water, food, warmth)	Existence, subsistence	Destruction of environment	Location	Sustaining
Subsistence need factors	**Sub-composition**	**Risks to need fulfillment**	**Location**	**Use**
Air	Control temperature, humidity, impurities, quantity, view	Pollution, destruction of natural cycles, and equilibrium	Atmosphere	Atmosphere use
Water	Increasingly supply source (ground, sea); control of supply, termpature and impurity	Pollution, destruction of marine life, sinking of cities, frequent flooding	Storage surface and water use	Water use
Food	Improved cultivation and productivity; control of food quality, variety, and supply	Chemical contaminatios and diseases; distruction of wildlife, forests, and fishing grounds	Cultivation surface and food materials use	food use
Shelter	Improved living and working buildings and materials of construction; better services and land uses	Artificial surroundings and anti-social living and working, destruction of the beauty of nature	Land and infrastructural materials use	Non-human-use transformable materials use
Clothing	Efficeint production of high quality clothing	Exploitation of non-renewable resources, manufactured obselesence and degredation, and manufacturing artificial social demand	Storage and on-person materials use	On person or other animal
Health	Reduction in mortality; increase in health span; increase in life span expectancy; controlled birth; bettern medical care	Population explosion; break in family and friendship structure; dis-ease	A process with centers for medical technologies and procedures	Long-term or critical usage
Subsistence need factors	**Sub-composition**	**Risks to need fulfillment**	**Location**	**Use**
Environment	Access to nature; a healthy environment	Destruction of environment	-	-
Economy	Access to equal services	Destruction of efficiency	-	-
Work	Meaningful work; productivity; autonomy	Destruction of contribution	-	-
Time balance	Flow cycle	Destruction of circadian cycle	-	-
Health	Physical ability, physiological feeling	Destruction of body cycle	-	-

TABLES

Human need factor	Other names for need	Risks to need fulfillment	Location	Use
Psychology	Self-acceptance; optimism; meaning	Destruction of mental cycle	-	-
Social support	Care, feeling belonigng and love	Destruction or obfuscation of cooperation	-	-
Safety	Trust	Destruction or obfuscation of abundance	-	-
Learning	Lifelong contribution and exploration opportunities	Destruction or obfuscation of information	-	-
Recreation	Playful game and artistic exploration	Destruction of play	-	-

Table 8. Execution > Relationship Development*: Demonstration experience criteria for the facilitation of relationship development and understanding.*

Role	Measure (destination = city/cities in a community-type society)
SELECTION	
Selection	The extent to which the destination is chosen over others.
Identification	The degree of recognition/association of the destination.
Differentiation	The lack of confusion with other destinations. The lack of confusion with other projects and organizations.
Anticipation	The extent to which the demonstration/showcase generates a desire to visit the destination. The intensity of the desire to visit that the demonstration/showcase generates.
Expectation	The nature and importance of the specific benefits the visitor expects to realize from the destination experience.
Reassurance	The extent to which the project proves a "cloud of comfort" for the visitor - a feeling that all is, or will go well, at the destination.
RECOLLECTION	
Recollection	The ease, frequency, and strength of recall of the destination experience (via demonstration/ showcase). The extent to which the project/brand helps create memories of the destination and the visitor's experiences. The intensity or warmth of memories elicited. The degree of comfort provided that the future/current choice was/is a sound one.
Consolidation	The ability of the project to serve as a catalyst to tie together the many "bits" of memory of the destination experience
REINFORCEMENT	
Reinforcement	The ability of the project to "cement" a consolidated and coherent memory of the destination experience.
REGENERATION	
Regeneration	The extent to which the project regenerates word-of-mouth enthusiasm and interest from past to potential visitors. The frequency with which word-of-mouth regeneration occurs. The breadth and scope of word-of-mouth among various types of market segments.

TABLES

Table 9. Project Approach > Work: *Work product classification scheme.*

WP ID	Generic work product class	Generic work product description	Generic work product typical characteristics
1	Object	An entity created to serve a purpose, or created in the course of serving that purpose. Its existence is observable and rationalised by its material or behavioural characteristics. It may exist as a complete, partial or exemplifying realisation of a product, be a subordinate part of a product, be a by-product or be a part of an enabling system	identity, name of object purpose, value that caused its creation ownership and responsibility for object status, state and classification of object distinguishing observable qualities and properties functional and behavioural characteristics dimensional and parametric characteristics relationship with and dependencies on surroundings observable interactions or effects on other objects interfaces, connections to surroundings location, position in surroundings safety, security, privacy and environmental regulations
2	Description	An account or representation of a proposed or actual object or concept. It may be a textual, pictorial, graphical or mathematical representation. It may be in a standardised form for human or machine interpretation. It may be a static or dynamic model or a simulation representing reality. It may establish order, structure, grouping, or classification.	object, subject or class represented purpose and applicability of description concerned parties, viewpoints, views range of use, and validity of description accuracy, detail and abstraction level model dimensions, degrees of freedom description language, notation, nomenclature applicable standards, formats and styles representations of function, attributes, properties descriptions of architecture, arrangement, interfaces depiction of composition or form definition of classification, category, ranking, type
3	Plan	A proposed scheme or systematic course of action for achieving a declared purpose. It predicts how to successfully accomplish objectives in terms of specific actions, undertaken at defined times and employing defined resources. It may apply to technical, project or enterprise actions. At a high level of abstraction it may be a policy or, with reference to assets and their disposition, a strategy.	definition of undertaking, purpose and objectives of plan strategy and policy guiding plan plan owner, stakeholders, responsible parties and their authorities plan status, version, reviews and modifications proposed events, actions and tasks predicted timescales, durations, dates of actions assumed dependencies, conditions, constraints, risks allocated resources, labour, facilities, materials planned budget, cost, expenditures defined milestones, results and progress targets decision points and authorisation gates options and contingency actions
4	Procedure	A declared way of formally conducting a customary course of action. It defines an established and approved way or mode of conducting business in an organisation. It may detail permissible or recommended method in order to achieve technical or managerial goals or outcomes.	purpose, outcomes and results of performing actions issuing authority and controls roles, responsibilities and duties actors, their competence and proficiency dependency on requirements, standards and directives achievement, goals, completion criteria definition of transformations and their products work definitions, instructions to act progression and dependencies of action guiding method and practices enabling tools and infrastructure
5	Record	A permanent, readable form of data, information or knowledge. Accessible and maintained evidence of the existence or occurrence of facts, events or transactions. It may take the form of a journal chronicle, register or archive. It may contain the information to confirm achievement of performance, fiscal or legal conditions or obligations.	record identity or title content, description and reason for record ownership, origin and authorship practices, agreements, commitments and regulations applying to record authorities and condition of storage, retrieval, replication and deletion medium and format of record location, conditions and periods of storage applicable information privacy, security and integrity declaration of status, configuration and baseline information information on audit, validity and history

TABLES

WP ID	Generic work product class	Generic work product description	Generic work product typical characteristics
6	Report	An account prepared for interested parties in order to communicate status, results or outcomes. It is a result of information gathering, observation, investigation or assessments, and it may impart situation, affects, progress or achievement. It serves to inform so that decisions or subsequent actions can be taken.	purpose or benefit of repot source, author and authority to report interested parties, recipients, distribution knowledge, understanding communicated information, data, facts and evidence contained analysis, inspections and audits employed timing, validity, condition of information use dependence on circumstances, constraints and assumptions reported status, results, achievements, conformance, compliance or outcomes identified faults, failings or errors inferred patterns, trends or predications conclusions, recommendations, rationale
7	Request	A communication that initiates a defined course of action or change in order to fulfil a need. This may originate or control on-going action based on an agreed plan or procedure. It may result in a proposal or plan of action. It may take the form of a solicitation, requisition, instruction or demand for a resource, product, service or an approval to act.	objective, purpose or outcome of request expression of a demand, need or desire communication of enquiry, solicitation or an order to provide initiation of supply, provision or support definition of action, change or exchange identification of required products, services, capability or resources authorisation of tasking or commitments specified terms, conditions to act, agreement conveyed required availability of requested provision communicated
8	Specification	Criteria or conditions that place limits or restrictions on actions, attributes or qualities. It establishes measures or qualities for determining acceptability, conformance or merit. It may be required as part of an agreement or contract.	definition of needs, expectations and circumstances statement of requirements definition of constraints and conditions standards and regulations invoked dimensions of achievement and outcome criteria of conformance, correctness and compliance definition of measures, indicators, limitations, values, and thresholds statements of action and conduct required functions, performance, behaviour or service levels definitions of interfaces, interaction, location and connection conditions of acceptance, permissible exceptions and deviations conditions of change and variation

TABLES

Table 10. Execution > Project Lists > Non-Functional Requirements: *Service quality determinants assessment criteria.*

Determinants of quality of service (service quality determination, functional quality requirements)	Description	Satisfaction (dissatisfaction) rating
Attentiveness / helpfulness	Sufficiently useful	
Responsiveness	Sufficiently timely	
Care	Sufficiently precise	
Availability	Sufficiently working	
Reliability	Sufficiently dependable	
Integrity	Sufficiently trustable	
Friendliness	Sufficiently free of aggression	
Courtesy	Sufficiently respectability	
Communication	Appropriate sharing of information	
Competence	Sufficiently skilled	
Functionality	Sufficiently useful	
Commitment	Sufficiently complete	
Access	Appropriate logistics	
Flexibility	Appropriate customizability	
Aesthetics	Appropriate beauty	
Cleanliness/tidiness	Organization without dirt	
Comfort	Appropriate challenge	
Security	Appropriate safety	
Safety	The design of the system should assure that nothing dangerous would ever happen due to the design.	
Reliability	The system should work and achieve its goals, possibly under any external circumstances.	
Reusability	The ability to reuse without significant changes. Reuseability is not the same as reliability.	
Admissibility	The system should provide only admissible decisions or conclusions and should satisfy any constraints imposed on it.	
Quality	The system should satisfy certain standards, especially satisfy explicit and implicit standards and user requirements.	
Efficiency	The system should work in possibly most efficient way (perhaps even optimal) and should be specified in an efficient way (e.G. With use of minimal number of rules, in the simplest form, etc.).	
Consistency	Problems of internal consistency refer to a case when consistent application of the rules may lead to ambiguous or inconsistent results.	

[Plan] Contribution Service System

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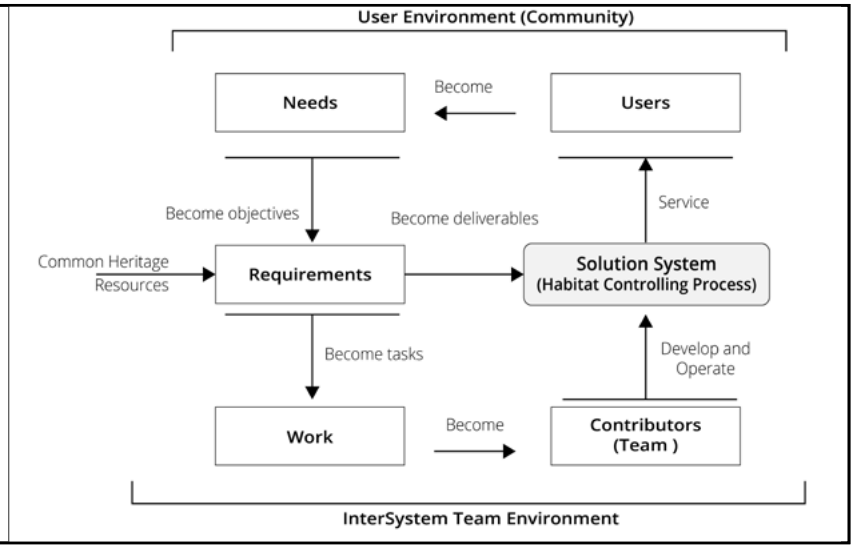
Abstract

An intersystem team of contributing users explicate their requirements and resolve their issues to sustain the production of a habitat service system that works for everyone. Teams are cooperative "units" of work. In a complex societal system, sub-teams work among and between one another; they are intersystem (or, interdisciplinary) in their approach. Project team members are able to, and do, complete project tasks. Teams are accountable for doing work and for the results of work. This is the planned execution of a contribution service system -- a plan of the execution of a contribution service system.

Graphical Abstract

Figure 4. *An intersystem team of contributing users explicate their requirements and resolve their issues to sustain the production of a habitat service system that works for everyone.*



1 Introduction

A.k.a., Participation service system, team or group contribution service. Volunteer coordination service, service oriented architecture.

ASSOCIATION: *This section is linked to a related section of The Lifestyle System Standard entitled "Service Contribution Cycle".*

Contribution is the voluntary use of oneself to access common societal resources as part of a coordinated societal team contributing for mutual societal benefit. The Contribution Service System is the system that coordinates access to the societal contribution team (i.e., the HSS and WG teams). Essentially, a community-type society involves a societal contribution project (i.e., a project to support contribution to the societal system).

A contribution service system is essentially a project and system that procedurally coordinates human contribution. Herein, contribution is an [InterSystem] interaction.

A contribution service system as an open system that is:

1. Capable of improving the state of another system through sharing or applying its resources (i.e., the other system sees the interaction as having value), and
2. Capable of improving its own state by acquiring resources and doing work (i.e., the system itself sees value in its interaction with other systems).

The size (in persons) of a team in a contribution-based environment has one quantifiable and one qualifiable characteristic:

1. Quantifiable by a task analysis: The number of people and roles required to complete a project.
2. Qualified by intrinsic motivation: The quality and presence of people available to do a task. In a contribution-based system, the number of people on a team is directly proportional to the number of intrinsically motivated humans (i.e.,, "superstars") that are present.

The largest problem (currently) associated with a contribution-based system is that people (Read: contributors) can "bailout" and/or walk away at any time.

2 [Contribution] Service system interactions

A.k.a., Service-oriented architecture.

In community, services (including production) require contribution [to the service]. Hence, the first type of service interaction is contribution. From contribution then comes habitat services and working standards.

A general contribution service system includes the following interaction types ("episodes"):

1. Service interaction.
   A. Not a service interaction.
2. Welcome non-service interaction.
   A. Not welcome non-service interaction.
3. Proposal communicated.
   A. Proposal not communicated.
   B. Agreement not reached.
4. Realized contribution objectives.
   A. Not realized contribution objectives.
5. Dispute.
   A. Not a dispute.
6. Violation (criminal) interaction.
   A. Not a violation (non-crime) interaction.
7. OK/restorative resolution for all interested.
   A. Not OK/restorative resolution for all interested.

The following provides additional procedural flow elements for service system interaction types:

1. Many interactions between individuals and contribution service systems are not service interactions (i.e., result in objectives completion), but nevertheless the interaction may be welcomed by both. Simple awareness of what contribution is occurring is of this type.
2. A proposal may not be successfully communicated or understood by the contribution service system, and so the interaction may be aborted. A proposal may be communicated, but activities within the contribution service systems may not lead to an agreement, and so the service interaction may be aborted (e.g., potential contributor cannot show qualification where qualification is required).
3. The objective of a proposed service interaction may not be realized, and it is possible that no dispute arises.
4. When a dispute arises, the outcome can either be a successful resolution that is acceptable to all the stakeholders, or a resolution that is not acceptable to all the stakeholders. Disputes and how effectively they are resolved is an important mechanism for learning and improvement of

service systems. Disputes arise from hazards, and some are well studied, and all are bounded by rationality and restoration

5. When the interaction between individuals and service systems is not welcome by one or both service systems, a judgment (justice value inquiry) must be made as to the severity of the unwelcome non-service interaction.
6. In some cases, the unwelcome interaction may in fact be a violation of the decision system (illegal/ criminal) activity. If it is a criminal activity, a series of activities undertaken by several service systems interacting can result in restorative justice if the individual(s) is caught ("accounted for"), or in the case of no justice occurring if the individual(s) cannot be caught ("accounted for").

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3 [Contribution] Service system coordination

Coordination of the contribution service necessitates coordination of the following phases and sub-elements:

1. Orientation
   A. Understanding
   B. Alignment
2. Admission
   A. Screening
      1. Alignment
      2. Qualification
3. Agreement
   A. Agree [to values, rules, and actions]
   B. Commit [to a service identity]
   C. Act [with others to be of service]
4. On-Boarding (starting contribution)
   A. Joining
   B. Understanding and Agreeing
   C. Training
5. Contribution
   A. Action within the service system.
6. Monitoring
   A. Observing
   B. Re-orienting
   C. Discipline
7. Off-boarding
   A. Stopping contribution (a.k.a., ending contribution)

The following are requirements for coordinated work upon/within society:

1. Establishment of socio-technical organization(s).
   A. Information working group.
   B. Material operations team.
2. Appointment of coordinator to socio-technical organization.
3. Approval of roles, scopes and programmes of work of socio-technical organization.
4. Procedures on the establishment and dissolution of sub-organizations by socio-technical coordinators.
5. Allocation of priorities, if necessary, to particular items of socio-technical work.
6. Coordination of the socio-technical work, including assignment of responsibility for the development of standards regarding subjects of interest to several technical committees, or needing coordinated development; to assist it in this task, the technical management board may establish advisory groups of experts in the relevant fields to advise it on matters of basic, sectoral and cross-sectoral coordination, coherent planning and the

need for new work.
7. Monitoring the progress of the socio-technical work with the assistance of the public, and taking appropriate action.
8. Maintenance of the standards and other rules for the socio-technical work.
9. Maintenance of the operating systems and software for the socio-technical work.

3.1 Contribution service system roles

The necessary types of competence to sustain a functional community-type habitat service system:

1. **Socio-technical competence** - competence on a working group developing information systems or on a team operating habitat service systems.
   A. Working group competencies necessary.
   B. Habitat service team competencies necessary.
2. **Scientific-systems engineering competence** - competence in a scientific and habitat service system disciplines.
   A. Decision inquiry competencies necessary - here, decision inquiry requires scientific discipline competency and systems engineering competency.
3. **Population-wide competence** - how much of the population is capable of competing this task, if committed. Because, the users are also the producers (i.e., producers have a direct relationship to the social product).

In the social-State, there are several principle types of competencies (as in, roles):

> *Note: These are transitional roles; roles for transitioning to community.*

4. **Production competence** - competence in n transforming resources into products. An individual may have a role in a production cooperative organization, which are networked (over time) into a network system of production cooperatives.
5. **Planning competence** - competence in socialist economic calculation and data integration. An individual may have a role as a State economic planner or planning coordinator.
6. **Scientific competence** - competence in the scientific disciplines. Information inquiry developers.
7. **Policing-restorative justice competence** - competence in resolving conflict in an increasingly humane and fulfillment-oriented way, following in an increasing manner a set of socio-technical standards for community. An individual may have a role as in the policing-restorative justice system.

> ** In this context, government takes on personnel with roles in economic competence and scientific competence. The State is encompassed by a policing-restorative justice system that seeks to resolve conflict in an increasingly humane and fulfillment-oriented way. Instead of competing, business begin to within themselves, and between themselves, form cooperatives foundations of information transparency and joint decisioning.*

In the market-State there are several categories of competence (note: in the market these are typical categories for "success"):

1. **Technical competence -** technical labor.
2. **Social competence** - social labor.
3. **Entrepreneurship competence (business, enterprise, capitalist)** - business ownership.
4. **Financial competence** - financial asset ownership.
5. **Political influence competence** - political-financial influence.

3.2 [Contribution] Orientation

> **INSIGHT:** *When one of us receive contribution, all of us receive the contribution.*

A high-level, generalized overview of orienteering for community may include:

1. Getting people excited.
   A. Lead by example
2. Getting people an understanding of community.
   A. Orienting refers to helping and supporting people as they transition to an understanding of community.
3. Getting people oriented, qualified, and in agreement.
4. Getting people to build and develop the working standards and physical habitat.
   A. Getting working groups filled.
   B. Getting teams filled.
   C. Software development for on-boarding, filling roles, sustaining an accounting of service.
5. End goal: Getting people on the ground living it.
   A. Here, orienting refers to helping and supporting people as they transition to living in community.

In general, a useful orienting environment has the following two characteristics:

1. The technologies of well-being appropriately dominate the space, so that human beings learn how to be well and to operate wellness inducing systems.
2. The orientation environment is one of comfort and

appropriate challenge. The first step to healing is being comfortable: either making oneself comfortable or arranging the environment so that one is comfortable.

A. We perform best when we are comfortable, which means we perform best when we:
   1. Have a comfort inducing environment.
   2. Have enough knowledge and training to be comfortable in an given environment
   3. Make ourselves comfortable even though there is high uncertainty.

3.3 [Contribution] Agreement

A.k.a., Statements of agreement, agreement of mutual expectations, agreement fields, decision agreements, contribution proposals, contribution description, contribution contract, contribution charter.

Agreement statements ensure an understandable accounting of a person's behavior, orientation, and decisioning within a given environmental system, whether that be societal in general, or as a member of a habitat service system team and/or working group, or even as a user of the habitat service system. In a community-type society, expectations for contribution and the contribution environment are agreed upon within the Contribution Service System. Contribution admissions are based upon a mutual agreement of expectations.

Every society, socio-technical organization or activity group that includes human beings is always started with a set of agreements. At some point in history it was decided that it was okay to force others into your agreements. These became laws. It is possible to notice that agreement is all that is necessary between people for operating together in coordination of their mutual fulfillment. Agreement between individuals working toward a common direction is necessarily for mutual benefit (more simplistically, agreements protect and support all involved).

Note that a universal contribution agreement document/charter identifies to *what*, *when*, and *how* "you" agree to be accountable for "your" contributions. All contributors have a public [contribution] profile showing their past contributions (in the market, this profile might be called a resume). Work agreements become public on the contributor's profile.

There are four general categories of agreement:

1. **Universal agreements** - agreement between individuals of a common vision and plan for society that ensures reliability and optimization of mutual well-being. There are only universal agreements in a community-type society. Universal agreements are often societal-type agreements, meaning that they are agreements that set the direction of re-construction of a society.

A. Organizational agreements - agreement between individuals within a common organization. For example, individuals serving a common project [of service] for society that ensures reliability, optimization, and completion services to meet human needs. Because, society requires accountable individuals to contribute effort as part of teams and working groups, which are the primary structural contribution organizations that make up society. Organizational agreements allow for the contributed modification and operation of societal service systems. Agreements between people contributing to (i.e., working on) a societal team or working group. Organizational agreements allow for people to live together in habitats (co-habitat).

   As part of the organization, it is expected that contributors have:

   1. *Agreement over data* collection and processing procedures.
   2. *Agreement over priorities*, values, and objectives.
   3. *Agreement over a decisioning* resolution procedure.

      As part of a working team it is expected that contributors have knowledge and skills around (i.e., these are basic agreement competencies to be part of any team):

      i. Work education process: How does someone become an accountable member of a team or working group? There is agreement of the procedure.
      ii. Work exit process: What is the exit process from a team or working group? There is agreement of the procedure.
      iii. Work investigation process: What happens when someone does not follow agreements? There is agreement of the investigation procedure.
      iv. Work intention process: How does the work align with community/user intention? There is agreement that the work will align rationally with community/user intention.
      v. Work time process: Is the work complete in a timely process? There is agreement that the work will be complete as required on a time scheduled basis.

vi. Work space communication: How effectively and efficiently is work being communicated within and between teams and groups? There is agreement that the work will be communicated both effectively and efficiently.
vii. Work space process: Is the use of the space and general situation occurring as agreed? There is agreement that the use of the space and orientation of the general situation will occur as procedurally agreed.

B. **Space/access agreements** (because activities happen in physicality and necessitates individuals interfacing) - agreements between individuals accessing some physical object or volume of space/matter.
   1. Agreement to live in a habitat is a type of organizational space/access agreement. It is the agreement to access a specific local habitat as a member.
C. **Personal agreements** (because individuals make personal agreements with one another) - agreements between individuals that are not part of the societal decisioning system (i.e., "non-regulated" agreements).

The following are the different categories of possible agreement statements. These are the principle agreement categories (agreement fields). Note that a single agreement statement may overlap these categories):

1. Universal agreement statements.
2. Behavior agreement statements.
3. Organizational agreement statements.
4. Access agreement statements.
5. Space agreement statements.
6. Team agreement statements.
7. Project/task agreement statements.
8. Service agreement statements.
9. Societal agreement statement.

Universal agreement fields and organizational agreements ensure teams operate effectively and efficiently. Teams are important to carry out operations in a habitat using common resources and with data using shared information systems. When individuals interact with others towards a common goal it is important to form their organizational agreements first. There are several common types of organizational agreements:

1. Universal agreements - Societal Specification Standard.
2. Space agreements - Behavior and operational standards for access to space (materiality, technology, areas, etc.).
3. Team agreements - Accountability and qualification agreements for access to teams and InterSystem services/operations.
4. Organizational agreements - Project planning and plan agreements.

Coordination among individuals requires standards and standard tools for co-operation:

1. Flexible tasking for intrinsic motivation and optimal performance.
2. Motivation, access and tools for cleanliness/ organization.
3. Motivation for order (creating and sustaining).
4. Motivation for discipline (doing what is agreed).
5. Motivation for preventative maintenance (planning).
6. Stable involvement of core teams and personnel (InterSystem Habitat Service Team and Working Groups).
7. Long-term training of teams and personnel (facilitated, exploratory learning).
8. Cooperative relationships among teams and personnel (community values).
9. Communication and coordination among teams and personnel (standards of operation).

In concern to agreement to contribute to society, each service contribution involves three main activities that make up as service interaction:

1. Proposing a contribution to community through the InterSystem Team (proposal). Proposals may be generated by individuals or the contribution service system.
2. Agreeing to a proposal (agreement). Committing through a coordinator to carry out objectives.
3. Realizing the proposal (realization). Coordinating an individuals behavior with accountable entities and carrying out defined tasks to complete contribution [project] objectives.

The standard procedure for agreeing to a service contribution role in a working group or habitat service team (or even on the transition team) is:

1. **Identify** service contribution agreements - identify fillable service contribution positions.
2. **Agree** to service contribution agreements - qualify and agree to service contribution position.
3. **Assignment** to a service contribution - service identifier assignment.
4. **Act** based upon service contribution agreements - fulfill agreed upon service contribution duration.

Herein, a contribution proposal is essentially a formal contribution description/charter (or, contribution

contract). The charter/description might be for a single well-defined service contribution interaction, or for an ongoing series of interactions not completely defined (e.g., signing an team or work group agreement document). Agreements to the InterSystem Team are all formal, codified in an explicit or tacit contribution statement document (contribution contract) that is committed to by a contributor.

Two core types of societal systems-based proposals are:

1. **Commitment to habitat service teams (habitat teams)** that operate on local habitat service systems
2. **Commitment to working groups (standards groups)** that develop information and software systems.

Service proposals can be of several types of duration:

1. **Age-based service contribution (higher education service contributions)**. For example, when a human reaches a certain age, they contribute for a certain number of years. Those who contribute here are more likely to have a longer hourly, weekly, monthly contribution-effort cycle than long-term contributors.
2. **Continuous service contribution (continuing service contribution)**. For example, someone who commits to contributing continuously through some hourly, weekly, monthly cycle. Coordinators are often continuous service contributors. Once age-based service is complete (in the case that it is present at all) some people may choose to stop contributing all-together, and others may take up a form of continuous or cyclical contribution.
3. **Temporary service contribution**. For example, a commitment to serve for a temporary period of time to complete some project objective(s).

Proposals for contribution have the following procedural elements:

1. Proposals for contribution to the InterSystem Team by means of the Contribution Service System can either be agreed-to or rejected by the coordinators within the contribution service system (and where appropriate, the community population as a whole).
2. Agreed-to proposals can be successfully realized by completion of objectives under the rule of societal decisioning conditions.
3. Agreed-to proposals can fail to realize the completion of objectives, and thus, fail to realize the beneficial potential of their completion. The resolution of failures may be handled formally (a.k.a., disciplinary action) or informally. The resolution of all formal failures is handled transparently.

There is one core universal mutual agreement criteria that all service contributors agree to when agreeing to any proposal to contribute to the Community. All proposals for contribution must meet the mutual satisfaction criteria:

> **Criteria:** *All proposals must meet a real, universal need or preference of others.*

There is no direct "service to self" here, other than intrinsically motivating factors. The service herein is to the whole population, which in turn, produces the best environment for benefiting the self. The "service to self" is direct in an intrinsic way and is indirect in an extrinsic (e.g., material access) way.

3.3.1 Behavioral agreements

> *A.k.a., Behavioral contracts, space agreements, access agreements.*

If we are going to live with each other, we need to identify a set of agreements to specific behaviors. At the InterSystem level, contributors agree to specific roles, accountability, and actions. At the community user level, individuals agree to specific user behaviors (e.g., not engaging in battery or assault, not intentional damaging equipment).

3.4 [Contribution] Admission protocol

> *A.k.a., Enrolment protocol.*

Admission means selection to a team/group while in a pool of possible contributors.

The conditions of a change of enrolment include, but may not be limited to:

1. Intrinsic interest - stated preference.
2. Availability.
   A. Of job.
   B. Of contributor's time.
3. Certifications and tests.
   A. Pass a test.
   B. Sufficient number of hours.
   C. Sufficient generalization of work experience.
4. Election to role via voting.
   A. Who gets to vote?
      1. Everyone votes directly.
      2. Only some people vote directly.
         i. Only honorary members get to vote. For the selection of someone who is to occupy a role with the highest level of responsibility for work in societal contribution, or whose

job is the most demanded, role occupation may be through voting in an election [of peers]. Here, it is not the workers who have the voting ability; instead, it is the "honorary members" of the contribution service who have the vote. The "honorary members" are those who have just completed their contribution time and/or have already entered the liberation phase of their life. A decision inquiry may be designed to relate to the protocol for this decision. Such an inquiry protocol may involve a period of transparent peer critique before the election. In a sense, the method of electing persons to specific jobs by votes by retired contributors is the application, on a societal scale, of the plan of society by alumni/graduates of the community education and contribution life phases.

Selection to a team/group may include a variety of factors:

1. Previous work experience may be a factor:
   A. Reputation for having done work assessed by others may be a factor in selection.
   B. Acquisition of experience in the form of knowledge, skills, and tools to complete accountable tasks in appropriate time may be a factor.
2. Identify all work in a plan.
   A. Availability of work is a factor: a plan exists that identifies all work roles, and whether or not they are occupied.
   B. Disirability of the role is a factor: contributors identify in a database their desired roles from all available roles.
   C. Projectability of the plan is a factor: a project exists to complete tasks per requirements to produce deliverables that meet objectives through actions taken by human and machine entities.
3. Identify the human organization of work to be done:
   A. Decidability of work is a factor: a protocol exists for deciding who will do work.
   B. A coordinator for the 'team' is selected.
   C. The working team members are selected for the 'team'.

3.5 [Contribution] On-boarding

A.k.a., Organizational socialization, acclimatization, employment, admission and training, entry into duty, joining the team (or working group), work identity integration, teamwork orientation and operations.

The process of joining, coming up-to-speed, acclimatizing, and learning organizational procedures is sometimes known as on-boarding. Acclimatization is the process of bring people up-to-speed on an organization. As an organization is forming it is expected that the cohesion will increase over time.

The process of onboarding involves the process of building contribution engagement, which involves the following steps.

1. **Align:** Identify interests, visions, understandings, needs, and purpose.
2. **Comprehend:** Understand work to be completed, team roles, and available models and methods.
3. **Agree/accept:** Qualify for and select a position on an InterSystem team. Agree to tasks, procedures, access, and accountability.
4. **Act:** Work as a member of the team toward project objectives by completing deliverables following agreed upon procedures.

3.6 [Contribution] Qualification

The following are some ways of determining qualification for a particular team and/or working group:

3.6.1 Prior experience

In some cases, prior experience (prior work/contribution) may be required in order to qualify for a particular team or working group. Note here that prior external experience can be accounted for easily in a community-type society, because of its unified information and contribution system. Where prior experience is necessary, the following types of effort may be identified and used as a means of determining feasible role positioning:

1. [Prior effort] Prior experience may be accounted for by the demonstration of work on a prior project, by resume, by social network profile.
2. [Current effort] Prior internal [organizational] experience. For example, being a member of a working group for at least 3 months.

3.6.2 Sponsorship

A.k.a., Nomination, recommendation.

In some cases, contribution to specific roles may not require sponsorship (nomination or recommendation). In other cases, the recommendation of a person taking on the role of a "sponsor" or "nominator" is required. In other cases, recommendation to/for group or team placement may come through a decision algorithm.

If there is sponsorship, then the following procedure may apply:

1. Someone is sponsored ("recommended") by some number of active members (possibly growing as the organization grows). Note the following requirements for sponsors:
   A. Sponsors must have close interactions with the prospective member - e.g. code/design/proposal review, coordinating on issues, etc.
   B. Sponsors must be active members who have contributed in any repo in the auravana org.
      1. A sponsor in the Auravana organization may sponsor someone for the Auravana organization as long as it's a project they're involved with.
      2. A sponsor who is an coordinator (approver/reviewer) in any of the related Auravana organization can only sponsor someone for the projects they are associated with.
   C. If a sponsoring member becomes in-active, then another sponsoring member must be sought and assigned.
2. If there are sponsors, open an issue within the Auravana repo.
   A. Ensure sponsors are @mentioned on the issue.
   B. Complete every item on the checklist (preview the current version of the template).
   C. Make sure that the list of contributions included is representative of your work on the project.
3. If there are sponsors, Have your sponsoring reviewers reply confirmation of sponsorship:
   A. Once sponsors have responded, the request will be reviewed by the Auravana GitHub Admin Coordination Team, in accordance with their contribution service agreement (CSA). Any missing information will be requested.
4. No objections from other approvers (coordinators).

3.7 [Contribution] Screening

Screening occurs at important boundaries. Potential boundaries include, but are not limited to:

- City entry could be a process rather than a person.
  - For example, a city entry procedure may be: Screening > Orientation > screening > healing and restoration sessions (contextual) > entry orientation > full entry into [community-habitat] system.

Screening filters out serious potential risks.

- For example, screening for migration to a habitat service system may, in its early phases involve the screening of candidates to decidedly limit those who have major debt in the market-State. This is just an example and may not be an actual filter in this contribution system.

Planned InterSystem Team contribution tasks (member/personnel administration) include, but are not limited to:

1. Registration - Shows interest and provides contact information.
2. Schedule
3. Track access and edits/changes
4. Monitor progress
5. Act as a point of contact for all participants
6. Collect issues
7. Prepare and provide documentation to internal groups/teams

3.7.1 Reputation

Someone (or, some service system) with a good reputation in the population of service systems is expected to be able to achieve the contribution objectives. The realization of contribution objectives over time produces a higher reputation.

3.7.2 Assimilation

Assimilation of some cultures and ideologies into a community-type society is not likely or high uncertainty. Screening ensures that those who are passing the boundary of community cannot hold an ideology that does not:

1. Tolerate criticism. Can/does the ideology tolerate criticism?
2. Tolerate apostacism, leaving the belief system.

An ideology that comprises a set of [religious] beliefs, a military doctrine, and political agenda likely cannot assimilate separate from community. Such an ideology will eventually create a parallel society and system of justice outside of community. As the demographic population holding this ideology increases, this situation could significantly worsen. As the pollution grows they are more and more able to impose their beliefs and their system of laws on the total population. There are really problems created when foreign and antagonistic cultures are brought in to a standard harmonistic culture. Are they coming for the values or are they coming for the easy access and uninterested in integrating community values? If a society continuously imports people of a different culture, eventually you lose your values and those of the imported population become dominant.

> **NOTE:** *Keltner and Piff in laboratory research have found that small psychological interventions, small changes to peoples values, small nudges in certain directions can restore levels of egalitarianism and empathy. For*

instance, reminding people of the benefits of cooperation or the advantages of community caused wealthier individuals to be just as egalitarian as poor people. (Piff et al., 2015)

It is important to assess the impact of inclusion of a population with a different value system and ideology to a community population:

1. Social Impact assessment for inclusion into the community.
2. Decision impact assessment for inclusion into the community.
3. Lifestyle impact assessment for inclusion into the community.
4. Material impact assessment for inclusion into the community.

3.7.3 Psychological value and behavior tests

Generally, psychological tests intend to discover someone's direction, orientation, and approach to life (i.e., their psychological disposition to life). The results of this test reveal values and likely behaviors given particular situations.

Psychological value test for screening persons for community inclusion include:

1. Psychological tests to pass or deny applicants. These apply to sensitive access InterSystem Team positions only; may apply elsewhere)
   A. Psychological values questionnaires and similar tests exist to measure the values someone has.

3.8 [Contribution] Monitoring and control

Teams and groups must be disciplined with respect to deadlines and timetables. Coordinators must monitor work performance to work is of standard quality and all current members are active.

3.8.4 Contribution process integrity

Members are expected to participate fully in the working groups or teams process (e.g., attending meetings, providing input or monitoring discussions) and should formally withdraw if they find that they can no longer meet this expectation. Working group and team members may request a review by the Coordinator if a member disrupts the work or decision-making of the group as a result of inconsistent participation. It should be noted that there are no rules or requirements as to what constitutes sufficient or adequate participation, this is an assessment that each member should make individually.

If a member feels that these standards are being abused, the affected party should appeal first to the Coordinator and, if unsatisfactorily resolved, to a higher system coordinator. It is important to emphasize that expressed disagreement is not, by itself, grounds for abusive behavior. It should also be taken into account that as a result of cultural differences and language barriers, statements may appear disrespectful or inappropriate to some but are not necessarily intended as such.

3.8.5 Contribution process integrity procedures

This section contains procedures for handling any member that is perceived to be persistently and continually obstructing the working group or team's efforts. The Coordinator, in consultation with the other Coordinators, is empowered to restrict the participation of someone who seriously disrupts the project work. Any such restriction will be reviewed by the Contribution Service System Team. Generally, the participant should first be warned privately, and then warned publicly before such a restriction is put into place. In extreme circumstances, this requirement may be bypassed. This restriction is subject to the right of appeal.

3.8.6 Discipline

In part, coordinators are present to record issues with contribution and decided a "disciplined" response with respect to deadlines and timetables in order to avoid increased fulfillment uncertainty. Similarly, to avoid re-discussion, coordinators have the responsibility of ensuring that their technical standpoint is established taking account of all interests concerned at project level, and that this standpoint is made clear at an early stage of the work rather than, for example, at the final (approval) stage.

Like any organization with principles and rules, and operated in a coordinated manner, it is essential to set understandings (and sometimes identify limitations). Hence, team members in community are expected to demonstrate their adherence to the principles in this document, and the other master Societal Specification Standard (SSS) documents.

3.8.7 Contribution integrity procedures appeals process

Any member that believes that his/her contributions are being systematically ignored or discounted or wants to appeal a decision of a coordinator should first discuss the circumstances with the coordinator. In the event that the matter cannot be resolved satisfactorily, the member should request an opportunity to discuss the situation with the Contribution Service Team Coordinator.

3.9 [Contribution] Organizational charter

A.k.a., Group charter construction, team charter construction, organizational charter

construction, organizational statement of purpose, objectives, and work, organizational contract.

A "charter" is an organizational statement of purpose, objectives, and work for some organization, generally working groups or teams. The group/team charter ("charter") describes the purpose, scope, and structure of the group/team:

1. It includes the materials, programs, objectives, deliverables to be developed and/or operated by the group/team.
2. It includes a proposed schedule for activities.
3. It identifies the objectives, strategies, procedures and plans of the organization.

For example, a charter might include statements of actionable agreement:

- All group/team meetings are announced and open to all group/team participants (members).
- All group/team meetings are recorded (unless technical insufficiency) and posted to a communication channel that is available to all participants.
- The group/team is open to participation by any Member who meets the criteria as stipulated in the Charter.
- Unless stipulated in the Charter, all materials*, including drafts, must be made available to all participants.

** Materials are assets that are created by a group/team. An asset could be a technology roadmap, test suite, tutorial, collateral, documentation, specification, technology, etc.*

In concern to the duration of the organization as specified in the charter, it is expected that some groups/team will exist for a specific period of time to accomplish a specific objective, and others will continue for an extended period of time.

3.10 [Contribution] Work description

A.k.a., Job description, role description, service description, service work description, contribution work description.

The service contribution description (job description) for all teams/working group membership includes:

1. **Member purpose (a.k.a., job purpose)** - State the purpose of the member's participation on the team/group.
2. **Member role (a.k.a., functional assignment)** - Identify the functional role in the contribution service system.
3. **Member identifier** - Identify the member as a unique entity in the contribution service system.
4. **Accountabilities and responsibilities (a.k.a., duties)** - State the items that the member is accountable and responsible for.
   A. Objectives (goals)
   B. Tasks (actions/activities)
   C. Conditions (value conditions that qualify decisions)
5. **Qualifications (a.k.a., skills)** - State the qualifications that the member must have to complete the work required by the working group.
6. **Societal standard responsibilities** common to all working groups should be listed, and are as follows (all members of all societal working groups have the following responsibilities):
   A. **Health and Safety** - To take responsibility for your own health, safety and welfare, being conversant and ensuring compliance with the organisation's standards and procedures.
   B. **Training and Development** - To undertake all reasonable training, learning and development activity designed to support you in your role.
   C. **Freedom and Equality** - To be responsible for your own behaviour and act in a manner that avoids and discourages any form of discrimination or harassment.
   D. **Quality Performance** - To be responsible for the quality of completion of the performance of activities as required.

3.11 [Contribution] Decisioning

Consensus, which requires the resolution of substantial objections (significant disagreements), is an essential procedural principle and a necessary condition for the preparation of global standards that will be accepted and widely used. Consensus can come through agreement to a pre-existing protocol, and it can come through a poll. The poll allows for on-demand consensus identification. The agreement to a set of standards/protocols conveys "social consensus".

3.11.8 Consensus designations

The Coordinator will be responsible for designating each position as having one of the following consensus designations:

1. Full consensus - when no one in the group speaks against the recommendation in its last readings. This is also sometimes referred to as Unanimous Consensus.]
2. Consensus - a position where only a small minority disagrees, but most agree.
3. Social consensus - adult agreement to a set of

conditions, rules, and/or standards.

3.11.9 The consensus decision goal

A goal of every group/team is to reach consensus. Thus, each working group member will be expected to:

1. Purpose and goal oriented:
   A. Make the best effort possible to reach consensus.
   B. Share the responsibility of ensuring the success of the process and the quality of the outcome.
2. Level of access:
   A. Keep the working group informed regarding constraints on your decisioning access on behalf of your habitat service team.
3. Continuously informed:
   A. Keep your team or users informed about the perspectives, concerns and interests of the working group.
4. Participation:
   A. Actively participate in discussions and decisions where appropriate. Share the discussion time and decisioning with others.
   B. Vote where ballots exist (not secret, and often must include reasoning).
   C. Bring concerns to other members, coordinators, and facilitators.
   D. Have respect for different points of view and be attentive when others speak.
   E. Ask questions of each other for clarification and mutual understanding.
   F. Identify, verify, and evaluate assumptions when necessary.
   G. Visualize for clear communication and to remove contradictions.
   H. Acknowledge and try to understand other's perspectives.
   I. Deal with differences as problems to be solved, not battles to be won.
5. Discipline:
   A. Stay focused on the task at hand.
   B. Refrain from distracting others through side conversations.
   C. Silence all cell phones during meetings.
   D. Concentrate on the content of the discussions and allow the facilitator to focus on how to promote productive discussion.

Working group (standards development) decisions include the following documentation:

1. Milestones for drawing approval by phase
2. Comment
3. Approval (coordinator)
4. Consensus voting (members)
5. Construction development (of article)
6. Durations of approval cycle compatible with schedule
7. Individual(s) responsible for reconciling comments before return
8. Types of drawings/specifications
9. Data sheets
10. Inquiries

3.11.1 Commenting and comment resolution on standards development

Users with coordinator or member contributor can comment on a draft. Only users with coordinator roles can resolve comments. Comment resolution requires a description and/or explanation of how and why the comment was resolved.

The following resolution options are available for comments:

1. Accept
2. Partially accept
3. Not accepted
4. Noted
5. Deferred

> **NOTE:** *When proposed changes are resolved & shared, by the user clicking the resolve and share button, then they become visible to other users working on the information.*

Commenting input format (comments can be classified with):

1. Description of motivation (may have a precreated list to choose from).
2. Description of comment.
3. Priority tag: high, low, urgent.
4. Topic/tag (may have a precreated list to choose from).
5. Assign to.
6. Agree/disagreed with.

Propose changes (from comments) input format:

1. Description of motivation.
2. Description of proposal (and/or proposed graphic).
3. Type: general, editorial, or technical.
4. Priority Tag: high, low, urgent.
5. Topic (may have a precreated list to choose from).

3.11.2 A common working group standards development meeting structure

Standards are structured documents that iterate and contribute to a structured body of content that is clear, coherent, precise, unified, non-contradictory, and

unambiguous.

Working group experts draft and develop the content within technical committees (working groups). Working groups comment and decide on the content. Decisioning is done through protocols and consensus voting. Auravana coordinators prepare and publish the final product.

Agenda items for the meetings are as follows:

1. Greetings.
2. Review draft material.
   A. Draft material was sent out in advance of the meeting.
   B. Was anyone not able to review or access the draft material?
   C. Start draft review by reviewing updates given by those who had been assigned work (action items) in the past.
      1. Authoring
      2. Commenting
      3. What paragraphs and sentences were modified, added, deleted or changed?
      4. What figures were added, modified or changed?
      5. What tables were added, modified or changed.
      6. Are there any comments or thoughts?
      7. What is the source of the content. Is it original or taken from somewhere else? Is use possible, is citing necessary?
3. Review proposal material.
   A. Show issue, data, discussion for change.
4. Poll working.
   A. All those in agreement say agree.
   B. All those against the change, state objection.
5. New inquiry items will be discussed and action items developed.
6. Review and agree on date of next meeting.

3.12 [Contribution] Meetings and decisions therein

NOTE: *Every meeting will require some amount of work from everyone to produce some amount of useful output. Work meetings are not called for non-work topics.*

In general, in a community-type contribution structure, there are different types of meetings with different types of purposes:

1. The performance-type meeting (may be mixed with technical) - an hour or less every week where the group comes together to look at the performance of the project (should not focus on the performance of individuals):
   A. Metrics and KPI round (between the checkin and project updates round):
      1. Data, metrics and key performance indicators (KPIs) review. Roles read out loud the data associated with their updates/changes of the prior week. Each role has one or more KPIs assigned to them. Each role reports on their metric/KPI. They read out loud the metric of an associated KPI and give a brief report on it.
2. The technical-type meeting - work is complete together simultaneously in order to analyze, synthesize, verify, validate, clarify, contextualize, resolve an issue and/or solution.
3. The project work decision meetings (technical meetings) - does, reviews, and approves of work to complete project.
4. The project personnel control-type meeting - to enrol, de-enrol, and/or speak with someone about project social and/or performance.
   A. Gives everyone on the team the power to propose changes to roles, standards, and how the group/team works. Bring a proposal to a project control ("governance") meeting to introduce a new role that would solve the issue.
5. The project work technical work meeting - in synchronous physical communication project team members do work together.

3.12.1 Residency membership decision meetings

Habitat residency membership decision meetings (a.k.a., governance meetings) - meetings that take place specifically around the purpose/goal/objective of filtering the entrance and facilitating the exit of individuals:

1. Membership working groups meet to determine changes of membership:
   A. An individual's understanding of the project by means of an interview hosted by contribution service coordinators.
   B. An individual's agreed upon statement of acceptance to a set of bylaws that control entrance, existence within, and exit from the habitat.
   C. Whether the masterplan of the habitat can accept a new residential member without reverting to boundary sprawl or creating any form of excessive tension on habitat services and/or internal social relations.
   D. Objections and rejection.
   E. Acceptance and approval.
   F. Necessary market-State transactions.

3.12.2 Contribution service decision

meetings

Project contribution decision meetings (a.k.a., governance meetings) - meetings that take place specifically around the purpose/goal/objective of organizational contribution issues:

1. Contribution service coordinators and working groups meet to determine changes in contribution:
   A. Identities and roles in project.
      1. People enter and leave; roles change; accountabilities change).
   B. Tasks and times for project completion
      1. Identities in conjunction with knowledge, skills, and resources use tools to complete work within scheduled amounts of time and resources.
   C. Gives the contribution service decision working group the power/responsibility to decide changes to: add and remove identities, add and remove projects, add and remove roles.

3.12.3 Meeting coordination

All meetings follow some form of coordination protocol in order to communicate and get work done together. There are multiple effective ways of structure meetings, and different teams may have different meeting structures (protocols):

1. Rounds for meetings (a "round" is people talking around in a circle/group about a specific set of topics):
   A. The check-in round - Every meeting starts with a check-in round, where each person tells what is on their mind and mentions their state prior to entering the meeting.
   B. Project updates round - everyone reports on updates associated with their roles and tasks. Only update on the change the past week (or cycle) and keep it focused.
   C. Build the agenda during the meeting (there may or may not be an agenda before the meeting starts). The agenda may be built during the meeting, and it may be based on tensions (issues). Each group member can call out a tension/issue and it is put on the agenda by the facilitator/coordinator. A "tension" is anything that (is essentially an issue):
      1. Could be better - something isn't working the way it should or could be.
      2. Needs changing.
      3. A source of tension.
      4. An obstacle.
      5. An idea for how something could be better.
      6. Identifying gaps between where we are and where we could be.
   D. The agenda building round starts with people stating issues they would like to add to the agenda and is just a list of items. The coordinator writes down the agenda items as people say them out in a circle. The may all be said out in a circle and then dealt with one by one, or one may be said and dealt with before moving onto the next, then the next, and so on. Everyone should come to the meeting with an idea of what they would like to be on the agenda. There may be people who have no agenda items for the week.
      i. After identifying the agenda items (building the agenda), it is time for handling the agenda items. The facilitator asks, for every item:
         1. What do you need?
         2. What is the issue/tension/etc.?
         3. Make a clear next action for a specific role?
         4. Is this what you need and did this solve your issue?
         5. If sub-project are on the agenda, how do they align with the OKRs (organizations objectives and key results). People may push back here and say, why are you doing this project and how does it align with the objectives and key results of the organization (i.e., larger project)?
      1. No-set agenda: Agenda building circle - go around in a circle and list off agenda items.
         i. Bring a proposal for the changing of a role, the creation of a new role or an amendment to a role, policy, standard, accountability, etc.
         ii. Clarifying questions can be posed. These are only questions about a part of the proposal that someone does not understand.
         iii. Reaction round - each person gives a response to the proposal or a better solution if there is one.
         iv. Objection round - the facilitator asks each person if they have an objection. People respond with objection or no objection.
         v. Integration - the proposal is then ready to be integrated by work after the meeting.
         vi. Check-out - may or may not be necessary if there are lessons to be learned from the meeting.
   E. Pre-set, but flexible agenda: the agenda is set (flexibly) before the meeting by coordinator

upon integration of the working group/teams efforts.

Meeting roles:

1. Facilitator/coordinator guides the meeting and ensures the procedure is followed.
2. Secretary (recorder).
3. Everyone else present to do work, not coordinate or record.

For meetings, there are three secretarial/recording options:

1. There is no note taker ("secretary"); the meeting is recorded, and possibly transcribed.
2. The coordinator is the secretary.
3. The secretary may be someone other than the coordinator another person.

Common meeting phases:

1. Common, every meeting starts with individuals identifying themselves.
2. Common, every meeting ends with objections and next steps.

4 [Contribution] Working members organizational structure

This section outlines the various responsibilities of contributor roles in Auravana (a community-type society). The Auravana project is sub-divided into sub-projects under Societal System categorization. Responsibilities for most roles are scoped to this societal projects organization:

Table 11. *Contribution service organization by role, responsibilities, and requirements.*

Role	Responsibilities	Requirements	Defined by
Community Member (member of general population)	maintain awareness of changes	none	Community-type society standard + team webpage
Global Coordinator (Reviewer + Approver)	review and approve accepting contributions	highly experienced and active reviewer + contributor to a subproject	OWNERS file reviewer and approver entry + team webpage
Local Coordinator (Reviewer + Approver)	review and approve accepting contributions	experienced and active reviewer + contributor to a subproject	OWNERS file reviewer and approver entry + team webpage
Working Group Member (Developer)	develop article	developer of subproject	Auravana WG member + team webpage
Habitat Team Member (Builder & Operator)	build and operate physical systems	operator of subproject	Auravana HSS member + team webpage
Transition Team Member	facilitate transition to community	operator of subproject	Auravana Transition member + team webpage
Consulting Member	available for consultation	time for consultation	Community-type society standard + team webpage

To any societal project there are several high-level categories relating to contribution:

1. New contributors.
2. Continuous contributors (continuing contributors).
3. Members/persons of the larger community that may use the results of the contribution.

New contributors should be welcomed to the community project by existing members, helped with contribution workflow, and directed to relevant documentation and communication channels.

Project Auravana is organized into:

1. Coordinators

   A. Follow the standards in order to meet:
      1. Requirements for execution of projects.
      2. Requirements for fulfillment of human needs.
      3. Requirements for unified information integration.
      4. Requirements for communications coordination.
      5. Requirements for decision resolution.
2. Working Groups
   A. Follow the standards in order to meet:
      1. Requirements for information collection.
      2. Requirements for working documentation.
      3. Requirements for actual solutions.
3. Habitat teams
   A. Follow the standards in order to meet:
      1. Requirements for habitat [services] operations.
      2. Requirements for habitat [services] coordination.
      3. Requirements for habitat decisions.
4. Transition teams
   A. Follow the standards in order to meet:
      1. Requirements for transition [services] operations.
      2. Requirements for transition [services] coordination.
      3. Requirements for transition decisions.

The group of people working on a standard is called, the working group. Every [standards] working group has a coordinator that facilitates communications, integrations, and decisions. The team of people working in habitat services is called, the habitat service team. Every [habitat] service team has a coordinator that facilitates communications, operations, and decisions. The team of people working on transitioning to community is called the transition team.

4.1 Membership

Team members (a.k.a., project members) are active contributors on the InterSystem Team (i.e., on HSS teams and working groups in the community). It is relevant to note here that membership is a someone irrelevant concept to use in relation to everyone (the whole population) of community, because in this sense, every human on the planet is technically a member of community.

Members (of a team/group) are expected to maintain a situational awareness of:

1. What is expected of an understanding?
2. How do I acquire an understanding?
3. What must be done because of this understanding?

4.1.1 Members (participants)

Group/team members as a whole are expected to participate, contribute and drive the work of the project.

There are two types of team/group members:

1. **Participating (P) members (Active members, currently active members)**
   - Active role.
   - Voting obligation.
   - Identify experts
   - Stakeholder engagement within his/her habitat service system.
   - Voted in by habitat team O members.
2. **Observing (O) members (Consulting members, inactive members)**
   - Those who wish to follow.
   - No voting rights in committee.
   - Can make contribution.
   - But do not want to commit.
   - Maybe open to everyone, open to formerly active members, and/or open to active members of the InterSystem Team.

4.1.2 Membership list

A.k.a., Roster, list of contributors, list of people contributing, contribution register, team list, personnel list.

A roster is a list of the people or things that belong to a particular group or team. The membership list of a list of people contributing to the project in a coordinated manner. Herein, there are three primary categories of membership:

1. People who are contributing time and effort (physical or mental).
2. People who are advising and/or consulting.
3. In the market, people are contributing financial resources or required physical resources.
4. In the State, people are contributing documentation and relationship develop with governments.

4.1.3 Additions to the group/team

During the course of its deliberations, the group may determine that it's in the best interest of achieving a quality and informed outcome to add additional members with different perspectives to the working group. Such new members may be added by consensus of the working group.

4.1.4 Sub-groups (and sub-teams)

The group/team may decide to employ sub-groups (sub-teams) as an efficient means of delegating topics or assignments to be completed. Sub-organization members need to have a clear understanding of issues they work on as well as the results to be achieved. The

members of sub-organizations report their results to whole working group for review and approval.

Any member of the group/team may serve on any sub-organization; however, depending upon the specific tasks to be accomplished, the coordinator/facilitator should ensure that the sub-team is properly balanced with the appropriate skills and resources to ensure successful completion. It is recommended that the sub-organization appoints a coordinator who heads up the sub-organization and is responsible for providing regular progress updates to the group/team. There is no need for formal confirmation by the group/team of such a coordinator. The lifespan of a sub-organization should not extend beyond that of the Working Group.

Decisions made by sub-organization should always be shared with the larger group/team and a call for consensus must be made by the entire group/team.

4.1.5 Replacement of members

If a group/team member is unable to serve, given the duration of time and requirements of the group/team, a replacement may or may not be found.

4.1.6 De-enrolling project members

Enrolment and de-enrolment in a role/job is decided by coordinators in a functional hierarchy in conjunction with a contribution service working group, and the individual workers themselves. All potential roles are public, there are task, knowledge, and skill requirements of people for all role/tasks. Preferences are accounted for, but may not be realized.

Contributing to service means that there are performance requirements. In some cases, the performance requirements are higher, and in other cases, lower. For example, participating working group members will be de-enrolled, and re-enrolled as observing members if their behavior meets the following criteria:

1. Failure to vote in two intermediary ballots: will cause a membership downgrade to observing O-member status for a period of 6 months.
2. Failure to vote in one primary ballot: will cause a membership downgrade to observing O-member status for a period of 6 months.
3. Failure to appear in two meetings: will cause a membership downgrade to observing O-member status for a period of 3 months.
4. Failure to do work description work - missing tasks without justification: will cause a membership downgrade to observing O-member status for a period of 3 months.

To be reinstated after the status change period:

1. Know that you cannot appeal.
2. Know that reinstatement does not happen automatically.
3. Contact a coordinator to be reinstated after the 3-12month period is complete.

NOTE: *Participating P-status members can comment on working drafts, submit written positions for decisions to be taken at meetings. Observing O-status members can only observe, and cannot interact.*

4.1.7 Working technical advisors

A.k.a., Technical advisors to the working groups.

The groups and teams may choose to invite other individuals with special knowledge and expertise related to the topic issue to attend meetings (and/or complete work) to provide information and/or advice. Advisors will be encouraged to participate in discussions, but shall not participate in the decisioning of the working groups.

4.1.8 Public user involvement in contribution

Group and team members serve as conduits for two-way information exchange with their users and habitat service systems access. Public users wanting to provide input to the process are encouraged to channel their concerns and suggestions through individual members of a working group or team. Members will make a concerted outreach effort to communicate regularly with their users or habitat service systems to keep them informed about the process and the issues under discussion.

Public comments received as a result of a public comment forum held in relation to the activities of the group/team should be carefully considered and analyzed. In addition, the group/team is encouraged to explain their rationale for agreeing or disagreeing with the different comments received and, if appropriate, how these will be addressed in the report of the group/team.

4.1.9 Participation and observation by members of the public

Often group/team meetings are open to the public (commons) and observers are welcome. Meetings of the working group are meant to be working meetings focused on collaboratively developing a decided change regarding their specific issue(s). As such, the working group meetings are not designed to be opportunities for soliciting input from the general public. However, members of the public are encouraged to raise their concerns with working group members before or after the meetings, as well as during breaks, to help ensure that all issues of significant concern to the public are considered in the working group's decisioning.

4.1.10 Citation in standards of working group members

Working group (standards developed) articles are cited in the following way:

1. Only those people who have been working on a specific publishable version of an article, via a working group, have their name(s) on the title page. Past working group developers who have not worked on the specified version of the article will have their names replaced by current working group members. If someone wants to see who, over time, has worked on an article, then they will have to either look up past publications, or look up the standards revision log that includes publication dates and associated working group members. In other words, the most recently published articles only have the names of those members who participated in the working group for that publication written on their associated title pages.
2. The coordinator (approver) for the article will always have their name appear first, followed alphabetically by the other working group members.
3. In concern to translations, the publication log lists the translators on a separate column than the working group members.

4.2 Contribution status

There are two primary forms of contribution as the status of an individual following a role within the InterSystem Team. There is:

1. Active status - currently contributing.
2. Inactive status - not contributing.

How activity is measured:

> *Active members are defined as members of one of the InterSystem Team Organizations currently contributing. To contribute is to complete objectives through tasks in a coordinated manner. This is measured by the Contribution Service System project [team].*

How inactivity is measured:

> *Inactive members are defined as members of one of the InterSystem Team Organizations with no contributions across any organization within 18 months. This is measured by the Contribution Service System project [team].*

It is possible that after an extended period away from the project with no activity those members would need to re-familiarize themselves with the current state before being able to contribute effectively.

4.2.1 [Active] Project members

Contributing [community] members are expected to have familiarity with project organization, roles, procedures, and socio-technical and/or writing ability. Role-specific expectations, responsibilities, and requirements are enumerated herein.

There are two main types of active project member:

1. **Acting members** are expected to remain active contributors to the project.
   A. Can have issues and coordinators assigned to them.
   B. Are participating in working groups (WGs) and/or teams.
2. **Consulting members** are expected to remain available for consultation.
   A. Cannot have issues and coordinators assigned to them.
   B. Are not participating in working groups (WGs) and teams.

The contribution system is divided into sets of system requirements:

1. [Coordinator] Coordination system requirements
2. [Non-Coordinator] Working group/team requirements
3. [Decision Coordinator] Decision system team requirements

4.2.2 [Active] Working group (information work)

A.k.a., Working group members, standards groups, standards development groups, scientists.

The main task of working groups is to remain actively involved in the development of standards. Working groups develop the societal specification standard. Teams implement the standards. Sometimes, the working group that develops the standard is also called a team. The core technical working group that develops the whole standard is divided into working sub-groups by articles within the Standard, or by situational relevant topic.

Work on standards, articles, code contributions, and habitat services involves socio-technical action, in addition to the consensus of the working group (or team). Technical working groups are groups of people (and technical systems) working together to develop and update articles within the societal specification standard. Project coordinators coordinate member activities such as technical meetings, publishing/committing, and administration. In concern to modification of the master Societal Specification Standard repository, working group members are able to submit pull requests to articles (or code) for final acceptance on some part of a project. They are knowledgeable about both the

article-base, standard-base, code-base, and/or planned operations-base.

Working group contributions are added, if accepted, to the master Societal Specification Standard repository. Acceptance of standards, articles, and code contributions require all of the following:

1. One approver (the project coordinator).
2. The consensus of the working group (or team).
3. An team-level inquiry review from the decision system (economic decisioning) and habitat service system. Consensus from the coordinator team.

Project Auravana organizes the development of a set of societal standards through a set of functional/technical working groups. As a coordinated participant on a working group, there are requirements:

1. Evolve articles by research, analysis, discussion, and group integration.
2. Evolve articles by completing all known associated tasks.
3. Meet formally once a month (or when appropriate):
   A. To help each other resolve open source issues.
   B. To integrate work completed separately.
4. Interview experts (when appropriate).
5. Meet formally annually to:
   A. To help each other resolve open issues.
   B. To integrate work completed separately.
   C. To republish new revision of the unified standard.
6. Full members of a working group are those who are active, as demonstrated by the completion of tasks and attending formal meetings as working group members. Individuals will be removed from active status if they do not complete tasks and/or do not attend formal meetings.

Working group (WG) members are responsible for (i.e., WG members are expected to):

1. Attend WG meetings.
2. Stay up-to-date with all information.
3. Follow discussions and issues on the relevant communications platforms.
4. Guide discussions as appropriate.
5. Take action to achiveve working group milestone and decisions relevant to their WG and ability.
6. Take action to achieve milestone decisions by keeping to the timeframe as described in the document.
7. Make a collective, final decision supported by a reasonable level of awareness as to whether a particular proposal, decision, or issue has received consensus (ensure agreement).
8. Inform the society when a proposal has received consensus and should become an approved document.

Examples of working group member responsibilities include:

1. Develop and draft working-group documents.
2. Contribute ideas and knowledge to working group discussions.
3. Act as liaisons between the working group and their respective stakeholder groups.
4. Ensure that stakeholder group statements are developed in an informed and timely way.
5. Actively and constructively participate in the discovery, integration, and decisioning process.

Working group full members are expected to have previous domain knowledge and understanding of the subject matter, and the subject matter's integration into the unified societal system (as currently published). There are two means of becoming part of the Auravana working group core team. The first is to become an active contributing member with previous domain experience. Show the domain experience to the project coordinator and identify a task or tasks that you will start completing. The second is to become a mentee, whose task completions are overseen and reviewed by a more experienced working group contributor. In this case, there is no requirement for previous domain experience. There is no coercion to complete tasks, but if they are not completed, then the contributor will have their role status changed to inactive. Working group members are expected to complete working group tasks. Working group members are active contributors only; if someone is not going to be active on a daily or weekly basis. An inactive role means no interactive access to chat-discussions, nothing beyond monitoring access to meetings and outputs.

The following work-phase structure describes the generalized process of standards development:

1. Create: Content creation ("preperatory").
2. Comment: Commenting and resolution ("committee").
3. Revise: Review and revision (internal editing; "enquiry").
4. Approve: Coordinator(s) approval.
5. Publish: Publication.

A second way of viewing the work structure is as follows:

1. In phase 1 of this project – Identify and review the body of existing human factors and standards, best practices, and guidelines for applicability (both published by the project and published by other organizations). Collect standards related information.

2. In phase 2 – Apply a human user-centered design (UCD) approach to societal organization in order to determine how existing standards can be mapped to human (community) needs, technology and processes, and identify standards gaps. Identify gaps in standards related information.
3. In phase 3 – Determine where the project may use existing standards and where it may need to augment existing societal standards and/or create new societal standards to address gaps and meet human (organizational) needs. If there are gaps in current standards, then the organization must address those gaps by creating new standards to fill its needs. Analyze gap in standards related information.

Working group phased procedures usually include some combination of the following phases:

1. Identify opportunities for standards review.
2. Articulate project proposal.
3. Establish technical committee (i.e., coordinator team).
4. Develop full working group participation.
5. Preliminary study and development.
6. Visualization and consensus building.
7. Public review of the draft standard.
8. Approve the draft standard by vote (or consensus).
9. Publish the standard.

The requirements for an active working group member are:

1. Enabled two-factor authentication on their GitHub account.
2. Work on a contribution to the project or community. Contribution may include, but is not limited to:
   A. Filing or commenting on issues on GitHub.
   B. Contributing to working groups, teams, subprojects, or community discussions (e.g. meetings, Slack, etc.).
3. Have read and understand, at least:
   A. Project Plan article entitled “Contribution service system”, and Lifestyle System Standard entitled “Contribution Cycle“.
4. Knowledgeable about the article-/code-base.
5. Actively contributing to 1 or more subprojects.
6. Active following of SSS procedures when doing activities. Demonstrates clear socio--technical determination.
   A. Responsive to issues and schedules assigned to them.
   B. Responsive to mentions of teams they are members of.
   C. Can be assigned to issues and actions, and people can ask members for reviews with a /cc @username.
7. Active owner of working group issues (unless ownership is explicitly transferred).
   A. Addresses issues related to system and/or article.
   B. Addresses issues discovered after documentation (and code) is accepted.

Not here that the Decision System Service includes a process called decision inquiry review, which is a decision system inquiry to a change to an article, code, and/or plan. Reviewers, who are members of the decision system inquiry working group are able to review planned state changes, as well as articles (and code) for quality and correctness on some part of a sub-project. They are knowledgeable about both the article-based and/or code-base and systems engineering principles.

Decision review working group requirements include, but are not limited to:

1. Focus on decision quality and correctness, including testing and factoring and data accuracy.
2. May not review for holistic issues, is expected to review to a set of decision objective-requirements.
3. Expected to be responsive to review requests as per community expectations
4. Assigned inquiry issues related to inquiry discipline of expertise.
5. Demonstrate reasoned technical judgement.

4.2.3 [Active] Habitat operations (physical work)

A.k.a., Habitat service team members, technicians.

Habitat Service System Teams implement the standards and do technical/physical work in the real world, and mostly within local habitat service systems (i.e., cities).

4.2.4 [Active] Coordinators (coordination work)

A.k.a., Coordination team members.

Coordination is a project system inquiry contribution to support contribution among working relationships. The purpose of a coordinator is to call meetings, preside over group/team deliberations, coordinate the process so that all participants have the opportunity to contribute where appropriate, and report the results of the group/team to the Chartering Organization. Herein, coordinator role specifics are scoped to a part of the system- or standard-base.

Coordinators must know the relationships between

societal systems relevant to the work being competed. Conversely, working group members do not necessarily need to have knowledge of the whole societal system to develop one vertical of the system. Because coordinators integrate changes to articles into the whole societal standard, they must have an understanding of the whole societal standard to:

1. Ensure the integrated information is in alignment with community
2. To identify whether a change to one vertical affects other verticals throughout the system.

Coordinators, who are members of the Societal Specification Standard Team are able to commit changes to articles (and code) to the master repository. They are knowledgeable about both the system-base and/or standard-base, and systems engineering principles. Coordinators may approve articles and code contributions for acceptance. In general, coordinators are defined by an entry in an OWNERS file in a repository owned by the Auravana project.

Working group coordinators (i.e., WG coordinating members) are responsible for (WG coordinators are expected to), at least:

1. Coordinates all aspects of meetings of the Working Group.
2. Coordinates the development of the Working Group.
3. Coordinates the implementation of the Working Group.
4. Works with external stakeholders to identify and coordinate needs, requirements, and resources.
5. May approve articles and code contributions for acceptance.

Sub-responsibilities for working group coordinators include, at least:

1. Updating working group project descriptions (updating working group charters).
2. Solicit relevant presentations for the WG session.
3. Post a draft agenda for their WG session (at least 2-3 weeks before a meeting, where possible).
4. Lead the WG session and encourage active participation.
5. Review and approve the minutes/video from their WG session (4-6 weeks).
6. Attend WG meetings.
7. Attend WG Coordinator meetings.
8. Update the action list of their WG after the meetings.

Contribution service coordinators are responsible for, at least:

1. Coordinating meet and greets.
   A. Schedule “Meet and Greets”.
2. Identifying what roles are required.
   A. Identify all projects.
   B. Identify all roles for all projects.
3. Ensuring alignment on agreements.
   A. Check understanding.
   B. Check agreement.
4. Ensuring safety.
   A. Monitor for potentially dangerous contribution.

In general, all coordinators are expected to:

1. Understand societal system interrelationships.
   A. Coordinators must know the relationship between relevant societal systems to ensure appropriate integration of new information.
2. Maintain input-output contribution tasking charts.
   A. Input-Output analysis of contributions based on working time (minutes, hours, days, weeks, months, years) in association with task. In other words, an input-output tables of time and task (TIOT)
3. Role planning matrix.
   A. Matrix of enrolled contributors (or, to-be enrolled) and required roles to reach target fulfillment.

This charting and matrix dataset includes:

1. Identify relevant systems and databases.
2. Identify user(s).
3. Identify user demands.
4. Identify target production/deliverable requirements.
5. Identify necessary contribution effort to meet user demand given production requirements (identify what contribution tasks, roles, tools, and resources are required).
6. Identify what contribution tasks (roles) are occupied and available.
7. Identify resources.

A suggested procedure to conduct elections for a group/team coordinator may be:

1. Nominations or self-nominations. For example, in the case of a new project, the person starting the project may be the first self-nominated coordinator.
2. Statements and evidence of qualifications from candidates, which sets forth the qualifications, qualities and experience that they possess that will serve the particular group/team.
3. Vote by 90% majority.

4. Consensus by 90% majority.
5. Notification of and subsequent confirmation by the Project Organization (Chartering Organization) of results of actions.

The requirements for an active coordinator are:

1. Enabled two-factor authentication on their GitHub account.
2. Have made multiple contributions to the project or community. Contribution may include, but is not limited to:
   A. Authoring or reviewing Pull Requests on GitHub.
   B. Filing or commenting on coordination issues on GitHub.
   C. Contributing to coordination working groups, teams, subprojects, and/or community discussions (e.g. meetings, Slack, etc.).
3. Have read and understand, at least:
   A. The whole societal system standard.
4. Knowledgeable about the the societal system standard and coordination tools.
5. Actively contributing to 1 or more projects.
6. Active following of SSS procedures when coordinating activities. Demonstrates clear socio--technical determination.
   A. Responsive to issues and members assigned to them.
   B. Responsive to mentions of teams they are members of.
   C. Can be assigned to issues and actions, and people can ask members for reviews with a /cc @username.
7. Active owner of coordination issues (unless ownership is explicitly transferred).
   A. Addresses issues of coordination.
   B. Addresses issues discovered after documentation (and code) is accepted.

4.2.5 [Active] Project owners

> **NOTE:** *This is a generalized high-level description of the role, and the specifics of the sub-project owner role's responsibilities and related processes MUST be defined for individual SIGs or sub-projects.*

Project owners are the technical permissions registry ("authority") for a sub-project in the Auravana project. They MUST have demonstrated both good judgement and responsibility towards the health of that project. Project owners MUST set technical direction and make or approve design decisions for their project - either directly or through delegation of these responsibilities.

Defined by: owners entry in project OWNERS files.

The requirements for a project owner are:

1. The process for becoming an Project owner should be defined in the service contribution system. The owners of a project are typically limited to a relatively small group of decision makers, and updated as fits the needs of the project.
2. The following apply to the sub-project for which one would be an owner.
3. Deep understanding of the technical goals and direction of the project.
4. Deep understanding of the technical domain of the project.
5. Sustained contributions to design and direction by doing all of:
   A. Authoring and reviewing proposals.
   B. Initiating, contributing and resolving discussions (emails, GitHub issues, meetings).
   C. Identifying subtle or complex issues in designs and implementation decision review requests.
6. Directly contributed to the project through implementation and/or review.
7. Make and approve technical design decisions for the project.
8. Set technical direction and priorities for the sub-project.
9. Define milestones and releases.
10. Mentor and guide approvers, reviewers, and contributors to the project.
11. Ensure continued health of project.
12. Ensure a healthy process for discussion and decision making is in place.
13. Work with other sub-project owners to maintain the project's overall health and success holistically.

4.3 Meetings as working integrations

Meetings are integration points, coordinated by the role of a coordinator. All working groups and teams have defined roles and accountabilities [for work]. Meetings are the synchronous communications medium through which working groups share and communicate about work. In some cases, working groups and teams are developed and then disbanded. In the case of the societal standard for community, the societal system standard working groups are continuously active. Sometimes these continuously active working groups create temporary sub-groups to resolve special requirement(s). Some groups review the deliverables of other groups. Similarly, in the habitat service teams, the core habitat service teams are continuously active. Some of these teams may create sub-teams to complete a specified task(s), and then close the team.

In some cases, the role of coordinator is referred to as "facilitator". Regardless, the coordinator/facilitator

assembles the working group/team, schedules meetings, coordinates the meeting, coordinates action items, and communicates results. Coordinators ensure that meetings stay on topic.

Working group/team non-coordinator members are, in general, subject matter experts, or mentoring to be so. They attends meetings synchronously or asynchronously on a regular basis, regularly monitor the working group's discussion, shares information learned with their peers, and do actual work.

Meetings are coordinated by the local coordinator who delivers and follows an agenda for working group meetings. There must be reasoning provided by the coordinator for every meeting, and when the meeting occurs, the coordinator should keep the meeting on track with the agenda:

1. Meetings have goals and a purpose. All meetings must have a contribute to requirements; no meetings should be held for socialization. All meetings are scheduled with a purpose that aligns with the group's work.
2. Meetings are tracked with calendar schedules.
3. Tasks (in and outside of meetings) are tracked with issues boards.
4. Meetings, themselves, may produce deliverables. In other words, meetings have a set requirements to create or complete something that is deliverable.
5. Meetings may assign tasks (work) to be completed by individuals and/or sub-groups outside of the meeting.
6. Meetings may assign resources and tools.
7. Meetings may introduce a new team member or identify the departure of a current team member.

Working group meeting tasks generally include some, or all, of the following:

1. The meeting has the goal of sharing updates on the progress of work. Share updates to work done outside the meeting.
2. The meeting has the goal of sharing draft through to finished work. Share work done outside the meeting.
3. The meeting has the goal of sharing and integrating work (and, the integration part produces a deliverable). Share work and do work in the meeting.
4. The meeting has the goal of taking a decision. If a decision is to be taken, the meeting has the goal of hearing objections to decisions and decisioning. Finalization represent decision resolutions.

The organization of meetings by a coordinator has the following requirements (note that these are examples):

Requirement	Face-to-face meeting	Online meeting
Meeting announcement (before; sent to appropriate mailing list)	two weeks	one week
Agenda available (before; notification)	two weeks	24 hours (or 72 hours for Monday meetings)
Participation confirmed (before; notification)	three days	24 hours
Action items available (after)	three days	24 hours

In general, there are two types of meetings:

1. A face-to-face meeting is one where most of the attendees are expected to participate in the same physical location. Habitat service teams generally have significantly more face-to-face meetings than standards working groups do.
2. An online (distributed) meeting is one where most of the attendees are expected to participate from remote locations by video and/or audio conferencing.

To allow proper planning (e.g., travel arrangements), the coordinator must give sufficient advance notice about the date and location of a meeting. Shorter notice for a meeting is allowed provided that there are no objections from group participants.

Decisions may be made during meetings (face-to-face or distributed) as well as through email. The following terms are used in this document to describe the level of support for a group decision:

1. Unanimity: All participants agree.
2. Consensus: No participants object (but some may abstain).
3. Objection (dissent): At least one participant objects.

Where unanimity is not possible, the group should strive to take decisions where there is at least consensus with substantial support (i.e., few abstentions) from all participants. To avoid decisions that are made despite nearly universal apathy (i.e., with little support and substantial abstention), groups are encouraged to set minimum thresholds of active support before a decision can actually be recorded. The appropriate percentage may vary depending on the size of the group and the nature of the decision.

In some cases, even after careful consideration of all points of view, a group/team may find itself unable to reach consensus. When this happens, if there is a need to advance (for example, to produce a deliverable in a timely manner), the coordinator may announce a decision to which there is dissent. When deciding to announce such a decision, the coordinator must be

aware of which participants work is being objected to. When a decision must be reached despite dissent, groups should favor proposals that create the least strong objections. This is preferred over proposals that are supported by a large majority of the group but that cause strong objections from a few participants. There is a protocol that must be followed to resolve decisions. If the coordinator's integration decision(s) do not resolve the dissent, it will be recorded that the dissenter has formal objections. If dissenters say they can live with a given decision, this should be taken as an indication that the group can move on to the next topic, but the inverse is not necessarily true: dissenters cannot stop a group's work simply by saying that they cannot live with the decision. When the coordinator has sufficient reasoning that the legitimate concerns of the dissenters have received due consideration, as far as is possible and reasonable, then objections must be recorded and the group should move on. A formal objection should include technical arguments and proposed changes that would remove the dissenter's objection; these proposals may be vague or incomplete. The coordinator must report an objection. If an objection does not include technical arguments and proposed changes, then the coordinator is not required to report it at later review stages.

Participants should always try to resolve issues within the group and should register with the coordinator any objections they may have to a decision (e.g., a decision made as the result of a vote). If significant enough, the participants should also make their requests known to a more global coordinator. Any requests to a more global coordinator to confirm a decision must include a summary of the issue (whether technical or procedural), decision, and rationale for the objection. All counter-arguments, rationales, and decisions must be archived.

> **NOTE:** *Global-level coordinators must be capable of communicating and working with all people of all belief systems, in order to ensure effective functioning of the system for global human fulfillment. Global coordinators must be able to communicate with people who have different ideologies than them and not treat others as enemies. If this cannot be done then the individual ought not be in a global coordinator position.*

Only after the coordinator has determined that all available means of reaching consensus through technical discussion and compromise have failed, and that a vote is necessary to break a deadlock, should a group vote to resolve a substantive issue. In this case, the coordinator must archive:

1. The decision to conduct a vote (e.g., a type of majority vote) to resolve the issue;
2. The outcome of the vote;
3. Any objections.

Different groups/teams have different no/yes acceptance levels. Some groups may have a majority rule "yes" acceptance of 95% (95% of participants vote yes and 5% no), whereas others may have something more like 80% (80% voted yes and 20% voted not). In the 95% level, this means that if there is a vote where above 5% vote no, then the vote is at a standstill and cannot move forward.

The coordinator may reopen a decision when presented with new information, including:

1. Additional technical information.
2. Comments by email from participants who were unable to attend a scheduled meeting.
3. Comments by email from meeting attendees who chose not to speak out during a meeting (e.g., so they could confer later with colleagues, for cultural reasons, etc.).
4. New technical objections.

The coordinator should archive that a decision has been reopened, and must do so upon request from a group participant.

Groups/teams may vote for other purposes. For instance, the coordinator may conduct a "straw poll" vote as a means of determining whether there is consensus about a potential decision. Votes may also be used for preference (i.e., arbitrary) decisions. For example, it is appropriate to decide by simple majority whether to hold a meeting in San Francisco or San Jose; (there's not much difference geographically). When majority votes are used to decide minor issues, members of the minority are not required to state the reasons for their dissent

A group/teams description should generally include an estimate of the expected time commitment from participants. A description may also include the following information:

1. Voting procedures for making decisions about substantive issues. Any chartered voting procedure must include the following requirements:
   A. Each member of related members must only be allowed one vote.
   B. In a Working Group, only Working Group participants may vote.
   C. All votes must be archived.

The editable record of a meeting, as well as source files, is limited access as required to comply with decision standard protocols. Team members with appropriate permissions have been given access to the source repository (account/profile). Team members without access can find, view and download all associated files.

Participation on an ongoing basis implies a serious commitment to the work, including:

1. Attending most meetings of the group/team.
2. Providing deliverables or drafts of deliverables in a timely fashion.
3. Being familiar with the relevant documents of the group/team, including minutes of past meetings.
4. Following discussions on relevant mailing list(s).

A participant may be removed from active status from a group/team in any of the following circumstances:

1. The individual has missed more than one of the last three distributed meetings.
2. The individual has missed more than one of the last three face-to-face meetings.
3. The individual has not provided deliverables in a timely fashion twice in sequence.

The above criteria may be relaxed if the coordinator agrees that doing so will not set back the Working Group. For example, the attendance requirement may be relaxed for reasons scheduling (for example, an exceptional teleconference is scheduled at 3:00 a.m. local time for the participant). The decisioning protocol and coordinator should apply criteria for de-activation of status consistently. When a participant risks losing active status, the coordinator must mention (and preferably discuss) the matter with the participant before declaring the participant in inactive.

The coordinator declares a participant in inactive by informing the former participant, the rest of the working group, and the public. If a coordinator and more global coordinator differ in decision, the former participant may ask a higher level coordinator to confirm or deny the decision. The coordinator must inform the public of everyone's change in standing.

In some cases, working group descriptions state that at least every χ number of months (weeks, days, etc.), the group/team must provide the public with an update of their progress. A progress report is a summary of progressive events, often in timeline form.

5 [Contribution] Societal service system membership

A contribution service system for a community-type society coordinates contribution through groups and teams, which are composed of dedicated volunteers coordinated by project coordinators (also volunteers). Those who chose to contribute, members, have accountabilities and responsibilities to the organization to which they are contributing.

> **CLARIFICATION:** *Using early 21st century language, it could be said that a community-type society is administered by coordinators and operated by technicians.*

A community-type society contribution service system has three high-level roles for contribution. Contribution to:

1. **Contribution to the Habitat Service System Team**.
   - *HSS Team Member (HSS Team)*
2. **Contribution to the Societal Specification Standard as a member of a Working Group**, and also, member of the Habitat Information Service System Team.
   - *SSS Working Group Member (SSS WG)*
     - The societal specification standards are the result of a consensus-based process of technical content development followed by intense review and formal vote.
3. **Contribution to the Decision Service System Team**, as a member of the Habitat Information Service System Team.
   - *DS Working Group Member (DS WG)*
4. **Contribution to the Societal Transition Team**, as a member of the Societal Transition [Interface] Team.
   - *Transition System Team (TS Team)*

Every habitat service system team (**HSS Team**) has three main deliverable-type goals:

1. Construct system plan.
2. Operate system plan.
3. Evaluate system plan.
4. Update system plan.

Every specification standard working group (**SSS WG**) has four main deliverable-type goals:

1. Discover information.
2. Integrate information.
3. Decide new information standard.
4. Commit change to standard.

Every decision inquiry working group (**DS WG**) has four main deliverable-type goals:

1. Discover information.
2. Integrate information.
3. Decide new solution master plan.
4. Commit change to master plan.

Every transition system team (**TS Team**) has four main deliverable-type goals:

1. Discover information.
2. Develop positive resource relationships.
3. Develop positive individual relationships.
4. Develop positive State relationships.

There are three types of membership to the coordinated organization of human [membership] service contribution. There are people who coordinate, people who work on working groups, and people who work on habitat teams (and in the market-State, there are also societal transition teams. The three types of membership to a community-type society's InterSystem team are:

- A **Member Coordinator ("coordinator")** is a Member that agrees to actively participate in coordination activities, follows InterSystem decision procedures, and meets the requirements for participation as defined by the Coordinator Group Charter.
- A **Working Group Member** is a Member that agrees to actively participate in the Working Group, follows InterSystem information standards, and meets the requirements for participation as defined by the Working Group Charter.
- A **Habitat Team Member** is a Member that agrees to actively participate in habitat operations, follows InterSystem decision plans, and meets the requirements for participation as defined by the Habitat Group Charter.

In the market there is also an Societal Interface Team:

- A **Societal Transition [Interface] Team Member** is a Member that agrees to actively participate in societal interface operations, follows InterSocietal procedures, and meets the requirements for participation as defined by the Societal Interface Group Charter.

The Coordinator Team is composed of designated representatives from the Working Group's Coordinator Team tree, along with elected and appointed members as specified by the Charter. One or more representatives assume the role of Coordinator. The terms by which the Coordinator Team is formed and maintained must be defined by the Coordinator Group Charter.

NOTE: *In Auravana, coordinators are persons who have read (and are familiar with all of the Societal Specification Standards (or have equal understanding), a necessary requirement in order to coordinate work-service effectively.*

A Working Group that engages in Specification Standard work must have a Specification Standard Coordinator. The Specification Standard Coordinator Team is responsible for executing the Societal Specification Standard (SSS) for all Specification Standard Projects. The Specification Standard Team Coordinator must be an member of a the Project to have Modification-to-Master (OWNER) membership. The terms by which the Specification Standard Team is formed must be defined by the Working Group Charter. The Coordinator Team provides oversight for the Specification Standard Coordinator Team.

A Working Group that engages in collaborative production may designate a resources access coordinator. The resource access coordinator is responsible for working with material (and/or financial and State) resources to produce and maintain the budget for the Working Group's activities. The terms by which the resource access coordinator is formed must be defined by the Working Group Charter. The decision team provides oversight for the resource access coordinator.

There are three types of possible service organizations for a contributing member:

- **Coordinator Members:** To coordinate and control group/team development and implementation.
- **Team Members:** To complete all relevant accountabilities and responsibilities.
- **Working Group Members:** To complete all relevant accountabilities and responsibilities.

NOTE: *Distributed version control and distributed operations control requires working members (groups/teams) and coordinating members.*

5.1 [Societal] Working group service structure

At a societal level, a working group usually emerges from a human need for societal information service, of which there are two primary:

1. **Information Specification Standards:** A working group to develop a Societal Specification Standard.
   - *SSS Working Group Member (SSS WG)*
2. **Material Habitat Decisions:** A working group to solve new states of the habitat service system through societally standardized decisioning.
   - *DS Working Group Member (DS WG)*

5.1.1 Coordinated modification of the

societal specification standard

The Auravana Project Societal [Specification] Standard is held in a digital, open source repository. Contribution to the project must meet the definition of open source:

> *Does the repository have a license? Usually, there is a file called LICENSE (Terms and Conditions) in the root of the repository. This LICENSE (Terms and Conditions) is required for the market-State.*

Working groups and coordinators use the following tools, including an issue tracker, to coordinate change to the standard(s) within the repository:

1. **Issue tracker:** Where people discuss issues related to the project.
2. **Pull [requests]:** Where people discuss and review changes that are in progress. Pull requests are responses to issues. They are people who have solved the issue and want to proposed a change to be submitted. This is where the change review process happens; meaning, an Auravana coordinator needs to review the change before you push it into the full project repository.
   A. **Git PULL** pulls synchronizes a local repository with a remote branch to which a branch is mapped.
3. **Push [request]:** The the update with changes is pushed to a remote repository.
   A. **Git PUSH** pushes your changes to the remote repository to which a branch is mapped.
4. **Add [Request]:** Adds files to the staging are in preparation for commitment.
   A. **Git ADD** adds your modified files to the queue to be committed later. Files are not committed
5. **Commit:** Final action of approval and modification of changes; the changes are committed to record. The staging area (or other) files are committed in the index to the repository.
   A. **Git COMMIT** commits the files that have been added and creates a new revision with a log... If you do not add any files, git will not commit anything.
6. **Team chat:** Some projects may use these channels for conversational topics (for example, "How do I..." or "What do you think about..." instead of bug article reports or requests). Others use the issue tracker for all conversations.

This societal specification standard project may included within the repository:

1. **License** (terms: By definition, every open source project must have an open source LICENSE. If the project does not have a license, it is not open source.
2. **ReadMe** (about & procedures): The README is the instruction manual that welcomes new community members to the project. It explains why the project is useful and how to get started.
3. **Contributing**: Whereas READMEs help people use the project, contributing docs help people contribute to the project. It explains what types of contributions are needed and how the process works. While not every project has a CONTRIBUTING file, its presence signals that this is a welcoming project to contribute to.
4. **Code-Of-Conduct**: The code of conduct sets ground rules for participants' behavior associated and helps to facilitate a friendly, welcoming environment. While not every project has a CODE_OF_CONDUCT file, its presence signals that this is a welcoming project to contribute to.
5. Other documentation: There might be additional documentation, such as tutorials, walk-throughs, or decision procedures, especially on bigger projects.

Auravana is an open source project with the following types of people (and entities):

1. **Instantiator (author, issuing entity):** The person/s or organization that created the project.
2. **Coordinator (owner, accountable control entity):** The person/s who has administration control ability over the organization or repository (not always the same as the original author). For the Auravana Project, this position is held by the principal project coordinator. Coordinators have commit control.
3. **Working groups (contributing member, accountable working entity):** Contributors who are responsible for driving the vision and doing the work.
4. **Teams (team member, accountable working entity):** Contributors who are responsible for following through on a standard (or, set of standards). Many team members are also called technicians, because they are technically competent. The societal standard working group is also a team.
5. **Contributors:** Everyone who has contributed something to the project.
6. **Users and everyone else** (stakeholders): People who use the deliverables of the project or who are impacted by the project. They might be active in conversations or express their opinion on the project's direction.
7. **Project:** The totality of all effort and content/material to deliver something. The societal standard is a project with multiple sub-project including a societal standard and a materialized network of city service systems.

The Auravana Project's open source files are available via the Auravana Project's GitHub Repositories page. A GitHub repository is a directory (folder) where files and folders can exist. Other people can create their own copies of this "directory" and modify it as they wish, then request that their changes get put into the main repository.

Once you know the repository to which you will be contributing, then you need to do some first-time setup. Fork a repository to start contributing to a project. You can fork any public repository to your user account or any organization where you have repository creation permissions. The process is:

1. Fork the repository.
2. Make the addition/fix.
3. Submit a pull request to the project organization. The terminology used to merge a branch/fork with an official repository is a 'pull request'. A "pull request" is you requesting the target repository to please make your changes.
4. Working group review of pull requests.
5. Project coordinator commits changes [to master].
6. Modification of the Auravana Project files must meet the definition of open source.

Contribution necessitates forethought. The following items are important to consider when contributing to any project's files:

1. Files are modified through commit activities.
   A. Look at the commit activity on the master branch.
   B. When was the latest commit?
   C. Does the project have sub-groups that resolve decisions together, and then a coordinator makes the decided commit?
   D. Are commits made on some cyclical basis (e.g., annually, bi-annually)?
   E. How many contributors does the project have?
   F. How often do people commit? (On GitHub, you can find this by clicking "Commits" in the top bar.)
2. Does the project have active issues? Note here that issues may be worked through on a platform outside of that which hosts the files; i.e., outside of GitHub, such as using Slack).
   A. How many open issues are there?
   B. Do maintainers respond quickly to issues when they are opened?
   C. Is there active discussion on the issues?
   D. Are the issues recent?
   E. Are issues getting closed? (On GitHub, click the "closed" tab on the Issues page to see closed issues.)
3. Project is active with pull requests? Pull requests let contributors tell others about changes they have pushed to a branch in a repository on GitHub. Note here that pull-type requests may be worked through on a platform outside of that which hosts the files; i.e., outside of GitHub, such as using Slack).
   A. How many open pull requests are there?
   B. Do maintainers respond quickly to pull requests when they are opened?
   C. Is there active discussion on the pull requests?
   D. Are the pull requests recent?
   E. How recently were any pull requests merged? (On GitHub, click the "closed" tab on the Pull Requests page to see closed PRs.)

5.2 [Societal] InterSystem team contribution membership

The societal project team working structure involves the following categories of InterSystem team membership, and some of their associated high-level tasks:

1. **Societal standards working groups (societal engineering development team)**
   A. Update standards and publish new versions when agreements has been achieved.
   B. Continued development and error correction of the existing standards. This includes integration of a continuous 'literature review' into the standards.
   C. The existing standards are:
      1. The System Overview Standard
      2. The Project Plan Standard
      3. The Social System Standard
      4. The Decision System Standard. There are two principal parts to the decision standard:
         i. The written documentation part.
         ii. The software system part, including all mathematical modeling and software programming. The mathematical modeling and software programming of the decisioning system.
      5. The Lifestyle System Standard
      6. The Material System Standard. There are four principal parts to the material standard:
         i. The written documentation part.
         ii. The architectural CAD- and BIM-based drawings for the integrated city system.
         iii. The 3D visually modeled representation of the integrated city system (with different configurations).
         iv. Integration of the 3D representation into a gaming engine for virtually simulating all technical operational aspects of the community.

7. All standards together can be combined into a societal and city simulation – an open source virtual reality simulator of the city for societal engineering and marketing purposes.

2. **Project coordinator team (societal project coordination team)**
   A. This team is composed of all project coordinators.
   B. Coordinators are points of contact for working group members and perform integration and synchronization tasks for the project.
   C. This team may organize an annual conference/event for the whole working group team and between organizations/projects that share this similar direction to analyze, integrate, refine and refinalize the most up-to-date version of the standards.
   D. This team continues development of the project's (i.e., organizations) operational procedures and website to ensure accuracy with the evolving standards.
3. **Societal interface team and working groups**
   A. On-boarding and Orienteering team and working groups.
      1. Service contribution coordination (a.k.a., contribution administration) and orienteering service.
      2. This team conducts screening, orientation, and administration activities for working group members (a.k.a., onboarding, etc.).
      3. Value screening questionnaire and documentation for entrance into the community once it is constructed. This is a proposal for an entirely different way of living with a value orientation highly divergent from the many other orientations seen throughout modern society. Entrance into the first city will depend highly upon the value orientation and abilities of the individual. The project will screen individuals to ensure that their value orientation and abilities are aligned with those of a community-type society.
      4. Orienteering guidebook to simply understanding, facilitate behavioral change, and provide appropriately relatable community life-case (i.e., user case) events.
      5. Continued development of useful perception orienting and knowledge content.
   B. State interface team and working groups.
      1. A jurisdictional and geopolitical analysis and plan to determine, develop and sustain possible locations for placement of the first community on this planet with comparison between locations and a feasibility/viability determination. Herein, there is a requirement for the establishment of relationships in the geo-political/geo-jurisdictional area where the community has a probability of placement.
      2. Regional planning relationships and interfaces.
   C. Market interface team and working groups.
      1. A business plan and accompanying analysis to ensure the continued financial viability of the community within the larger monetary market. The first version of the community [at least] will require significant resources from the market, and hence, the community will require some balance of [angel] donations and business interaction. The Community will have to interact with the market [to some degree], and this will have to be planned and accounted for.
      2. Market suppliers relationships and interfaces
   D. Public relations development team and working groups.
      1. Workshops and promotion.
      2. An oral narration of the standards (i.e., turning them series of audio/video presentations). Note that this is challenging because the standards are "living" documents and republished annually.
      3. Creation of video media detailing the specifics of the proposal through a series of professional videos for both marketing and learning purposes. Descriptive video media of the standards presented in a professional, personal, and visually appealing manner.
      4. Usage of an open source virtual reality simulator of user cases in community cities.
      5. Fictional media:
         i. A fictional radio drama
         ii. A fictional story (i.e., novel) of someone's life in community (in the not too distant future so that it is relatable). This should not be distant science fiction, but portray a short-term view of the lifestyle of individuals among community and the community's operation.
         iii. A high-budget movie.
         iv. A board game as a learning and sharing tool.
      6. Interviews, which serve two purposes:
         i. To remove contradictions and fill in the gaps in the proposal through discussion with others.
         ii. To facilitate in sharing of the system and possibly get others involved. Interviews with others who could facilitate the evolution of the standards and with whom

a relationship would be useful for the formation of the community network.

4. **Habitat Service Operational Teams**
   A. Become present when there is a surface (e.g., land) that is being occupied by a population operating a habitat service system based upon a set of continuously developed socio-technical standards (developed by the working groups).
   B. There are four primary habitat service teams: Life; Technology; Exploratory; and Decision.

6 [Contribution] Membership procedure for project teams

A.k.a., "Join the Auravana Project Team".

The following sub-sections represent the basic understandings and requirements for contribution to the Project. The Auravana Project maintains a contribution service system, and the information contained herein describes the current procedures for volunteering to be of service to the Project.

6.1 Read this overview if you want to join Project Auravana

The Auravana Project is a contribution effort to develop a community-type society by means of a set of socio-technical standards for its conception and operation. Herein, community is a societal-level organization that orients individuals toward their highest potential of human need fulfillment. The desire to commit to work toward global human fulfillment is strong in many of us, our coordinated effort will bring into existence a society that works well for everyone.

The Auravana Project coordinates and hosts the development of the societal standard for a type of society with several features unique to community: (1) A societal system based upon cooperatively shared access to common resources, and thus, trade-less (and hence, moneyless). (2) A societal system based upon a formalized socio-technical standard and open-source development, and thus, coercionless. In a community-type society, there is no property and no trading of property (either for other property or for money). In a community-type society there is no State coercion. In a community-type society the resources, and hence, production outputs are the common heritage of everyone.

A community-type society is conceptualized by means of a Societal Standard, and operationalized by a habitat service team. When another society, like the market-State, is operating, then the project also has a transition team to coordinate between the different societies. Auravana could be considered a societal standards setting organization, and like any professional standards organization, working groups develop the socio-technical [societal specification] standards.

6.1.1 Overview of agreement and alignment

To agree to work toward the direction of global human fulfillment through the development of a community-type society necessitates agreement to relate to others and do work under bounded conditions. The Auravana Project is an open source project operating within the market-State under a CC By 4.0 License. Please read the Terms and Conditions (auravana.org/terms-and-conditions) for the project; these explain how data is processed and is available through the Auravana Project

organization. To agree with the project means to agree to a set of open source agreements and what the project is about (see auravana.org/about). Fundamentally, the Auravana Project is a service to all of humanity.

People who commit to contribute to the development of a community-type society are in alignment with the Project's direction, orientation, and approach. The following are some important questions for potential contributors to ask themselves:

1. Am I aligned with the description of the project?
2. Am I aligned with the direction, orientation, and approach of the project?
3. Am I committed to the dedication of my time and effort to bring a community-type society into existence?

6.2 Follow this procedure if you want to join Project Auravana

The Auravana Project maintains a contribution service for those who desire to contribute to a community-type society. The procedures and overview for contribution are available below.

To become a contributing member of the Auravana Project involves four simple steps:

1. **Join** two communications platforms.
2. **Agree** to the open source terms.
3. **Meet** with a coordinator for alignment determination and project role assignment.
4. **Start** working.

To become a project contributor you must have at least two types of accounts:

1. A GitHub account. [github.com]
2. A WhatsApp account. [whatsapp.com]
3. An email address.

The procedure to become a contributing member is as follows:

1. **Join the Auravana Project's GitHub project** by submitting a NEW "Issue: Contribution membership request" through github.com/TrvsGrant/Auravana-Project-Societal-Standard/Issues
   A. Via GitHub, create a new "Issue: Contribution Membership Request"
   B. Fill in the template, and send it. The sent form is a request to apply to a working group or transition team.
   C. **Warning** Please use the appropriate project issue labels in issue creation or coordinators may miss issues. Labels are necessary for effective search.
   D. **Notification** If you do not complete step 2 within one month, your Contribution Membership Request will be denied and closed.
   E. **Notification** Make sure an Auravana Project coordinator can associate your WhatsApp account with your GitHub account or a coordinator may miss the association.
2. **Agree to all open source Terms and Conditions** and standard operating procedures through an email to the projects email address [coordinator@auravana.org]. Please include all of the following in your email:
   A. #Volunteer [Do not change; this is the Tag]
   B. @Travis Grant [Do not change; this is the Global Projects Coordinator]
   C. Full real name:
   D. GitHub profile link:
   E. WhatsApp contact number:
   F. Statement of agreement to the Project's Terms and Conditions and the Project's Operating Procedures:

   Item of note:
   - Remember to include #Volunteer and @Travis Grant, and the other required information. If any information is missing the Agreement may not be coordinated effectively.
3. **Join the WhatsApp "Auravana Contribution Group" from the link sent to your email address.** Please use your real name. You cannot join a working group or team if you are not accountable, and you are not accountable if you do not use your real name.
   A. After you send your WhatsApp contact details in an email to the Project's website (step 2), a project coordinator will send you a link to the Auravana WhatsApp Contribution Group to your email address.
   B. When posting in this group please always use:
      1. The appropriate Coordinator [@mentions].
      2. The appropriate Category/Tag [#hastags].
   C. **Warning** This is the main contribution group for high-level coordination of contribution among all contributors. Please keep the WhatsApp group clean of distractions and unnecessary attention attractors, such as unnecessary emojis and all caps. Post only content relevant to the contribution service system (i.e., to people contributing to the project).
   D. **Notification** If you do not become a contributor, or become inactive in all contribution efforts for one month, then you will be removed from this group. Also, if you post content that harms the project, then you will be

removed from this group.

4. **Schedule and attend a "Meet and Greet"** by means of a link sent to you over WhatsApp by the Global Projects Coordinator. After completing steps 1, 2, and 3, the global coordinator will send you a link to schedule a meeting with a projects coordinator. Scheduling and attending the meeting is step 4. The "Meet and Greet" will help all parties determine contribution feasibility. (webcam required)
   A. Attend the contribution service introduction meeting with a project coordinator. (webcam required)
   B. The meet and greet has several functions:
      1. For the potential contributor to discuss possible roles for contribution.
      2. To share understandings; to present an understanding of the Project's description, organization, and goals.
      3. To discuss agreement/alignment with the project.
      4. To confirm alignment/agreement with the project.
      5. To present evidence of prior competence, or not.
      6. To confirm a role/position for contribution.
      7. To provides data for the coordinator to make a decision on contributability to project roles.

   Items of note:
   - A webcam is required for the Meet and Greet.
   - The link will be sent directly to "you" in WhatsApp, and should NOT be posted in the WhatsApp Auravana Group. The coordinator will send a personal, single-use scheduling link over WhatsApp (directly to you, and NOT in the WhatsApp Auravana Group).
   - Regardless of the time for the duration of the meeting specified in the scheduling link, please expect to spend ~45min in the Meet and Greet.

The "Meet and Greet" may lead to:

1. An acknowledgment of alignment and/or dis-alignment with the Auravana Project's direction, orientation, and approach (as explained in the Societal Specification Standard).
2. A coordinator's approval, denial, or wait status of the membership request:
   A. An approval to contribute to an Auravana working group or team.
      1. An assigning of a role and tasks to the volunteer.
      2. A scheduled plan to assign a role and tasks to the volunteer in the near-future.
   B. A denial of approval to a contribution team.
   C. A need for further coordinator consultation for approval; wherein, coordinators will review the "Meet and Greet" and consult with one another.
   D. A need for additional "Meet and Greets" between a coordinator and the volunteer to ensure understanding and agreement.
   E. A need for further applicant self-reflection and orientation for approval.

If approved for a role, the coordinator will assign a role contribution identifier to you, which identifies your location/position on a group/team. Once approved for a role "you" will have tasks to complete. Some of these tasks may be assigned by another member and some of these tasks may be self-assigned. After 2 months of completing a minimum of 10 weekly volunteer hours you will be added to the Project's website roster as a currently active contributor, located on the Project's Team webpage (auravana.org/team). It is important to clarify here that the contributor becomes active (as a status) when they commit to a role and begin completing tasks in a coordinated manner. Herein, the person is added to a public roster of contributors. However, persons are not recognized as active contributors to the project by having their identity listed on the Project's website until they have completed a base amount of work.

Once a person is approved and agrees to join a team/group, it is useful to get up to speed as quickly and smoothly as possible. The next step will be working with the team coordinator (or, WG coordinator) to get you started on those project(s) relevant to your qualifications, role, schedule, and interest. The coordinator will set you up with access to relevant communications channel, explain everything needed for how to work as a member of the volunteer team, and provide other details relevant to your action item(s).

> **IMPORTANT:** *Once a team member is assigned to a task(s), s/he is held accountable for completing it on time.*

Contribution necessitates agreement from several individuals. The individual volunteering to contribute must agree with the project and agree to an identifiable role. Simultaneously, the coordinators of the project need to agree that the individual is a good fit for a specific coordinated role.

The procedures the coordinators use to decide alignment is as follows:

1. **Allow for procedural coordinator decisioning** by the global project coordinator in the assignment of a contributor to an accountable role:
   A. If there is mutual agreement between you and project coordinators, then you can select either an immediate full working group position or a mentee position (where available). If you can

demonstrate prior competence, then you can become a full working group member.

1. I am (or, am not) able to demonstrate prior competency? Evidence of prior competence may include a resume or presentation of prior produced deliverables.
2. Full working group members are expected to be competent (with knowledge and skills) in their subject area, and to become a full working group member, competence must be demonstrated. In the channel, project coordinators will ask you to demonstrate experience (prior competency) in the subject matter area of the working group to which you are applying. Full working group members should have a high-level understanding of the project, the proposed society, and their subject area.
3. As a full working group member, you will not always be given tasks, you are expected to identify and to know what the tasks are for your subject area, and complete them.

B. Mentees are expected to make mistakes and have their work double checked. I f you don't have demonstrable experience, then request a mentee position. As a mentee, someone is available to give you tasks (if you don't now what tasks to select yourself) and to double checks the outputs of those task. Depending upon the current status of contribution, there may not be any mentee positions available.

1. As a mentee working group member, you may be given tasks and are expected to complete them with support and guidance if needed.

2. **The project coordinator(s) will agree** the individual as a full working member, or a mentee under the oversight of someone's who is responsible for tasking and work output, another sub-coordinator. Or, the project coordinators will deny a membership because there is agreement that a potential risk is posed. The most common risk is a misunderstanding of the fundamental structure of a community-type society; therefore, taking decisions that are dis-unified with the rest of the system.
3. **Simplified coordinator decisioning procedure** for working group / team assignment:

A. If the volunteer has no sufficient understanding of the project and/or no agreement to Terms and Conditions then the coordinator may decide to either carry with orientation, or may deny a role.
B. If the volunteer has interest and no prior competence, then go to supervised contributor position, a mentee position (if available).
C. If the volunteer has prior competency, then go to working group or team position (if available).
D. Position availability is dependent on not threatening or harassing (seeking to hurt) others on the project. Position availability is also dependent on an agreement to work on an open source project. Position availability is further dependent on understanding the fundamental structure and operation of a community-type society and the Project.
E. If prior competence with Auravana sub-projects, then request coordinator status (if available).

6.2.1 [GitHub] Issue: Contribution membership request template

The following is the Auravana Project GitHub membership request issue template to be filled out by an applying volunteer and submitted to Auravana Project Github Issues. Use the template directly below, which is already present in the GitHub issue creation area, to request to become a volunteer (i.e., to issue a contribution service request). The template starts directly below:

[PURPOSE] This issue concerns the coordinated admission of new contributing members.

[INTRODUCTION] Have you ever wanted to contribute to the global human fulfillment through societal design? This template will help a coordinator and "you" to the best understand a good place and position to get started contributing. There is no financial investment to becoming an Auravana contributor, only a time and effort requirement. Minimum time expectations to be a contributor at this phase of development are 7-10 hours per week.

[*WARNING*] This contribution request is public.

[*NOTIFICATION*] You will only be contacted to

setup a "meet and greet" for volunteering if you state "Yes" to the required "Yes" sections.

[ACTION] Fill in the template below to complete the request.

[MEMBERSHIP REQUEST INQUIRY]

First name:
Last name
Role identifier:

Do you agree to all of the following?
- I have skills applicable to a societal engineering project.
- I have a minimum of 7-10 weekly hours to volunteer (20+ for coordination positions).
- I have communication, project-management, and time-management skills.
- I am accountable, responsible, and dedicated to producing quality work/end products.
- I can accomplish all of the above when working under normal, healthy conditions.

---[Yes / No]----

Do you agree to the Terms and Conditions and agree to be contacted?
---[Yes / No]----

Do you agree to contribute if you are approved as a volunteer to an Auravana Project Role with Auravana Project tasks/activities, to be held accountable, and to co-operate with others by means of integration, coordination, and communication?
---[Yes / No]----

Are you willing to put effort toward "tangible contribution" that addresses tasks on a globally coordinated Work Breakdown Structure? We differentiate this time from other activities because it directly impacts the completion of a project.
---[Yes / No]----

Do know understand the direction, approach, and overall orientation of the project; do you understand the project's vision for a community-type society?
---[Yes / No]----
If "No", then why?
If "Yes", then why?

Do know where you can best contribute? (Not a "Yes" required question)?
---[Yes / No]----
If "No", then why?
If "Yes", then why?

How are you qualified to contribute? (Not a "Yes" required question)?
---[Yes / No]----
If "No", then why?
If "Yes", then why?

How long (weeks, months, years) do you expect to contribute? (Not a "Yes" required question)?

Do you have any references you would like to publicly include (Not a "Yes" required question)?

Do you have any evidence of prior work would like to publicly include (Not a "Yes" required question)?

6.2.1.2 [GitHub] Current issue categories (FYI - For Your Information)

Project activities are completed through the coordination of working issues. There are currently three primary types of working issue present:

1. **Contribution membership request** issue.
   - The onboarding of new members. This issue concerns the coordinated admission of new contributing members.
   - **Issue: Contribution membership request**
     - *This concerns the volunteering.*
2. **Changes to an article** in the standard.
   - **Issue: A change to a current article**
     - *This concerns one article working group.*
3. **Additions, subtractions, and/or integrations of articles** in the standard.
   - **Issue: Additions, subtractions, and/or integrations of articles**
     - *This concerns multiple article working groups.*

NOTE*: Issue categories will evolve in time as the societal system continues to develop. There will eventually be software decision system code added to the issue categories. Therein, instead of article changes, there will be actual software code changes.*

6.3 Auravana Project membership role identifiers

A.k.a., Accountability identifier, membership role identification management, permission identifier, roster identifier.

Every [accountable] role in the Auravana Project has an identifier assigned to it. These roles are coordinated and assigned by the appropriate project coordinator. The role identifier identifies a members current location of contribution.

Note: Sometimes @mention (i.e., @person-name) will follow the identifier. Please use the @person name to identify relevant persons in communications.

Possible role location identifiers include:

1. **SSSWG (Societal Specification Standard Working Group**; sometimes also known as SSST (Societal Specification Standard Team) - standards development organization.
   - PP-WG (Project Plan Working Group)
   - SO-WG (System Overview Working Group)
   - SS-WG (Social System Working Group)
   - DS-WG (Decision System Working Group)
   - MS-WG (Material System Working Group)
   - LS-WG (Lifestyle System Working Group)
   - LI-WG (Linguistics Working Group, a.k.a., translation team)
2. **DSST (Decision Service System Team)** - decision development organization.
   - SD-T (Software Development Team)
   - SI-T (Solution Inquiry Team)
   - DI-T (Decision Inquiry Team)
3. **HSST (Habitat Service System Team)** - habitat operations organization.
   - LS-T (Life Support System Team)
   - ES-T (Exploratory Support System Team)
   - TS-T (Technology Support System Team)
   - IS-T (Information Service Team)
4. STST (Societal Transition Service Team) - transition operations organization.
   - MT-T (Market Transition Team)
   - ST-T (State Transition Team)
   - PT-T (Public Transition Team)
5. **CSST (Contribution Service System Team)** - Contribution service organization.
   - MS-T (Membership Service Team)
   - OS-T (Orientation/Workshop Service Team)

Unique role location identifiers include:

- **GPC (Global Projects Coordinator)** - coordinator of the global projects coordinator team.
- **GPCT (Global Projects Coordinator Team)** - team of global project's coordinators.
- **PC (Project Coordinator)** - coordinator of a local project.
- **PCT (Project Coordinator Team)** - team of local projects' coordinators.
  - SSWG>PCT - standards coordinator team/ organization.
- **ARTICLE (Article Title)** - the title of the article the working group is dedicated to developing; article-based working groups are titled after the name of the article.
- **SUBTEAM (Name of Sub-Team)** - the name of a functional team doing some action.

Clarification:

1. Individual working groups (WG) develop individual Articles in the Societal Specification Standard, SSS).
2. Teams are sub-divided by primary function, and often named as such.
3. All identifiers in the project could start with: AURA>, for example AURA>SSS-PP-003 (in the case of the standards); AURA>SSSWG>LI-WG>PC @Name or AURA>GPC @Name. In general, except in the case of complete contributor (on-team) identifiers (i.e., role), the term AURA is excluded in writing.
   F. The concept/acronym "AURA" means the following per the Project's FAQ. The "aura" from "auravana" (Read: name of Project) is a reference to an emanating [field/information environment], a metaphor for the societal information system for any given society. In this sense, every society has an AURA, whether it is made explicit, or not. An aura is representative of an information field about some entity. At the community-entity scale, it represents the informational and operational system for a community-type society, including its concept and operation. In a sense, every society has an aura, and the aura for a community-type society is detailed in the societal standards herein. Additionally, AURA as an acronym stands for All Unified Research Association. A necessary precursor to engineering a community-type society, and a transition thereto.

For example:

1. The role of Global Projects Coordinator is located at:
   - GPC
2. The role of a member of an article working group (on the Project Plan) is located at:
   - SSSWG>PP-WG>ARTICLE
   - ARTICLE is replaced by the title of the article working group the individual is a member of.
3. The role of a coordinator of an article working group (on the Project Plan) is located at:
   - SSSWG>PP-WG>PC>ARTICLE
4. The role of a member of an Habitat Service System Team (on the Life Support Team) is located at:
   - HSST>LS-T>SUBTEAM
   - ARTICLE is replaced by the title of the article working group the individual is a member of.
5. The role of a coordinator of a Habitat Service System Team (on the Life Support Team) is located at:
   - HSST>LS-T>PC>SUBTEAM
6. The role of a global working group member (someone who is a contributing member to multiple articles in the Societal Specification

Standard) is located at:
- SSSWG

6.4 *Auravana Project membership requirements and qualifications*

A.k.a., What it takes to contribute.

Project Auravana is a volunteer, contribution-based production. As a volunteer organization, we are not seeking paid consultants or offering any paid positions. We seek to work with like-minded individuals and organizations that:

- Have skills applicable to a societal engineering project.
- Have a minimum of 10 weekly hours to volunteer (20+ for coordination positions).
- Have excellent communication, project-management, and time-management skills
- Are accountable, responsible, and dedicated to producing quality work/end products
- Can accomplish all of the above when working from home and using virtual-collaboration tools like video conferencing services (e.g., WhatsApp, Skype, or Google Meet) and file sharing services (e.g., Google Docs/Sheets, DropBox, etc.).

The people who join our team as volunteers and consultants typically fit one or more of the following descriptions:

- People who understand and wish to contribute to the goal of global human fulfillment.
- People looking to gain experience and share new skills (students, recent graduates, etc.).
- People seeking to share experience and build their relationships.

The project publicly recognizes contribution by:

1. You can use the Auravana Project as a reference and add it to your resumé.
2. The Societal Specification Standards are professionally citable.
3. The Project credits sufficiently active contribution on the Team webpage related to the area in which someone is an active contributor. The contributor must be active for two months before being added to the Team roster on the website.
   A. Inactive contributors (formerly active contributors) who wish to remain contributors may remain on the Team webpage and will be moved to the (current) Consulting Team position.
   B. Inactive contributors who do not wish to remain consulting contributors are removed from the Team webpage.

A contributor to the project should be familiar with the organization of a project:

1. Project definition
   A. Focused scope
2. Project contribution procedures
   A. Contribution coordination procedures
3. Project elements
   A. Strategic definition (project purpose)
   B. Proposal (community-type society)
   C. Concept design (societal specification standard)
   D. Development (working groups and teams)
   E. Construction (habitat service construction)
   F. In-use (habitat service operation)
4. Project roles (working groups and teams)
   A. Coordinators (coordinating members)
   B. Working group members
   C. Habitat team members
   D. Transition team members
5. Project tasks (activities)
   A. Coordination tasks
   B. Article (Societal Standards) tasks
   C. Habitat tasks
   D. Transition tasks

Working Groups and Teams are expected to share understandings, resources, communications channels, etc. Sharing understandings and resources provides for effective communication. All conditions established regarding these shared understandings and resources must adhere to the principles of freedom of access and fulfillment for all Participants.

7 [Contribution] InterSystem project teams

Real world problems and challenges are approached through 'projects', and therein, teams. A project is a coordinated effort toward intentional discovery and modification (i.e., "change"). Projects define tasks by requirements, with the purpose of a designed construction as the output. Projects involve teams of individuals working together toward the shared constructive purpose for the "team" project's existence. Here, there are tasks within which are processes for accomplishing the task.

For any project, there is a spectrum of effort automation for task-service processes. Simply, some tasks and subtasks are entirely automated, some involve a combination of automation and human effort, and some involve only human effort. Projects involve a timeline of tasks. Tasks have a constructive/-ion oriented output.

A 'team' is a number of individuals working toward a common purpose [in a system] through a similar structure (e.g., a similar approach, orientation, and direction). Teams are especially appropriate for conducting tasks that are high in complexity and have many interdependent subtasks. A team is a group of people with complementary knowledge and skills, who are committed to a common purpose, performance goals, and approach, for which they hold themselves mutually accountable.

It is important for a team to have a common, well-articulated, and meaningful goal. This goal can range from a relatively narrow and finite objective, to a broader, longer-term goal.

A 'group' does not necessarily constitute a 'team'. Teams normally have members with complementary skills and generate synergy through a coordinated effort, which allows each member to maximize their strengths and minimize their weaknesses. A team becomes more than just a collection of people when a strong sense of mutual commitment creates synergy, thus generating performance greater than the sum of the performance of its individual members.

7.1 InterSystems/interdisciplinary project teams

The systems team structure is interdependent in form; this is why the organizational structure has the prefix "inter-" in its name. In an interdependent team:

- No significant task can be accomplished without the cooperation and coordination of any of the members;
- Within that team members typically operate through different tasks; and,
- Outputs are bound to the flow of the whole team.

The root of the word is "-systems". Though, one could also refer to these teams as "interdisciplinary teams". Whereas, interdisciplinary could be taken apart to mean, "disciplinary" - practiced, and grounded in understanding. And, "inter" - across artificial lines of division.

Herein, to cut off a single field, any field from the rest of cognition is to drop the vast context which makes that field possible and which anchors it to reality. The ultimate result, as with any failure of integration, is floating abstractions and self-contradiction, potentially generating a form of compartmentalization with respect to values, desires and logical self-interest, by the compartments of personal and political life. Relating one context of knowledge to another is necessary for integration.

Participants in an interdisciplinary team unite frequently to share information and complete tasks, which are related to their responsibility objective(s).

However, putting a group of individuals from different disciplines in the same room does not necessarily mean that they will function well, or at all, as a team. One has to want to be part of a team, and value the cohesiveness that it brings. A cohesive team can only function optimally if the members can effectively communicate among themselves, especially under potentially stressful conditions. Sub-teams exist to address the critical pieces of a system. Crucial to the sub-team development is the clear delineation of roles and responsibilities within the team. With good communication skills, team members are able to define and coordinate (Read: arrive at synthesis of efforts) with other team members through the roles that each has selected to fulfill within the team context.

The value of interdisciplinary teams has long been recognized in many fields, including particle physics, astrophysics, and other "big science" disciplines. Interdisciplinary team science broadens the scope of investigation into problems, yields fresh and possibly unexpected insights, and gives rise to new interdisciplines that are more technically sophisticated. Traditional ("profession") divisions within a community can impede the pace of discovery and evolvement.

In many ways the emphasis on team science in research runs counter to the long and rich history of the independent researcher making great discoveries while sitting alone in his or her space thinking great thoughts. This perspective runs deep. In fact, Ralph Cordiner, the former chief executive officer of General Electric, once stated that,

Despite the success of the lone researcher, there is increasing evidence that complex, systematic problems are often better solved through the efforts of an "interdisciplinary" collaborative group. Recent examples, from the isolation of the SARS virus to the mapping of the human genome, support this concept; in community, we all have and share ideas.

Generally, a "committee" is a group of people with collective [un]responsibility. It is a group where no one is directly responsible for the consequences of the group's

action. Some committees are transparent, and others are not.

In early 21st century society, most work basically consists of the agonizing process of being slowly bored to death over a period of about 40-45 years of drudgery. Does this sound like work or slavery? Most people are afraid to admit it, because to dislike "work" is regarded as a symptom of mental illness and not an issue of semantics. It is this universal repressed hatred of "work" or not cooperating in the community that causes almost everybody to despise and persecute the unemployed. Yet, most still secretly wish they could escape their own jobs and live without working. Few work at jobs they enjoy. They are in the minority.

Question authority. Look for something that gives you power instead of taking your power and giving it to something outside of oneself. Investigate for yourself and then participate

In community, there is a localization of teams around operational process and service system.

7.1 Common project-based team synonyms

A.k.a., Team language.

In the early 21st century there are numerous organizations that promote simple project coordination with a team-based organization, but they use different words to mean the same thing. In the context of functional teams, there are many words used in the early 21st century to mean essentially the same thing:

1. Team, group, circle, holon, network, etc.
2. Issue, problem, tension, obstacle, challenge, etc.
3. Rejection, objection, disapproval, disagreement, etc.
4. Approval, acceptance, agreement, etc.
5. Coordination, management, governance, etc.
6. Planning, controlling, deciding, etc.
7. Work description, job, role, accountability, responsibility, etc.
8. Action, activity, task, event, etc.

7.2 Teamwork

NOTE: *Teams exist to accomplish a purpose; hence, when a team communicates, it does so with precision and a desire to remove contradiction.*

The word "team" has two principal meanings in common parlance. Firstly, it means that individuals are working together toward a common purpose (notice the "intrinsic", holistic orientation). However, it can also mean, as a qualified sub-characteristic of the first as "teamwork" against other teams (Read: one side or the other). So, in English, this word can be confusing because it appears to mean integration, but in normative practice it carries with it the connotation of competition between the interests of the teams. This is why, in the Community, the teams are known as 'InterSystems Project Teams'.

7.3 Team meetings (formal)

What do we want accomplished, by what time, and do we have the resources available? Let's formally decide accountability. Let's decide [to] change. Meetings as information sharing and design engineering must be organized and scheduled. What is a "meeting"? In community we share and we design in synchronous and asynchronous time. A "meeting" is a formalized process for structuring the flow of information [and performance]. In the market system a 'process' of information sharing and practical performance is called a "meeting". Teams are associated with habitat and societal operations. Working group meetings are a form of team meeting and are all formal.

7.3.1 Meetups (informal)

More recently, there is the concept of "meeting up" being applied to social "meetups" scheduled via a socially collaborative scheduling platform (most of which, in the market, are necessarily for-profit). These scheduled "meetups" are for "getting together" and doing enjoyable and otherwise desirable for oneself and/or for others. These activities are "wanted activities" that structure our quality of life measure. These are not, however, activities that are required to maintain the service structure of the habitat system. Instead, those active tasks are carried out by intersystems teams. "Meetups" are coordinated as part of the Habitat Service System > Exploratory Sub-system. In a sense, the Exploratory sub-system is a scheduling and resource coordination platform for generating access to the abundance of services that are produced through the core life and technology service support systems. Through "meetups" we practice, we explore, and we express; we grow ourselves and our systems. The Exploratory System provides a high-level structuring of those "meetup" services. Meetups are associated with public/semi-public activities. Meetups are generally informal.

7.4 The structuring of the InterSystem teams

INSIGHT: *When we think as a network we can connect the activities of others with our own so that we synergize effort toward our mutual fulfillment.*

Team-based organizational structures are made of teams working towards a common goal while working on their individual tasks. They are less hierarchical and they have flexible structures that reinforce problem-solving, decision-making and teamwork. Individuals working within a coordinated system into teams that perform a variety of task-based functions. At the level of

a service system, effort toward the resolution of a task (through "work") requires coordination. Simply, work requires tasks, and tasks necessitate a coordination of effort. In order to complete tasks in a system, there must be systems-level coordination processing. At the level of an accountable individual there is 'task coordination processing', which involves the sub-processes of [en] rolling and scheduling.

In community, individuals engage in an accountable manner with the service system to perform a service in the system that services their own fulfillment. As part of an intersystems team we are accountable to something other than our own inspiration. You don't have to participate in this structure, but when you do, you are accountable.

The selection of the interdisciplinary teams involves transparent processes and thresholds, and not "voting". The process of 'enrolling selection' is otherwise known as, "Rotation and Experience" (RAE). In effect, we rotate in and out of experiences that have an associated set of tasks that facilitate the continuation of our fulfillment in the community. Herein, the task "occupation" is a service performed by an individual to fulfill shared needs. In community, "jobs" are effortful tasks (i.e., services); individuals need to apply effort toward a task through a service-oriented role (ostensibly several) in order to maintain necessary services. This is the process of 'technical standards and technical skills' alignment [rotation].

Rotation is a transparent and formalized process. It involves the cycling of people through available positions, and through responsibilities. The formalized process involves experience/contribution as a saliently weighted factor in determination of threshold for selection.

- **Enrolling:** In the community there are no systems-oriented tasks (or "jobs") without a coordinated and definable role. To enrol is to choose or otherwise select a defined role of your present [operational] abilities with a set of identifiable responsibilities, for which there exist a series of associated, required tasks.
- **Scheduling** involves accountability and identity coordination through temporal and spatial considerations.

Those with "experience" have contributed significantly to the system, and their contributions are accountable and transparent. In a community, anyone acquires the potential for increased responsibility to other individuals by contributing. The more value in your contribution over time, the more responsibility potential you end up with, and the more likely you are to be rotated into positions of critical task responsibility. Therein, transparency and contributory "status" makes it very difficult to corrupt the system, as does rotation.

Rolling scheduling is primarily based on what an accountable individual has already contributed to the system. This is a true "election", based on what a person has done, not what they say they will do. A central support database with skills assessment based on the learning system is operational.

In a team-oriented society, some people do specific jobs because they are more qualified, and therefore, the job will be done more efficiently, safely, and effectively, than someone who is not qualified.

There is prerequisite proficiency required for rotation into some tasks/teams, which is a necessary safety mechanism for the coordination of processes and technologies that have the potential of putting life and the ecology at risk if mistakes of precision are made. There are also tasks that require no general precision other than basic manual procedural knowledge. These tasks are rotated more frequently and have less of a proficiency requirement, and therefore, they are accessible [as a task] to more individuals.

Anyone's' intersystems contributory "status" involves trust in the individual to act responsibly in a situation of high consequence to the community. Some of the factors involved in determining contributory status, and hence, the potential for rotation into a position of greater responsibility include:

1. Past actions
2. Consistency in actions
3. Decision trace (i.e., evolution) of action

When we are rotated into a position that is disliked, and we develop a shared experience, then we are more likely to develop a deep respect for how difficult the service may be, and hence, possibly change our behavior as a result.

Importantly, manipulation [of data] is difficult when there is rotation, and nearly impossible when there is transparency by design.

No individual person is giving orders or the "leader"; instead, we cooperate and function through similarity in the coordination of our efforts. In the Community, people are not "managed", and the inter-relationships between them do not have to be "managed", for everyone is arriving at the same or similar decisions about the system, while accountably identifying their responsibilities both to themselves and to the community. They think and act in a way that "their" responsibilities to the fulfillment of the community are also responsibilities that support themselves, and their lifestyle. They do not think and behave this way because they are robots, but because they have the same knowledge about the system, and a similar direction, orientation, and approach to the real world lifegrounded system that maintains the community.

Instead of "management", there is self-similar coordination. The individual coordinates themselves toward their own fulfillment in the same way as the socio-economic decision system coordinates for everyone's fulfillment. In community, the way we direct, orient, and approach our lives as individuals is similar, just at scale,

to the way we direct, orient, and approach our fulfillment as a community.

When we are deprived of our essential powers as creative, intrinsically directed beings, then our service systems reflect that emptiness. What do we get in return for "submission"? Not security. Being one-down in a control hierarchy isn't a secure place to be. When we are deprived of fulfillment we have a potential likelihood of behaving like fearful and suffering caged animals.

In the system, problems at any scale are settled through transparent, root level processes. This is rational self-organization; examining information accurately and using a solution orientation to seek the alignment of a decision with a particular direction.

Some people could be on call for minor action-tasks (only limited training required) after a signal is introduced into the decision system alerting to a necessary action. Some of these notifications could go out to anyone proficient in the task.

Being on a systems team involves precision at a task; it involves a degree of internal, self-controlled processing, because there are technical rules for safe and efficient technical operation. When participating on an intersystems team, the degree of freedom you have in your tasks is set by a coordination of task roles and responsibilities on a rolling scheduled basis. Here, we us a transparent and formalized process to constrain our degrees of freedom in order to construct our emergence into a higher dynamic of our potential. Through coordination we have an access to a synergy of power. We are wasting energy all the time in the persistence of the active state of self-defense.

Elite identities are not helpful in a community. As a volunteer, one's effort (or "labor") doesn't make one's identity; how one relates to one's experience of the world and others in the world, as one's life moves through its various stages, that has a kind of flexibility and richness (as a non-judgmental experience of a wide-variety).

7.5 Operational self-directed team scheduling

In a community-type society, anyone can join the operational InterSystems team, which maintains the scheduled operation of the community. In a sub-team, when there are tasks required that no one wants to do, then those tasks are assigned via an algorithm that selects individuals who have opted to complete them in the most equitable and appropriately rational and rotational manner; but, individuals aren't required to do the task after being selected -- they can always walk away and say no, and there are no technical consequences. Those who have selected to be accountable are expected to be so, and if not, they lose future access to accountable positions. So, if someone opts not to complete a task, that decision is transparent, and the algorithm selects another individual and conveys that information to the commons. It is important to recognize herein that users, who are also contributors, value and understand the importance of achieving abundance through automation and efficiency. It is common to seek to automate those tasks that are not desirable. Also, the fact that a task must be done and is not desirable means that a problem exists to be solved by the creativity of the community. If sufficient numbers of people opt not to complete the task, there is evidence for its undesirability and a potential opportunity for improvement. By rotating these undesirable tasks, someone is likely to come up with a creative way to solve the issue, eventually - maybe by automating the task, or perhaps by creating a more efficient way of performing it: with less human effort and with added safety. Those types of solutions would represent authentic learning in action.

Rotation has a secondary benefit. Sometimes in life we are blinded [for various reasons] to the results of our behaviors. The product of undesirable behaviors is often undesirable follow-up tasks. When we rotate tasks we give individuals the chance to improve, compensate, and "make amends" for the problems they may have caused by their behavior; therein, lies an opportunity to learn from the experience. It is necessary to acknowledge here that coercive assignments are opposed (i.e., antithetical) to intrinsic motivation. In community, there is distributed responsibility and personal accountability. Of note, rotation also provides the community as a whole the opportunity to see and experience the consequences of others' problematic behaviors.

Simplistically speaking, a community-type society operates by means of a schedule of individuals with the knowledge, skills, and technology who self-direct their accountability in the form of an associated task placed on a schedule.

7.5.1 Task-based work

Task-based models chunk effort into short "doable" segments, and people will do it just because it is interesting, just because it might have some fun to it, just because it gives me a certain sense of meaning, just because it will fulfill us a little more. Efficiency allows for passionate contribution.

7.5.2 Task rotation

When there are tasks required that no one wants to do, then those tasks are assigned via an algorithm that selects individuals to complete them in the most equitable, and hence rotational, manner; but, individuals aren't required to do the task after being assigned its selection – the selection can be denied -- anyone can always refuse a task, and there are no consequences. If someone opts not to complete a task, that decision is transparent, and the algorithm assigns the next individual in the rotation.

It is important to recognize herein that our design processes align with our automation and efficiency constraints in order in order to provide fulfillment for services that humans no longer desire (or do not desire) to complete themselves; in order to provide freedom of

space and time elsewhere. We always seek to automate those tasks that are necessary, but not desired.

The fact that a task must be done and is not desirable means that a problem exists to be solved by the creativity of the community. If sufficient numbers of people opt not to complete the task, there is evidence for its undesirability, and this information represents a potential opportunity for improvement. By rotating these undesirable tasks, someone is likely to come up with a creative way to solve the issue, eventually - maybe by automating the task, or perhaps by creating a more efficient way of performing it: with less human effort and with added safety. Or, by making the task obsolete, or coming to the realization that the task is actually unnecessary. These are real challenges and their solutions represent a type of 'authentic learning', learning in action.

Rotation has a secondary benefit. Sometimes in life we are blinded [for various reasons] to the results of our behaviors. The product of undesirable behaviors is often undesirable follow-up tasks. When we rotate undesirable tasks we give individuals the chance to improve, compensate, and "make amends" for the problems they may have caused by their behavior; therein lies an opportunity to learn from the experience. It is necessary to acknowledge here that coercive assignments are opposed (i.e., antithetical) to intrinsic motivation. In community, there is distributed responsibility and personal accountability. Of note, rotation also provides the community as a whole the opportunity to see and experience the consequences of others' problematic behaviors.

Let us, for example, say a group of people have a "party" and leave a mess of trash (as either waste, or as the misplacement of items that are intended to be accounted for at the systems level, but because of the party they are now left unaccountable). In this case, the people who checked out the resources for the party, or who have been "exposed" via evidence generating "user flagging", will be rotated into the positioned role of "clean-up and resource re-entry" more frequently.

Next, imagine a group of people who have a concert and disrupt the natural restoration cycle of individuals in the community such that they submit issues into the decision system articulating that there was/is a "sound pollution" issue occurring with one of the service systems. In this case, the users accessing the resources causing the sound disturbance would be rotated into the project inquiry team studying mechanical wave pollution, its biological ramifications, and developing solutions to noise pollution issues.. Yet, if such a team was primarily composed of people with initial disregard for this need, then likely, nothing would be done about the issue.

Individuals could of course repetitively deny participation in resolution of the issue they are verifiably creating through their behaviors, but that would be transparent to the remainder of the community. There is 'social facilitation' here.

Imagine a lifestyle where tasks facilitate the construction of a fulfilled life experience. In other words, what would a lifestyle look like where tasks maintain the construction of services that generate a fulfilled life experience? How might that lifestyle be different than the lifestyle of having a Title and a career?

Herein, there is both assigned rotation and individual selection. Tasks become available and unavailable to accountable, intersystems team members on a rotated basis.

Tasks that someone has been rotated into as a community priority involve the factors of urgency/criticality (as per the urgency spectrum), and also, accountability itself. Someone who creates "pollution" into the system is selected the assignment of "cleaning up" after themselves. Rotation is the re-opening of a role to another qualified individual.

Rotation occurs when a role is exhausting, "unoccupied" (static/continuous), or when a functional characteristic of the role necessitates rotation for the confirmation of input accuracy through the multiplication of individual verification.

The application of rotation to functional roles expose individuals to a variety (or "diversity") of different experiences, and it is likely to facilitate the self-integration of the system (i.e., become a "generalist") as opposed to facilitate the myopic specialization of individuals away from integrated commonality, and toward, "professionalization".

Not every role is significantly rotated. Through coordination, tasks become available and unavailable, and we are presented with intersystems project tasks as part of the community. These tasks are provided to us through a transparent, and commonly formalized process task prioritization.

It is important to notice our biases and to identify our skills and our interests.

Tasks involving incidents and accountability are prioritized on our intersystems task contribution queue. Herein, individuals can also choose to be part of an intersystems project team wherein they accept [accountability for] a set of available responsibilities (representing tasks).

7.6 Social perception status

In a community-type society, efficiency will produce a scarcity of Habitat Service System InterSystem Team positions; this will likely produce competition for significance, achieve the available positions. Simply, societal efficiency will reduce the number of required work positions ("labor") to keep the society developing and operating.

7.7 Services, roles and responsibilities

We are all learners and participators in the community who are outwardly active sometimes and inactive other times. There is coordination between project participants through division of responsibility per a specified task.

There are not "project titles", as such. Often, project titles are used to indicate hierarchy, superiority and inferiority, "status". Instead, in community, there are service "roles" and responsibilities as characterized by a defined service task. When a function defines a service, then the service (i.e., "role") can be clearly delineated by its characteristics (i.e., "responsibilities"). "Title" indicates inequality; "service" derived from function simply indicates the existence of separateness as a characteristic process of a system, but not with the added social characteristic of "title", which is a linguistic component of an "ownership" structure; which, through analysis, has been determined to perpetuate inequality in access.

When we communicate, we desire to communicate precisely so that we resonate with the needs of each other, and hence, we can design systems that fulfill a construction of that designed resonance. When we understand what we have and what we need, then we can begin to coordinate our responsibilities (as opposed to one group commanding another group of "human resources"). When we are iterating and integrated structurally, then it is unhelpful to be giving commands; it is helpful to work transparently through formal processes, and to do so through inquiry.

7.8 The project team structure

At a high-level, the intersystems project team is divided into three functional areas: viability; feasibility; and maintenance & operations. Any given individual working as part of a intersystems team is doing work for one (or more) of these project teams.

7.8.1 Viability [of system] project teams

Strategic preservation planning as data collection and analysis toward sustained viability is essential for survival and flourishing. The viability [project] teams assess the viability of designs [as part of a decision inquiry process]. The role of any given member on one of these teams is to assess viability with increasing accuracy.

This team includes (RESEARCH):

- Core research [center] laboratories
- Specialized research laboratories

The feasibility research team asks questions, discovers new data, and applies that information to the resolution of an "issues" decision space.

It is interesting that younger and less experienced members of a team contribute greatly to the success of group decision making. In computer simulations of group problem solving, investigators have found that adding group members who know less about the problem topic but have different skills improves group performance compared with the performance of a group of members who all are knowledgeable about the problem topic . Organizational theorist James G. March has suggested that groups that consist of members who are too much alike find it harder to keep learning, with each member bringing less and less new information to the discussion. Therefore, the development of knowledge may depend on maintaining an influx of those who are less with the problem but have other skills. And, encouraging them to ask questions may give rise to the most creative ideas of a group. As Albert Einstein once said, "If at first the idea is not absurd, then there is no hope for it." The ability of individuals, team members and the community alike, to ask the "stupid" question may be as important as their willingness to question facts that the experts believe are indisputable.

7.8.2 Feasibility [of system] project teams

The feasibility teams engineer designs through constraint while they assess the feasibility of those designs in their technical integration into the habitat service system. The role of any given member on one of these teams is to design systems that precisely meet requirements with increasing accuracy.

This team includes:

- Core development and fabrication [center] space
- Specialized development and assessment spaces

Team members design processes and technologies, and develop the integration of those processes and technologies into the habitat service system where they fulfill requirements.

7.8.3 Maintenance and operations team

The intersystems maintenance & operations (M&O) teams implement the strategically planned design framework, and maintain the community systems. In other words, they act toward repairing, maintaining, and operating the habitat system's services. These team members make changes to the service system based on 'decision space resolution' outputs.

- The maintenance team carries out active change requirements to the habitat service system. The maintenance team maintains the operation of the community.
- The operations team uses those active services to fulfill specified ongoing service requirements.

In a sense, M&O teams are just project teams with a continuous task cycle for in-service systems (they are the operational task project teams, instead of the viability and feasibility project teams).

Systems maintenance procedures can be improved if the knowledge base is organized into a set of well-defined modules, so that one can correspond to a specific module and make the necessary changes.

The primary maintenance problem lies in the ability to rephrase a problem in terms of algorithms. If you have

an algorithm, it can be solved mathematically.

The feedback from project teams enters a single, transparent integration space. And, that space includes its users as participants in the space's creation.

7.9 Inter-project team accountability factors

> **INTERSYSTEM TEAM PRIMARY:** *At the system's level, we treat each others time with respect, with due efficiency, and when we engage with one another, we do so with precision.*

These are factors for which we are held accountable for while operating as part of an intersystems team.

7.9.1 Technical negligence

Technical negligence applies when one was not paying attention to the task they had selected/accepted responsibility over, and due to their predictably accidental oversight there was a failure for which there are personal consequences (e.g., possible rotation off the team). Accidents happen, and they represent a potential opportunity to improve the safety of operational systems.

When technical efficiency is valued, then the reason to do the work at the systems level, is not to do the same thing repetitively, it is to get the job done so you can go do something else. Our life support feeds our creative expressions at the facility platform. In community, we get the job done, and we get it done with thought and efficiency. Change affects us; let us describe how it is affecting us, and let us direct our new wisdom toward the creation of the greatest potential expression of fulfillment in that moment. We can be in flow and oneness with ourselves, or with many. When we iterate change together we experience a synergy of potential through the construction of 'community'.

7.9.2 Mistakes

Mistakes are bound to be made and there can be an access cost associated with them. Yet, a degree of freedom (i.e., "allowance") for mistakes usually allows room for learning to take place. Some of the best learning can take place by the method of trial and error (challenge/skill ratio).

Because there are the possibility of accidents, there are the inclusion of safety measures at the level of the intersystems teams.

When we make serious mistakes as a participant in an intersystems team, we stand up and walk away (i.e., we rotate immediately). Someone who is not, now, emotionally invested will come in and perform the responsibilities. The adage here is, "Trust the gaps". Without a pause to reflect, reasonable accidents could quite easily become tragedies.

7.9.3 Secrecy

At the economic level, secrecy is an essential tactic of warfare. It offers what is known as "leverage" (or, "competitive advantage"), as it denies an opponent informed choice, and could be considered a form of aggression. Concealment is a form of aggression when it denies an informed salient choice for either the individual or the community.

Diagnostics are consistently run on systems to ensure that they are functioning appropriately and to catch errors in their processing and/or newly created inefficiencies due to new knowledge and understanding. It is our goal to have all of our activity as part of a habitat service system's team accounted for; accounting is necessary for all forms of coordination.

7.9.4 Power structures

The community does not have a socio-economic power structure. A 'power structure' is an organizational structure that uses a means of [extrinsic] leverage in order to maintain compliance and control of action. Taxation and salaries are a form of this leverage. In community, there is no motivation for positions of authority, for none exist. Some positions involve greater responsibility, but not greater authority nor greater salary.

All decisions of control are formally arrived at through planning by the community, and through the transparent iteration of the information decisioning system.

7.10 Challenges to team coordination

Several pitfalls can occur within an interdisciplinary team and inhibit its success. Misunderstandings and mis-communications often occur owing to the lack of a common language and the precision of its use. Even in a single department such as radiology, clinical physician scientists, image-processing computer scientists, and engineers may speak very separate and distinct scientific languages that require translation for mutual understanding. The more diverse the group, the more critical the roles of open communication, clarification, and mutual respect/resonance become so that all members can understand the distinct languages and needs of individuals on the interdisciplinary team.

In any organization, roadblocks may represent substantial impediments to the formation and continuation of intersystems/disciplinary programs, and overcoming them may require a shift in direction, orientation, and/or approach, in "culture".

Intersystems teams are structurally coordinated through:

- **The Project Team's construction (i.e., the team "charter"):** How is the team defined, and what are the goals that it is communicating to the community? What are its anticipated outcomes and contributions; its timelines; and how it will measure

both the outcomes of its work and the process the team followed to accomplish their task?

- **Control:** Does the team have enough freedom and empowerment to feel the connection necessary to accomplish tasks? At the same time, do team members clearly understand their boundaries? How far may members go in pursuit of solutions? Where are parameters of operation (i.e., "limitations) defined?
- **Clear expectations:** Is the team's expected performance and output(s)/outcome(s) clearly identified and communicated? Are they freely chosen? Do team members understand why the team was created? Is the organization demonstrating constancy of purpose in supporting the team with resources including people, physical resources, and time? Does the work of the team receive sufficient emphasis as a priority in terms of the time, discussion, attention and interest directed its way?
- **Context:** Do team members understand why they are participating on the team? Do they understand how the strategy of using teams will help the organization attain its communicated goals? Can team members define their team's importance to the accomplishment of goals? Does the team understand where its work fits in the total context of the organization's goals, principles, and structure?
- **Commitment:** Do team members want to participate on the team? Do team members feel the team tasks are important? Are members committed to accomplishing the team's purpose and decided outcomes? Do team members perceive their service as valuable to the community and to their own interests? Do team members anticipate recognition for their contributions? Do team members expect their skills to grow and develop on the team? Are team members excited and challenged by the team opportunity?
- **Competence:** Does the team feel that it has the appropriate people participating? (As an example, in a process improvement, is each step of the process represented on the team?) Does the team feel that its members have the knowledge, skill and capability to address the issues for which the team was formed? If not, does the team have access to the help it needs? Does the team feel it has the resources, strategies and support needed to accomplish its objective purposes (i.e., "objectives")?
- **Collaboration:** Does the team understand team and group process? Do members understand the stages of group development? Are team members working together effectively interpersonally? Do all team members understand the roles and responsibilities of team members Can the team approach problem solving, process improvement, and goal setting and measurement, jointly? Do team members cooperate to accomplish the team purposeful task construction (i.e., "charter)? Has the team established group norms or rules of conduct in areas such as conflict resolution, consensus decision making and meeting management? Is the team using an appropriate strategy to accomplish its action plan?
- **Communication:** Are team members clear about the priority of their tasks? Is there an established method for the teams to give feedback and receive honest performance feedback? Is transparency in communication being maintained? Do the teams understand the complete context for their existence? Do team members communicate clearly and honestly with each other? Do team members bring diverse opinions to the table? Are necessary individual needs raised and addressed? Is the team using non-violent communication?
- **Responsibility:** Do team members feel responsible and accountable for team achievements? Is reasoned risk supported in the community? Do team members fear reprisal? Do team members spend their time finger pointing rather than resolving problems? Can contributors see their impact by the continuance of operation of community systems and evolvement of the system itself? Is the team's reporting relationship and accountability understood by all members of the community? Is there a defined review process so both the team and the community are consistently aligned in direction and purpose? Do team members hold each other accountable for project timelines, commitments and results?

7.11 InterSystem/interdisciplinary affect response

A "culture" of mutual respect/resonance (as a human being with needs and desires) is critical for an interdisciplinary team to be highly functional. In particular, when a team comprises diverse levels of expertise and many different disciplines, it is essential that all team members are comfortable raising issues, questioning ideas, and fully participating in discussion without fear of being ridiculed or having their ideas discounted. Only when open communication and a high level of respect are present do all of the team members feel comfortable sharing their ideas and contributing freely. The stronger the culture of mutual respect/ resonance, the higher the likelihood that everyone will

thrive. Another result of mutual respect/resonance is that it helps to reflect the value of each team member of the group, regardless of their level of responsibilities or experience. Members of a group who feel valued are more likely to be committed, creative, and contributory, and a group in which each member is respected and valued is much more likely to produce great work.

As participants, we understand that some of these roles are reviewed at a set periodicity, and rolled (in market terminology read: "renegotiated") at another set periodicity regardless of subjective affect. Responsibilities become systems-level access tasking (i.e., "systems-level access"). This doesn't mean that you "get access over" the system; instead, it means that a distributed element of the functional system becomes available for your effortful input.

7.12 Mentoring ("onboarding")

Highly effective interdisciplinary teams often show strong mentoring. Mentoring has been noted as a critical component in both traditional training disciplines—science, the arts, even the special forces—acceleration in these areas can often be facilitated through mentoring. As the importance of mentoring has been recognized, a number of tools and techniques have been developed to maximize the productivity of the mentor-mentee relationship. A mentor is someone on an interdisciplinary systems team who facilitates the knowledge and skills development of an individual who is inexperienced in the system.

In facilitation there is attendance to need. There is a lot to being a person and there is a lot to being a person who contributes to society, which involves mentoring and facilitation through the community. Mentoring is systematically structured throughout the service system as a learning support structure.

7.13 From technological projects come technological services

Here, technology is the study and logic of technical [systematic] servicing. It is the study of the potential of an object [in service]. Technology is the logical reasoning of the optimal way to accomplish a functional task given what is known. Etymologically speaking, "techne" (or "tekhne") is the Greek word for "art", which means the equivalent of craft, skill, or construction. "Logos" is the Greek word for "reasonable language" or "reasoning about" the world. Technology isn't just about 'thinking', it is also 'constructing' and 'modifying' the world; of "manipulating" manipulatable variables in the material environment toward a required intention. The faster this happens, the more careful we must be with our intentions.

Technology is automatic means for fulfilling certain functions, whereas it is society (or "culture") that gives this content specific form; at the socio-economic level, technology interfaces with society, and it cannot be otherwise. Because the way in which people live their lives is determined by the prevailing cultural patterns, everything people do is an expression of the priorities (possibly taken for granted), and of the values observed in a given society. After all, to put it in philosophical terms, each cultured expression is a realized value-system.

Technology extends the natural capacities of humans. Taken in this sense, technology does indeed relate to basic needs, since a certain minimum of locomotion, sight, and hearing is indispensable for survival. This is even more obvious with respect to the use of simple tools, which are in an almost literal sense extensions of the human body. It is not by chance that the author of the first German monograph on the philosophy of technology chose the following sentence of Edmund Reitlinger as the motto of his book (Kapp, 1877): "Die ganze Menschheitsgeschichte, genau geprüft, löst sich zuletzt in die Geschichte der Erfindung besserer Werkzeuge auf." [All of human history, adequately examined, in the end is the history of better tools.] In a pointed formula one could say that we depend on technology and that we use technology just because we have a body, because we are part of the physical world.

Our technologies become encoded into our socio-economic system. As purely information, they have a neutral moral consideration; but as encoded structures (in the form of operative systems), they have behaviors. Their behaviors affect our behavior, and our behaviors cannot be fully separated from their behaviors.

For purposes of analysis, it is necessary to separate both areas in analytical terms. But, it must always be kept in mind that when dealing with the one of these two dimensions, at least implicitly one is necessarily also dealing with the other.

Consider the famous saying that technology is the art of guiding the forces of nature according to human purposes. This is to say that technology means to deliberately reshape the physical world in order to attain certain desired results or to fulfill specific functions. Technology and its usage have the potential to change us. In community, we coordinate modifications to the habitat service system through intentional integration at scale.

8 [Contribution] Project charters plan

Generally, projects begin are instantiated through the data contained in an instantiating document, often called a project charter (or, project description). The Auravana Project is a project to develop and establish a community-type society on the planet. The Auravana Project develops and uses a project plan to set its instantiating definition/charter.

8.1 Project instantiating charter

The Project Plan (standard) serves as the Auravana Project's instantiating charter.

The Project Plan includes the following project charter elements:

1. **Project Title:** Auravana Project
2. **Purpose:** *See the Project Plan > The Project Plan Overview > Project definition -AND- See the Social System > The Social Direction of a Community-Type Society*
3. **Goals:** *See the Project Plan > The Project Plan Overview > Project definition -AND- See the Social System > The Social Direction of a Community-Type Society*
4. **Scope:** *See the Project Plan > The Project Plan Overview > Project definition*
5. **Objectives:** *See the Project Plan > The Project Plan Overview > Project definition*
6. **Stakeholders:** *See the Project Plan > The Project Plan Overview > Project definition*
7. **Known risks:** *See the Project Plan > The Execution of a Community-Type Society > [Plan] Risk coordination and control*
8. **Coordinator Approval:** *See the Project Plan > Document revision history : Generation by (contributor name)*

   NOTE: *This is a project proposal for a systems-based, human contributed, organizational access service system, and that ultimately realizes a community-type life experience for all humans, globally.*

8.2 Sub-Project instantiating charters

The Auravana Project has three core sub-projects, each of which is contributed to by a team:

1. **The project to develop the societal specification standard (SSS).**
   A. Contributed to by SSS working groups.
   B. Deliverable is a societal specification standard.
   C. Deliverable available to the whole community population.
   D. Stakeholders are the whole community population
   E. The purpose is to produce a standardized, unified societal information system that informs and enables a societal-level community, composed of data, decisions, habitat operations, and a lifestyle for the individuals within the society.
   F. The goal is to develop six information sets (documents, models, etc.):
      1. An overview of the society.
      2. A project plan for the society.
      3. A social system for the society.
      4. A decision system for the society.
      5. A material system for the society.
      6. A lifestyle system for the society.
   G. The scope is a globally unified information set accessible to the whole global population and developed by contributors to a community contribution service system.
   H. The objectives are the objectives of each of the six information sets.
   I. Known risks are detailed in *The Project Plan*. Known risks include: health and safety, bias and belief (opinion), information sufficiency, and informational incidents (Read: adverse informational event; loss of useful information).
   J. The societal specification standard (SSS) is a deliverable that requires the approval of a SSS coordinator team.
2. **The project to construct and operate a habitat service system (HSS).**
   A. Contributed to by HSS teams.
   B. Deliverable is an operational habitat service system (global information and local city systems; global and local).
   C. Deliverable available to the whole community population.
   D. Stakeholders are the whole community population.
   E. The purpose is to construct and operate an integrated habitat service system through the utilization of a societal specification standard that provides an informational structure with which to realize individual fulfilment at the societal scale.
   F. The goal is to develop three primary operational habitat service systems:
      1. A life support service system.
      2. A technology support service system.
      3. An exploratory support service system.
   G. The scope is a globally coordinated habitat service system accessible to the whole community population and operated by

contributors to a community contribution service system.

H. The objectives are the objectives of each of the three primary habitat service systems.

I. Known risks are detailed in *The Project Plan*. Known risks include: health and safety, operational discipline, resources acquisition, and physical incidents (Read: adverse physical event; loss of access potential).

J. The habitat service system (SSS) is a deliverable that requires the approval of a HSS coordinator team.

3. **The project to facilitate a transition (locally and/or globally) to a community-type society.**

A. Contributed to by transition interface teams.

B. Deliverables are a transition proposal and transition operations.

C. Stakeholders are the whole, global population.

D. The purpose is to propose, develop, and execute a societal transition from another or other types of societies to a community-type society as identified in the societal specification standard.

E. The goal is to transition persons, resources, and technologies (including current cities) into a community-type society as detailed in the societal specification standard.

F. The scope is a globally coordinated transition to a community-type society. This scope includes the transition to a community-type society at local scales; and, it is developed and executed by contributors to a community contribution service system.

G. The objectives include:

1. Resources moving into a globally coordinated commons.
2. Persons moving into a globally coordinated commons.
3. Information "moving" into a unified societal standard.
4. Production and distribution operating into a globally coordinated commons.
5. Individuals living in and contributing to a community-type lifestyle, while accessing community-type services.

H. Known risks are detailed in *The Project Plan*. Known risks include: health and safety, bias and belief (opinion), the drive toward coercive power, the state of a poverty of fulfillment without trading, and transitional incidents (Read: adverse transitional events; loss of useful [market-State] relationships). Coercive States (governments represent a risk -- the belief in authority (as, power-over-others) is a risk. Profit driven market organizations (profit-based corporations) are a risk -- the belief in property and trading [for fulfillment] is a risk.

I. The transition proposal (deliverable) and transition operations (execution) is an organization that requires the approval of a Transition Interface (TI) coordinator team.

9 [Contribution] Project instantiation work descriptions

A.k.a., Job description, role description, service description, service work description, contribution work description.

Generally, projects are contributed to (Read: enrolled in) by individuals who agree and commit to a contribution role (service event) as detailed in an instantiating work-service contribution [description] document, often called a contribution description (Read: job description and contract). The Auravana Project a contribution-based service system to coordinate contribution toward a community-type society. Individual roles (categories of service-work) develop and operate a [community-type] societal system. These roles, of which there are three primary categories, are detailed in the Project Plan as contribution service descriptions.

9.1 **Coordination service** *contribution description (Coordinator member)*

As a member of a coordination team, you will primarily work with physical and informational elements to coordinate projects, contributions, and resources within a service [contribution] system realized from a societal specification standard. The project for a community-type society is planned, developed, and executed to fulfill all human individuals globally.

1. **Member purpose (a.k.a., job purpose)** - State the purpose of the member's participation on the team/group:
   A. The team members purpose is to operate as a coordinator at some system's level. Coordinating information and decisions about projects and resources.
2. **Member role (a.k.a., functional assignment)** - Identify the functional role in the contribution service system.
   A. The coordination service team has a PC (projects coordinator) identifier in their role.
3. **Member identifier** - Identify the member as a unique entity in the contribution service system.
4. **Accountabilities (a.k.a., duties)** - State the items that the member is accountable and responsible for:
   A. Objectives (goals)
      1. Coordination of users and contributors.
      2. Coordination of projects.
      3. Coordination of information.
      4. Coordination of resources.
   B. Tasks (actions/activities)
      1. Are identified by role.
   C. Conditions (value conditions that qualify decisions)
      1. Transparency
      2. Accountability
      3. Protocol (and safety)
5. **Project coordinator responsibilities** - What does it take to be a project coordinator:
   A. It takes a complete knowledge of the societal system as it presently exists.
   B. It takes an ability to use the project coordination software and systems.
   C. It takes the ability to organize and facilitate communication between project contributors.
6. **Qualifications (a.k.a., skills)** - State the qualifications that the member must have to complete the work required by the working group.
   A. Primary societal system projects coordinator must have an understanding (and thus, have read) the whole societal system standard. A societal projects coordinator will likely have contributed significantly to the project. Sub-societal project coordinators simply needs to know the coordination protocol.
7. **Common responsibilities** common to all contributing members should be listed, and are as follows:
   A. **Health and Safety** - To take responsibility for your own health, safety and welfare, being conversant and ensuring compliance with the organisation's standards and procedures.
   B. **Training and Development** - To undertake all reasonable training, learning and development activity designed to support you in your role.
   C. **Freedom and Equality** - To be responsible for your own behaviour and act in a manner that avoids and discourages any form of discrimination or harassment, or unequal habitat fulfilment.
   D. **Quality Performance** - To be accountable for the quality of completion of the performance of activities as required.
   E. **Tasks:** Are identified by role.

9.1.5 **Working group** contribution description (Working group member)

As a member of a working group, you will primarily work with and contribute information to a unified societal standard. This unified societal standard is developed and used to fulfill all human individuals globally.

1. **Member purpose (a.k.a., job purpose)** - State the purpose of the member's participation on the team/group:
   A. The working group member's purpose is to develop and code a societal specification

standard using language and object visualization. Accessing information and resolving decisions about the societal standard.

2. **Member role (a.k.a., functional assignment)** - Identify the functional role in the contribution service system.
   A. The the working group member has a WG (working group) identifier in their role.
3. **Member identifier** - Identify the member as a unique entity in the contribution service system.
4. **Accountabilities and responsibilities (a.k.a., duties)** - State the items that the member is accountable and responsible for.
   A. Objectives (goals)
      1. Acquire and integrate information.
      2. Develop a unified societal specification standard.
      3. Develop software programming to automate function, of which decisioning is a primary societal function. Fulfill decision inquiry requirements.
   B. Tasks (actions/activities)
      1. Are identified by role.
   C. Conditions (value conditions that qualify decisions)
      1. Transparency
      2. Accountability
      3. Protocol (and safety)
5. **Qualifications (a.k.a., skills)** - State the qualifications that the member must have to complete the work required by the working group.
   A. A working group team member must have an understanding (and thus, have read) the societal system standard of the working group they are a part. A working group member will likely contribute significantly to the project. Sub-societal working group members simply need to be familiar with the topic of their working group.
6. **Common responsibilities** common to all contributing members should be listed, and are as follows:
   A. **Health and Safety** - To take responsibility for your own health, safety and welfare, being conversant and ensuring compliance with the organisation's standards and procedures.
   B. **Training and Development** - To undertake all reasonable training, learning and development activity designed to support you in your role.
   C. **Freedom and Equality** - To be responsible for your own behaviour and act in a manner that avoids and discourages any form of discrimination or harassment, or unequal habitat fulfilment.
   D. **Quality Performance** - To be accountable for the quality of completion of the performance of activities as required.
   E. **Tasks:** Are identified by role.

9.2 Habitat team *contribution description (Habitat team member)*

As a member of a habitat team, you will primarily work with physical an informational elements to construct and operate a service system realized from a societal specification standard. This habitat service system is developed and used to fulfill all human individuals globally. The habitat team is tasked with the construction and operation of a physical-informational city networked environment.

1. **Member purpose (a.k.a., job purpose)** - State the purpose of the member's participation on the team/group:
   A. The habitat team member's purpose is to construct and operate a habitat service system based on a societal information standard. In general, engineering and operations language are used, as well as visualization. Accessing information and resolving realizations (constructions and operations) about the physical existence of humans.
2. **Member role (a.k.a., functional assignment)** - Identify the functional role in the contribution service system.
   A. The the habitat service member has a HSS (habitat service system, HSST) identifier in their role.
3. **Member identifier** - Identify the member as a unique entity in the contribution service system.
4. **Accountabilities and responsibilities (a.k.a., duties)** - State the items that the member is accountable and responsible for.
   A. Objectives (goals)
      1. Actualize (Read: actually materialize) information and operate the resulting system.
      2. Sustain human need fulfillment.
      3. Develop habitat service systems to meet fulfillment requirements.
   B. Tasks (actions/activities)
      1. Are identified by role.
   C. Conditions (value conditions that qualify decisions)
      1. Transparency
      2. Accountability
      3. Protocol (and safety)
5. **Qualifications (a.k.a., skills)** - State the qualifications that the member must have to complete the work required by the working group.
   A. A habitat team member must have sufficient

knowledge, skills, and tools to complete objectives related to their role in the habitat service system. A habitat service team member will likely contribute significantly to the project. Sub-societal habitat service members simply need to be familiar with the procedures of their contributed role.

6. **Common responsibilities** common to all contributing members should be listed, and are as follows:
   A. **Health and Safety** - To take responsibility for your own health, safety and welfare, being conversant and ensuring compliance with the organisation's standards and procedures.
   B. **Training and Development** - To undertake all reasonable training, learning and development activity designed to support you in your role.
   C. **Freedom and Equality** - To be responsible for your own behaviour and act in a manner that avoids and discourages any form of discrimination or harassment, or unequal habitat fulfilment.
   D. **Quality Performance** - To be accountable for the quality of completion of the performance of activities as required.
   E. **Tasks:** Are identified by role.

9.3 **Transition team** *contribution description (Transition team member)*

As a member of a transition team, you will primarily work with physical an informational elements in an opposed environment (e.g., market-State) to develop relationships that facilitate greater understanding and community realization. The transition team handles external societal affairs (i.e., relationships with other societies).

1. **Member purpose (a.k.a., job purpose)** - State the purpose of the member's participation on the team/group:
   A. The transition team member's purpose is to develop relationships that benefit the whole community population. Accessing information and resources essential for the realization of a community-type society.
2. **Member role (a.k.a., functional assignment)** - Identify the functional role in the contribution service system.
   A. The the transition team member has a categorical identifier in their role.
3. **Member identifier** - Identify the member as a unique entity in the contribution service system.
4. **Accountabilities and responsibilities (a.k.a., duties)** - State the items that the member is accountable and responsible for.
   A. Objectives (goals)
      1. Acquire and develop market relationships.
      2. Acquire and develop State relationships.
      3. Acquire and develop public relationships.
      4. Facilitate compassionate awareness and sufficient understanding of a societal-level community.
      5. Facilitate access to resources that enter the commons in a coordinated social manner.
      6. Facilitate contribution to services that meet global human need fulfillment requirements without trade and coercion.
   B. Tasks (actions/activities)
      1. Are identified by role.
   C. Conditions (value conditions that qualify decisions)
      1. Transparency
      2. Accountability
      3. Protocol (and safety)
5. **Qualifications (a.k.a., skills)** - State the qualifications that the member must have to complete the work required by the working group.
   A. A transition team member must have an understanding (and thus, have read) the transition proposal, which acts as a standard for market-State relationship development. A transition team member will likely contribute significantly to the project.
6. **Common responsibilities** common to all contributing members should be listed, and are as follows:
   A. **Health and Safety** - To take responsibility for your own health, safety and welfare, being conversant and ensuring compliance with the organisation's standards and procedures.
   B. **Training and Development** - To undertake all reasonable training, learning and development activity designed to support you in your role.
   C. **Freedom and Equality** - To be responsible for your own behaviour and act in a manner that avoids and discourages any form of discrimination or harassment, or conflict with the market, State, and public.
   D. **Quality Performance** - To be accountable for the quality of completion of the performance of activities as required.
   E. **Tasks:** Are identified by role.

10 [Contribution] Work-trade relationship types (payment or non-payment for work)

The completion of work relative to a community-type society, and the transition to a community-type society, involves four possible work-trade relationship categories. In other words, there are four possible categories of work for the transition to and operation of a community-type society:

1. **Contribution** *(true contribution)* - no trade; no payment. Contributors are not paid anything for their work. Contributors are people who freely contribute their time and resources toward the creation and operation of a community-type society. Within a community-type society all work is of this type (i.e., there is never any payment or exchange for work). If there is any payment for work, the a community-type society is not in existence (has not yet been achieved).
2. **Freelance** *(not contribution)* - personal payment; someone pays out of pocket for a service. Freelancers are paid (usually in the form of money) by individual persons to complete work. Here, there is the exchange of money (or other) for work.
3. **Staff** *(not contribution)* - the Auravana not-for-profit pays money (financial resources) in exchange for service. Staff members are paid to do work by the Auravana Project Non-Profit. Here, there is the exchange of money for work. The Project will pay for services at a reasonable and responsible rate.
4. **Labor** *(not contribution)* - a social-State pays credit for a service. Laborers are paid by the State in the form of a credit to do work. Here, there is the exchange of a State credit for work.

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[Plan] Transition Proposal

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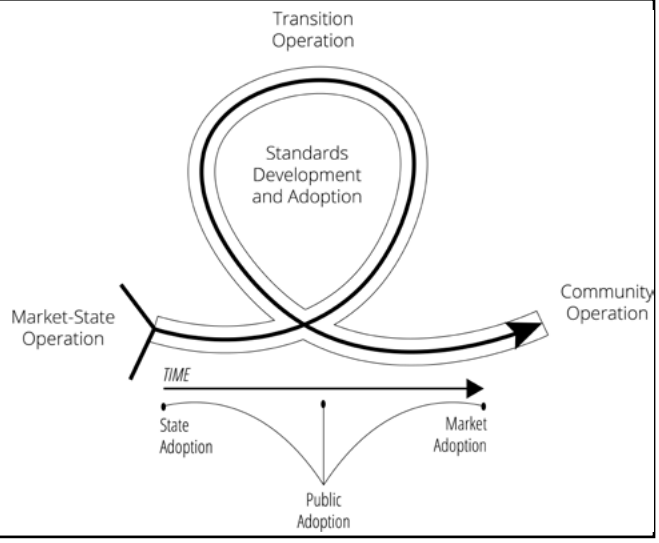
Abstract

This is the planned execution of transition to a community-type society -- a plan (is proposed) for the project's execution of transition to community at the societal level. Early 21st century society has the mandate of re-imagining the control, use, and access to all land, buildings, houses, and resources on the planet. Through a planned, transparent, and contributed organization of educated persons it is possible to develop a safe and feasible transition to community at the societal scale.

This article proposes (a description and explanation) for how to do work in a community-type way, while building bridges from the old to the new.

Graphical Abstract

Table 12. *Community comes into operation when humanity adopts standards for community. The gradual adoption of a community standard by market, State, and public entities will lead to the gradual emergence of community at the societal scale.*



1 Introduction

> **NOTE:** *Transition is actually an ongoing process, rather than a means to a defined end/goal. Herein, the approach and transition to sanity and stability (at the societal scale) itself needs to be sane and stable.*

In part, this is a project to transition from building market-States (the building of markets and States) that meet trade and regulation/protection requirements to the building habitat service systems that meet global human flourishing and fulfillment requirements. The transition must create the conditions for (local and/or global) transition to community. Through a planned, transparent, and contributed organization of educated persons it is possible to develop a safe transition to community at the societal scale.

During societal transition, contributors to community need to change the informational and material worlds in order to change people's consciousness (for the better). They will do this, in part, through the creation of a unified information and planning system expressed into and through a materially integrated city system network (a.k.a., a habitat service system network) commensurate of community. Transition requires change to the socio-technical world, to change people's consciousness (for the better). It is optimal to change the socio-technical world through the development, adoption, and operationalization of a set of standards commensurate of community at the societal, planetary scale.

There are several general categories for transition to a community-type society at local and global scales:

1. The top-down approach.
   A. Social-State (planned market-State.)
2. The distributed sustainability approach.
   A. Sustainable technological development, adoption, and usage.
3. The restorative approach
   A. The ecovillage community-network approach.
4. The collaborative commons approach.
5. The community network approach, which is a separate approach that involves aspects of the prior three approaches.

In the early 21st century, there has to be advancement of social systems, decision systems, material (technological) systems, and lifestyle systems to achieve community locally and/or globally. These societal sub-systems may advance together or advance separately. However, just the advancement of any one system (e.g., the material/technical system) isn't by itself going to create/construct a community-type society; there needs to be advancement in all the societal systems too. There has to be conditions if society is going to advance toward community: advancement of human fulfillment and awareness of data of community. There has to be a greater purpose to life; there has to be fulfillment and challenge. There has to be advancement to decisioning to include [human and ecological] need accountability, contribution (work) accountability, and resource accountability, occurring through coordinated accountability (optimization algorithms). Decisions create change in the material system; which, in turn, start changes in the lifestyle system.

Deprivation of knowingly resolvable human fulfillment insufficiency is a metaphorical crime against our social human population.

In the market-State, [more] money gives people more access to the world. In community, contribution and transparency and accountability give everyone the most optimal access to the world. The management of money as debt (market-State) or credit (social-State) requires coordination. The coordination of community requires socio-technical intelligence. A transition from trade and power-over-others to coordinated socio-technical operation will require human effort.

Transportation system will need to be cooperatively coordinated and not separated by unique business entities (i.e., they become social-State operated "public" utilities with three priority levels: life, technology, and exploratory support). Local societies need uniquely coordinated systems for transport. This system will be administered by coordinators and operated by technicians.

The environment can really affect how we think and behave, so concordantly as the community population develops true habitat service systems separate from current urban environments, it needs to consider how to update its current urban environments simultaneously.

The transition planning proposal herein is divided into the following transition focusing elements:

1. A direction for the transition [of the market-State] to Community [at the societal level].
   A. Objectives - what are the requirements.
   B. Risks - what risks could create incidents.
2. Amplification processes - what is to be amplified.
3. Reduction processes - what is to be reduced.
4. Filtration processes (strategies; what works and what doesn't?) - what strategies and filters are to be applied to move people and resources into a community-type configuration.

1.1 Direction of transition

The direction of transition is defined, explained, and visualized within a societal system standard. That standard for a real-world community, oriented toward global human fulfillment through localized city service systems. Everyone knows the direction because it is completely explained. The simultaneous transition away from the market (trade) and the State (authority) to

community at the societal scale. In order to transform ("get rid of") the State, society must simultaneously transform ("get rid of") the market. In order to transform ("get rid of") the market, society must simultaneously transform ("get rid of") the State.

In concern to objectives, the continuous question is:

> *How will each of these objectives be complete, what tasks, resources, and human contributions are necessary? What is the timeline for movement along the direction through transition to community [at the societal level].*

1.2 Execute transition analyses

There are many analyses of locations in the early 21st century that could facilitate in transition at a local and global scale:

1. Human needs analysis.
2. Sociological analysis.
3. Geographic analysis.
4. Historical analysis.
5. Geopolitical analysis.
6. Jurisdictional analysis.
7. Situational report.
8. Ecological analysis.
9. Infrastructural analysis.
10. Property analysis.
11. Values analysis.
12. Impact analysis of these new environments on other existing towns, people's, etc.
13. Land analysis.

Table 13. *Transition of societal system types via primary sub-conceptions. This table shows three types of society (columns) with the primary sub-conceptualizations of society (rows). The table has be filled in with the appropriate associable conceptions.*

	Types of Society		
	Market-State Type Society	**Social-State Type Society**	**Community-Type society**
Sub-Conceptions	**Concepts and objects in market-State configuration**	**Concepts and objects in social-State configuration**	**Concepts and objects in community configuration**
Social	*Individuals*	*> Increasing to >*	*All individuals*
Direction (purpose)	Profit and Power	Community Standards Education and Adoption	Human Need Fulfillment
Orientation (values)	Competition, Security, Leadership	Openness, Collaboration, Intrinsic Motivation	Freedom [through togetherness], Restorative Justice, Efficiency
Approach (methodology)	Market-Politics (market economics), State-Politics (politics), Public-Politics	Standards Development, Standards Adoption	Systems Science, Critical Linguistic Method, Rational and Experimental Sciences
Decisional			
Resources (classifications)	Private Property, State Property	Cooperative Property, State Property	Common Heritage (no property)
Persons (subjects)	Citizens, Consumers, Producers	Producing-Consumers	Community Users, Information Working Groups, Habitat Service Teams
Objectives (requirements)	Profit, Power-Over-Others	Community Values	Community Values
Processes (procedures)	Trade, Government	Standardization, Cooperative-State Organization	Integration, Contribution, Coordination
Specifics (solutions	Products and Services	Products and Services	Products and Services
Material			
Teams (humans & resources)	Businesses, Governments, Sub-Governments	Cooperative Businesses, Eco-Social State(s)	InterSystem Team
Roles (tasking categories)	Employer, Employee, Consumer, Authority	Self-Employee of Cooperative, State Employee, State Consumer	Personal Access, Common Access, Team Access
Objects (materials)	Real and Reifications	Real and Reifications	Real
Services (users)	Business, Government	Business, State(s)	Habitat
Lifestyle			
Contribution (works)	Little to None	Increasing	Full
Exploration (discovery)	For upper socio-economic class	Increasing for all	All
Recuperation (restoration)	For upper socio-economic class	Increasing for all	All

14. Promotion and marketing analysis .

Accompanying any analysis is an accounting of information:

1. Resource survey.
2. Biological inventory.
3. Materials inventory.
4. Land inventory.
5. Technology inventory.
6. Etc.

Note: Some of these analyses overlap.

From these analyses, societal engineers and developers are be able to propose solutions that involve building of new cities, or in other cases, the adaptation/ modification of existing cities. These analyses could would be done for each political situation in each city today. Fundamentally, an analysis of the actual state of the situation is necessary for transition.

1.3 Transition duration

Transition will take as long as transition takes. There are two general sides to the discussion of transition duration, which is not yet predictable.
Transition can be:

1. Fast, hard, and painful transition.
2. Slow, gradual, and safe transition.
3. Some combination.

Transition can occur at different times and different locations over the planet. Some nations and corporations may adopt community-type societal standards more quickly than others.

1.4 Cybernetic-type project requirements

The execution of the transition to community, and the operation of community itself, are carried out as projects that integrate and control for feedback (Read: cybernetic projects). These types of projects have a set of basic phase completion requirements, as well as coordination requirements. These project organizational elements must become active and open to observation by all during transition.

The common phase completion requirements for this project are (note: the cycle repeats with a complete database from which to design solutions and take decisions):

1. Databases complete.
   A. Initial state visualization [of fulfillment] complete.
   B. Initial processes description [of fulfillment] complete.
   C. Objectives complete.
   D. Requirements complete.
   E. Issues complete.
2. Solution designs complete.
   A. Decision algorithms complete.
   B. Optimization calculations complete
3. Operations complete [signal sensor].
   A. Evaluations complete.
   B. Surveys complete.
4. Updated database complete [result integration and controller updating].
   A. New state visualization [of fulfillment] complete.
   B. New processes description [of fulfillment] complete.

Continuous project coordination requires the integration of a set of lists that identify and plan for work/action in the material-informational environment (i.e., in material-time):

1. Humans list
2. Teams list
3. Schedules list
4. Events list
5. Concerns/Issues list
6. Actions/Tasks list
7. Deliverables list
8. Tools/Technologies list
9. Resources list
10. Locations list

2 Transition objectives

The transition values are:

1. **Safety:** Safe formalized transition.
   A. **Communication:** Usage of precise language and behaviors.
   B. **Transparency:** Visibility of actions and communications to all. Ensuring trust and clarity to all involved. When there is no transparency, internal [competitive, self-interested] politics are likely to be significantly active, which is disadvantageous to contribution/cooperation.
   C. **Rational access:** People consume what they need, and do not hoard or irrationally over-consume. People contribute where there is a need and an intrinsic desire.
2. **Motivation:** The will to do work for community.
   A. Re-engagement of individuals' **intrinsic sense of motivation** to contribute and to be more fulfilled. This means that there must be meaningful work.
   B. Inspiration to take State political action. Engagement of "**political will**" to create and operate community.
   C. Inspiration to take market political action. Engagement of "**market will**" to operate through community values.
3. **Development:** the deliverables are fulfilled humans living in habitats based on community standards.
   A. **Human development** via education.
      1. Humans become informed on real world societal information and practice skills.
         i. Humans orient to view free access via competent contribution as preferred over private and State property.
   B. Community-type **standard** via working groups that do research, analysis, synthesis, etc.
   C. Community-type **habitat service systems** via habitat operations teams.

Communications is significantly based on language. Language is extremely important for safe operation together, and the imprecise use of language can cause conflict, even unintentionally.

1. In concern to the State, every authority (and individual, in general) has a "working language" that feels most comfortable and natural to them.
2. In concern to teamwork, in order to more easily resolve conflict, precision of socio-technical language is important when contributing together.

The Auravana transition campaign is a billion dollar campaign to develop community-type habitats, on earth.

Because of the scale of the transformation, the speed, we have to work with all the levers of change in early 21st century society (e.g., political, economic, social) simultaneously. Transition teams will engage with cities, politicians, industry and the public. All the these initiatives build on one another to facilitate a safe transition.

2.1 Transition objectives

The objectives of the transition phase include:

1. Transition the market from its characteristics under conditions of competition and scarcity to an organization [of people and objects] that contribute and collaborate to produce access to products and services that meet real human needs in the most effective and efficient manner possible given what is known and available.
   A. The reduction and eventual elimination of trade. People don't really want credits (e.g., money), they want access to things that credits (e.g., money) provides.
   B. The producers do not exchange their products.
   C. The users do not exchange products.
2. Transition the State from its characteristics under market conditions to an organization [of people and objects] that coordinates the economy of society for global human fulfillment. Transition society's realized social, decision, material, and lifestyle systems from organizations that create and sustain (enforce, and perpetuate) competition, trade and authority, to those that create and sustain human fulfillment. Because, the State operates social safety services [for citizens/the public] in the 21st century, it is possible through an aligned government/political party, to begin taking upon it the role of the cooperative coordination of the economy, creating and enforcing laws of cooperation [toward global human need fulfillment]. The primary function of the State is to create/delete and enforce laws (decisions "governing" all people in the jurisdiction):
   A. The State can reduce and eliminate laws that enforce competition. A State that reduces compulsory laws of competition. In the market-State, the State creates and enforces compulsory laws of competition.
   B. The State can create and update laws that enforce cooperation
   C. Build a legal property system that isn't susceptible to expropriation of objects, services, etc., by individuals and organizations that will

reduce sharing and cooperation.

D. Government becomes about coordination instead of control, about administration of coordination of access (instead of about regulation of separate competing entities). Then all of the manifestations of power become about service toward coordination [of global access fulfillment], instead of about control of populations.

E. Any person can be put on trial for their actions taken if they cause misery/harm, including officers of the State and politicians.

3. The reduction and eventual elimination of coercion (power-over-others). People do not want a system that consolidates the power of those in power enriching them continuously over others; instead, people want to contribute to their own and others fulfillment.
   A. Structural [societal system] coercion - a system that creates classes, the "capital" owning and "political" deciding class, the "labor" working class, and the "silent" impoverished class. If workers do not trade for access, then they will fall into the impoverished class -- a threat embedded into the structure of society where trade under conditions of competition and scarcity leads to private accumulation and enforced regulation. The simplest form of trade is that of labor hours for credits which are spent on objects/services whose price includes the number of working hours that went into it, and then, the credits are deleted from existence.
   B. State legal coercion - a system that threatens harm when laws decided by the political/authority class are broken.
4. Transition of a societal access system based on property to one based on three forms of access, which are coordinated into existence through cooperative, coordinated, and contributed organizations of individuals.
   A. Money is an unmistakable form of property, and is abolished with all property. Under social-State conditions, money may be transitioned to a purer credit-type access system where labor is traded for credit, and credits for purchasable access (whereupon, the credit is deleted).
5. In the market-State, the vitals (food, water, etc.; basic human life and other support needs) are only distributed and produced for money. During the transition the production and distribution of these vitals (for human life support) will occur via a global habitat contribution-access service network with local configurations of habitat service system customized to the preferences of habitat local populations.
6. Educate the population that the standards for a moneyless and Stateless society are sufficiently developed to start its construction, transitioning early 21st century society from the market-State to Community. Facilitate an understanding and realization that there is a referable societal standard that sufficiently describes the conception and explains the operation of a community-type society, as in, a society without:
   A. The market (trade, money, credits). A "moneyless" society.
   B. The State (authority, coercion).

2.2 Plan objectives

The planned objectives of the project to develop and operate a community-type society are:

1. **Planning:**
   A. The whole global economy (and in particular, national economies) can be planned given current understanding of linear algebra and computational technologies.
   B. All resource allocations can be planned, given current project data.
2. **Coordination:**
   A. All labor can be planned, given current project coordination procedures and habitat service organizations.
   B. All communications can be effectively coordinated within teams, between teams, as well as, between teams and everyone.
3. **Education:**
   A. To educate and train the population on community values and behaviors, as well as an understanding of the operation of a community-type society.
   B. To facilitate an understanding that in community, an economy is a process of user [resource] contribution, and therein, cooperative decisioning.
   C. To facilitate the populations realization that the standards are now sufficiently complete to start transition operations to community at the national level.
4. **Standardization:**
   A. All relevant data about the intention, the operation, and the possible configuration of society must be formed into a societal [systems] standard.
   B. The standard must include:
      1. What is needed to make the change to the full usage of the standard? A transition proposal.
      2. How long it should take? Calculated and

dynamic.

3. Who would best generate the changes? Skilled contributors.
4. Assess the changes to the system to determine alignment with the standard. Multiple productive feedback loops.

A simplified view of planning objectives during transition is economic security, the removal of financial interests, and a mixture of education and infrastructure development:

1. Maintain a state of economic security to alleviate a lot of the stress and free time. Economic security could come in the form of a universal basic income, desirable job at normal wage, or in the form of socialized services where the State pays.
2. Reform the political decisioning process.
   A. Remove the financial interests from the decisioning making process. Need to remove market forces from. Remove corrupting mechanisms from decisioning.
3. Perform a mixture of education and infrastructure development to develop habitats with operational working groups and habitat teams.

2.3 User objectives

The user objectives of the project to develop and operate a community-type society are:

1. **Link work to consumption through resources and production (i.e., link consumption to resources usage):** Work is necessary for production. Work can be either contribution or wage labor. Production is necessary for consumption. Production is work (machine and human). Consumption is necessary for need fulfillment. Consumption necessitates productive work. Individual consumers in community have a requirement to know how much work and how many resources are connected with their consumption. In capitalism, money is connected to work, and therein it is obvious that there is work connected to consumption/production. Additionally, the resources and work that went into production are sometimes secret and generally not transparently presented. Alternatively, in community, goods and services are free (no money or trade), and yet, there is still work connected to consumption/production. In community, where objects and services are free, the work should be made obvious (by being presented) continuously as well as at the time of user access. If people want to steer the economy for themselves, they have to know how much work is connected with their consumption, otherwise they cannot take a rational decision. If the working time calculation for consumption is skipped, then nobody knows how much work is connected to how much production (how many goods provided for free). The labor time will be recorded for planning purposes and the information will be visible to consumers (users). In all situations, the link between the product, the producer, and the user, is maintained through a [digital blockchain] ledger. This objective necessitates the collection of data, the sharing that data at the time of consumption, and the continuous education of people about the data. Anywhere there is information transfer, resource movements, and habitat access, there can be a logged/recorded on the block chain.
2. **Develop integrated materials-based habitat service system**
   Design, construct, and operate integrated habitats with effective and efficient transportation systems that include object delivery services that are automated and use as little material and power as required.

2.4 Efficiency objectives

The rapidness with which society can be transformed to one of community scales (or, is limited) by the core factors of:

1. Power (energy/electricity).
2. Education (contribution).

The three habitat service systems (Read: life, technology, and exploratory) are ubiquitous to every society's material system. Therein, power and education sufficiency can make the process of transitioning from market-State services to a community-type habitat service highly safe, orderly, and efficient.

2.5 Education objectives

Education objectives include:

1. Facilitation of the overcoming of limiting beliefs about one another and the potential

for societal cooperative fulfillment at the global level:

A. In the early 21st century, many people have internalized a set of beliefs about society and what is possible that is significantly limiting and false in relation to what is actually possible -- in terms of global human fulfillment being highly possible.
   1. If it's free, it's not good quality is one significant belief of highly capitalist environments. This belief fails to consider how everyone in society ought to have good quality objects and well-being.
   2. If there is no authority, people will inherently behave immorally. This belief fails to consider common human contribution to global human fulfillment.
   3. Transition in the view of consumption from users, and away from profitable customers. In other words, transition away from citizens being profitable customers to individuals being users.

2. Education leads to an individuals ability to contribute to societal evolution and shall be incentivized propagandistically as well as subsidized by the State and market:
   - Facilitate the population's intrinsic motivation to learn about this direction.

Education alone cannot work, because education alone has never solved any substance of abuse problem. Others can attempt to educate all the abusers, but if there is a bio-chemical drive to abuse a substance(s), education alone is not sufficient to get past that. The notion that a group of people can "teach" people about community, politics, profit, or even what is in their food, and that will be enough, is inherently flawed. And, there are thousands of examples throughout history to show that such action has not worked, including alcohol, opiates, petroleum combustibles, and profit. In order to be effective (or, as effective as possible), the environment must simultaneously change while providing education (Read: demonstration; often erroneously called, "teaching"). This state is likely to provide the best conditions for contribution and transition.

> **QUESTION:** *For transition to community to be complete, is education necessary for everyone (or, approximatively everyone)? The answer to this question contains complexity. Firstly, community is a continuous evolutionary operation, and so, it is never complete. Secondarily, community is a societal [systems] state where individuals are globally, and commonly, fulfilled. Fulfillment comes through work on standards and within a material habitat service system. For a community-type habitat service system to operate effectively, there must be sufficient knowledgeable and skilled contributors, and the whole user base must follow community protocols derived from community values. Just like society in the early 21st century, there is a baseline set of knowledge and skills that someone must have to live in a community-type society.*

2.5.1 Clarification of what does not exist in community

It is important to clarify here those conceptions that are not actualized under community conditions. These conceptions include, but may not be limited to (i.e., there is no need for): Banks, Insurance, Investing, Tax Collecting, Real Estate agency, Advertising, Sales, other middlemen. There are no financial "services"; instead, there are habitat services in some evaluated alignment with human need fulfillment. It is a Stateless and moneyless society that operates well for global human need fulfillment. It is socio-economically classless, and is instead based on the triad of equality for community access: team, commons, personal.

2.6 Measurement of progress

The measurement of movement toward the direction, creation and operation of community can be sub-divided into a set of community-oriented metrics for each societal system. Many of the factors/metrics noted here are discussed in greater depth in the Direction section of the Project Plan. They include, but are not limited to:

1. An account of the trend of global human need fulfillment free of exchange or coercion.
2. An account of the trend of the reduction in necessary working hours (or, years of duration.

One of the primary goals of community is global human need fulfillment (without trade or coercion):

1. **Social System**.
   A. How complete is the societal information system (Read: social information access database)?
      1. Criteria, metrics, and requirements for optimized working group operation.
   B. How well are community [social] conceptions and their reasonings (including, values) understood?
      1. Criteria, metrics, and requirements for optimized education.
2. **Decision System.**
   A. How effective are decisions at meeting global human need fulfillment, without trade or coercion?
      1. Criteria, metrics, and requirements for optimized decisioning.
3. **Material System.**

A. How effective are habitat operations at meeting global human need fulfillment, without accident or failure?
   1. Criteria, metrics, and requirements for optimized habitat operations.

4. **Lifestyle System.**
   A. How often does the population experience flow?
      1. Criteria, metrics, and requirements for optimized flow.
   B. How deeply does the population experience restoration?
      1. Criteria, metrics, and requirements for optimized restoration.

3 Transition from the market-State [to community]

All countries today are run in the same way. They have what is known as a mixed [market-State] system. And contextually, the mixed system is mixed to different degrees. Some countries have a little more capitalism, other countries have a little more centrism (capitalist socialism). That said, they are all (to relative degrees) working toward having certain basic needs met, such as healthcare, subsidized by the State. Often, schooling is subsidized, as well as social security (retirement). Every country has social policies, every country has trade, and every country has market and citizen regulation.

> **NOTE:** *People are averse to socialism, in part, because in the past, the authorities, when they acquire State power have traditionally become horrible despots. The "Machiavellian" way of running government is through secrecy and enforcement by punishment, pain, death, torture and prison. Secret discussion between governments and corporations, lead to each side telling their people whatever they want. This way or running the State is unlikely to lead to greater human flourishing. During transition, States will transition from covert to transparent operations.*

In concern to the State, where appropriate, the State can nationalize (publicly own) productions and services. In concern to the market, individuals can develop cooperatives that form unions of cooperatives. Possibly, these unions could be coordinated by the State, which develops standards and calculates optimal economic efficiency and effectiveness.

The transition from the market-State to community is a transition from laws governed by the State, to standards maintained by societal working groups. Societally is no longer navigated by authorities, politicians and enforcers, but by working groups, habitat teams, and coordinators.

During transition there will likely need to exist participation in the market-State in order to facilitate transition to community. The results of this participation will likely include:

1. Reduction of the market where where people produce products for trade and profit.
   A. Reduction of the profit imperative. Reduce and gradually remove the profit incentive.
   B. Eventually, eliminate the profit incentive.
   C. Reduce the circulation of money.
2. Create incentives that improve cooperation, reduce waste, and restore ecologies to states of productive abundance.

3.7 Transformation of corporations and States

During transition, corporations and government agencies will transform their operations into a open-sourced cooperative market-State structures that research, plan, and carry out societal operations. During transition, cities could become benefit corporations, or cooperative market-State organizations. These cooperatives could free lease their equipment and properties to the three types of community access: team (infrastructure and production operations); common (everyone); and personal (individual). There is no need for debt, rent, taxes, or labor costs for any cooperative State/Planning-level organization. Those who now have personal, community, and team resources are expected to caretake them.

When there is credit present, then there is the employment of people who earn credit by working. If the credit is created by the work itself (i.e., its creation is caused by the work), then it is not an expense and no one pays for it; it is simply created when it is earned.

Here, the cooperatives are composed of people buying products and activities from the cooperative. The cooperatives in turn have free access to raw materials. The people in the cooperative work to produce, and get paid to work, and then in turn purchase products from the cooperative. The products are in turn composed of raw materials (physical resources) that were given/accessed freely by the same cooperative and/or a State cooperative. The cooperatives and community users are stewards of our common resource.

It may be possible to organize a transition system in which each habitat (community-type city) gets a community credit account, funded monthly with equal amount (χ, given to all habitats) times # of citizens. This fund is a direct universal basic income for local habitat service operations (and working groups). This credit could then go to buy resources, and buy labor, as determined by decision planning working groups. Alternatively, the habitat could get a monthly amount to buy resources, and citizens living therein could be given their own community credit account, funded with an amount equal to that which everyone gets, globally. This credit could be used directly for purchases or given to support a particular habitat service. In this case, the workers are not paid; instead, everyone gets paid for universally existing. Additionally, it could be that everyone gets a universal income, but workers get paid an additional amount (a "bonus"), because they are working. That additional credit earned may be used to buy anything, or it may only be used to buy luxury items.

In the case of the community credit account, it could be the case that all local citizens of a city can then vote on the selection of the next master plan [habitat solution] produced by the decision working group in conjunction with the local population. This vote would relate to where to allocate funding to teams in the habitat. Possibly, the vote could be set to only pass when the results equal 90% or greater. A visualized decision system and resulting solution will more easily result in alignment than when visualization is absent. It is also a possibility herein that only community members ("citizens") who may vote on a plan are those that have completed their service contribution duration. In other words, only those who have completed their duration of work service may vote.

In the case that no person or group has to pay for anyone's time, the biggest 'expense' most market organizations face in capitalist society is eliminated: labor costs. A university, for example, is no longer limited by how many teachers it can have due to a lack of money. Instead, it is only limited by how many people vote for a configuration of the habitat, and then, how many contribute to where currency and resources are focused after that selection is taken.

During transition, the serious question is, While corporate and State functions still require currency to buy physical goods in the global (open) market, how do cooperatives get funds to make those necessary purchases required resources?

1. The top-level cooperative organization is the State. Herein, there are several options: the State prints credits; the blockchain prints credits; the users print their own credits.
2. The habitats' together sell their abundance into the global open market, and the received currency goes toward community and/or personal credit accounts .In the case of a community credit account, the currency in that account may only be spent by habitat/city operations; it can only be spent by community teams on the global open market. Similarly, it may be that personal credit is only used for personal transactions (e.g., buying goods/activities from a cooperative).
3. More people buy into, and more States buy into, the construction of habitats in a community network. The purchase currency enters the community credit account, with which it is then used to purchase resources for habitat operations.

3.8 Consolidation and cooperation among industries and States

Consolidation of industries under national (State) planning [control]. Here, the corporations are a link, a transition phase in the evolution of a truly cooperative industrial production system. The great corporations themselves in the early 21st century have the resources to calculate the labor, production, and distribution for whole States. The nation then assumes their functions (i.e., the previously privatized and individualized functions) at a global level for global account and global transparency. The nation as the sole corporation will relieve the undertaking of many difficulties with which

the partial monopolies of corporations had contended. The industries become habitat services, productions to meet needs. Here, the functions of government, of the State, are not extended, but transformed. The enemies of humanity are not other nations, but hunger, shelter, and all other forms of common human need fulfillment.

When some global entity becomes the coordinating planner and producer of habitat services (previously commodities) there is no longer a need for exchange required between individuals in order for them to get what they require. Everything becomes procurable from one contributed source of human effortful contribution and common heritage resources. A system of direct design-production-cycling with feedback through contribution and participation takes the place of trade. By designing society through the engineered unification of all information sets it is possible to design an operational human life fulfilling system without money or coercion. Production and distribution are planned (via calculation in kind).

It may be possible for a State to standardize, plan, and operate a habitat service network, and it is not going to result in a vast increase in the scope of State intervention. Because, once an initial plan for habitat fulfillment is in initial operation, then a focus on criminality and policing can be decreased, exchanging resources that were once used for coercion, interpretation, and punishment into resources used for coordination, knowledge development, and statistical calculation.

3.9 Transition of production

The production model of society will conform to one of efficiency, calculated labor and resources, less waste, and more restoration of fulfillment:

1. Transition from labor-for-income emphasis to machine automation emphasis.
   A. Goal:
      1. Maximize productive capacity;
      2. Reduce human exposure; increase efficiency.
2. Transition from property/ownership emphasis to strategic access emphasis.
   A. Goal:
      1. Maximize good use-time efficiency;
      2. Reduce production pressure;
      3. Increase overall good availability for use.
3. Transition from proprietary research; data hoarding and internal development to collaborative commons contribution.
   A. Goal:
      1. Maximize innovation.
4. Transition from globalization of trade to globalization of economic planning emphasizing a global with local customized habitats as the design.
   A. Goal:
      1. Maximize productive/distributive efficiency;
      2. Reduce waste.
5. Transition from fragmented economic data relay to fully integrated, sensor-based digital and integrated systems.
   A. Goal:
      1. Maximize feedback and information efficacy, certainty, and utilization.
      2. Increase total economic efficiency.

3.10 The transition of credit [to community]

A.k.a., The transition of money and currency to community.

The basis of the global (as well as local) economic systems on the planet in the early 21st century is the market, where people and organizations trade objects and credits. Credits are reified representations of objects that owned by people (or groups of people) and can be exchanged for real-world objects and services. Credits are given after (or, during) labor. The laborer then uses the credits to purchase access [for a credit amount price]. A market-based system is based on the conceptual model of trade, which is sub-conceptualized by credit (e.g., abstraction exchange) and barter (object exchange). Objects are exchanged in bazaars and fairs. Credits may sometimes also be used in bazaars and fairs, as well as barter, but the only means of trade [exchange] at larger scales is through the concept of credit. In the market, credit (e.g., money, currency, etc.) is what gives access, and so, credit is used as a[n extrinsic] reward for doing work for others. All forms of credit create a separation between individuals in society, wherein the focus for work/production becomes about money, and not about human contribution to human need fulfillment, and thus, all forms of credit are eliminated as an encoding in a community-type society. A transition society will likely use some form of credit to facilitate the transition of persons and resources from the market-State structure to operation within a community-type structure. Fundamentally, credit is an abstraction reified as a "unit" of exchange.

During transition, money circulation may still be necessary for some duration of time. In newly built habitats, money may not be required to circulate internally, but there may be a necessity (for some duration of time) to acquire money to access trading markets and provide sufficiently for the population. In cities that are transitioning to community, there will likely be a need for continued money circulation until such time as there is the infrastructure to provide sufficient fulfillment.

> **NOTE:** *When credit is an incentive to do work, how society produces money will likely determine what individuals work toward. The question then quickly arises, If "you" are not a commodity,*

why would you want to use a currency based on commodity.

The first from of credit-type trade, after object-to-object trade, is double ended:

1. Exchange of body or object for credit. Here, credit is given to [some]body, who receives the credit and associates it with their identity/address (Read: personal credit account/number). The most important question here is, how do people get the credit?
   It is necessary to ask how credits are received:
   A. Credits received for doing work (labor).
      1. Credits only received for doing work that meets specific criteria (e.g., community values, community objectives, net benefit, etc.).
   B. Credits received for mere presence, citizenship (universal income).
   C. Credits received for releasing property to community access.
2. Exchange of credit [by some body] for access to a product or service. Here, the credit given is given for some[body's] access to a product/service.
   A. The most important question here is, what can be done with the credit?

There are many forms of credit, including but not limited to:

1. Credit - a credit, token, or certificate that can be applied to the purchase of some product and/or service. Credit is used to buy (trade for) goods or activities in a market.
2. Social credit - a credit that relates to the existence, work, and/or reputation of someone (usually called, "social credit", "benefit token", etc.).
3. Exchange credit - a credit that can be exchanged for more than just a single good or service purchase (usually called "currency").
4. Debt credit - a credit that has fees attached to it (usually called "money").
5. Some combination of the prior two, 3 and 4 (usually called "money" or "currency").

Credits are a trade reification (i.e., conception made/believed real) of one or more of the following measurements:

1. **Trade (conception)** - transaction, exchange.
   A. **Time (measured time)** - work duration (or, work completed). Trade of body for work as "wage labor".
   B. **Objects (physical access)** - products and services. Trade of credit for products and services (as "purchase").
   C. **Presence (State citizenship)** - universal basic income. Trade of contribution for State regulation (as "citizenship contract" or "address"). As long as the market still exists, the State still exists, and there is not contribution, and hence, free access without trade/credit.

There are three primary properties/functions of money in the market:

1. **Money is a medium of exchange (with a traceable supply)** - trade objects for money or money for money. Want it to be fast, quick, and not cost much (liquidity, speed, cost). The real-world question here is, why is society organized to require a medium of exchange and/or circulate an abstraction. Note that in some cases, it may be possible to change the supply of currency to meet changes in demand, so the supply is more stable. And, a supply may come into circulation over time through protocol. The function of money, here, is to exist (and/or have a supply).
2. **Money is a unit of account** - the ability to be able to price something in that unit, token, currency, etc. The real-world question here is, what is actually being accounted for in the real-world? Economic price stability is important. If the value of the dollar goes down then prices increase. Volatility isn't ideal. Ideal is purchasing power stability over time as opposed to money that is more volatile. The function of money here is to have a uniformly quantifiable account of exchange so that created money can circulate.
3. **A store of value** - you can hold your wealth in that token and have faith and trust that you are going to be able to hold your wealth in it. You want supply scarcity and future demand. Over supply and under supply. People want to store their value in it and have trust that it will remain stable over time. The real-world question here is, what is value? The function here is to hold onto money in order to use it later or have it grow as time-events pass.

Money is a power-over-other type relationship; it is a power relationship of domination. Simply, money is a social power relation between people, one of domination and being dominated. Money is the power to command the labor of others. If someone has money, and money is valued, then that person can command a others labor with sufficient money. If a firm that has money it can command employees. If a government has money, it can command work forces and/or militaries. Note that these immoral characteristics are hidden in [market-State] economics 101 courses in which phrases like "medium of exchange" and "store of value" are used. The actual social relationship which exists is command over the

work/energy of other humans (labor), and the extraction of "value" from their efforts.

> **NOTE:** *There are other ways of commanding, such as direct ordering/dictating about the work/behavior of others through authoritarian and slave-based social structures. The military is an example of an authoritarian-based social structure where commanders (officers of the State) order their soldiers/subordinates to labor. One person is in command, and others are to be commanded. If a command based structure is present then the authority, the commander, must be marked out in some way; they must have an emblem of authority, issued by the State. People under authoritarian governments often have their bank accounts frozen, they have their currency devalued, they are cutoff from outside information, financial transactions, and the common market. Under market-State conditions, these actions can significantly reduce the fulfillment of populations and ecological stability of regions.*

In a community-type society, there are no credits/tokens used in the decisioning system of an economy (i.e., all goods and services are free to access and accessible without fees). In community, there are recorded changes to the informational and physical environment. The inputs to the information system are:

1. The original state of the system, and
2. the new change, and the output is the new state of the system inclusive of an environmental change.

In a credit-based [economic] system (i.e., a market), the transaction/trade[able] outputs can be spent/circulated by individual identities composed of addresses (representational of public cryptographic keys, which are representative of people). In a credit system, each trade/transaction consists inputs (the original state of all credit associations and the new trade) and outputs (the new state of all credit associations given the change and verification). Here, a "transaction" is a recorded trade/transfer of credit (e.g., bitcoin) from one address to another on the blockchain. A [transaction] fee is the full price/cost [in credits] associated with the record of that transaction. In both community-type and market-type cases, a change is recorded. The difference is that in the community-type system, there are no computed "token" outputs that can be transferred among individual people and market organizations. Community requires a trusted real-time auditable log of the state of the societal information and physical system, where messages are timestamped, ordered, and verified. Markets require an additional layer, that of trade, fees, and profit (credit).

During trade, except in barter, people accept something as a medium of exchange:

- Salt, gold (has natural limit).
- Paper bills, crypto-tokens.
- Promises for money, traditional "credit" (has no natural limit).

Because a credit is a reification, it can take on many forms (from physical to digital/virtual):

1. **Mineral (via mining technology)** - useful resource (e.g., salt). Minerals used to make a purchase.
2. **Piece of paper (bill reward via paper-printing technology)** - paper certificate (e.g., bill). Bills used to make a purchase.
3. **Metal (metal reward via metals product production)** - metal certificate (e.g., coin). Metal used to make a purchase.
4. **Digital token (digital reward/credit via distributed ledger technology)** - distributed ledger technologies (e.g., distributed blockchain ledger or agent recorded ledger. Messages recorded on the ledger cannot be changed. This results in a verifiable and permanent record of data and transactions between two or more parties. Digital tokens are used to make a purchase. It is important to mention here that distributed ledger technology can be used for validation without having to produce credits (i.e., without fees for validation and credit circulation. A verified transaction using distributed ledger technology can validate any type of message, including crypto-currency transactions, contracts and their signatories, any records (essentially, any type of recordable information).
   A. **Data centric distributed ledger technology (Data-DLT) (e.g., bitcoin)** - Distributed, decentralized blockchained hash ledger that uses proof-of-work (or, proof-of-stake "consensus") hashing to confirm transactions, wherein a confirming node (that did the work of "mining") is given a credit (as a reward) for the work. Each node in the network verifies the entire distributed ledger. This method require more power and other resources because every node in the network must verify the entire ledger. All the nodes validating the transactions have the same state (Read: copy of the data). This model uses distributed ledger technology (DLT) with a decentralized ledger for all nodes to copy. As blockchain networks grow with additional nodes, increased energy is needed to confirm transactions. In the early 21st century, this technology is used to produce, distribute, and circulate credits ("coins") among network addresses. Here, "mining" is an algorithmic process that uses electrical power to perform computations. "Mining" creates/issues new

coins and rewards participation in the network.

1. This technology is used to create an electronic [messaging] payment system (a.k.a., electronic trading economy, electronic profit economy).
2. Every digital "coin" on the blockchain is a credit (a.k.a., token, certificate, money, currency) that can be transferred between entities (Read: addresses, cryptographic keys).
3. Digital integrity is achieved through centralized validation (Read: global consensus). A blockchain is built by running software and linking several nodes together in an manner that algorithmic sustains accountability, trust, and validity.
4. Proof of Work has miners crunch numbers to validate transactions on the network. Validators collect a block reward. Here, credits come from validating messages. With proof of Stake, validators do not collect a block reward, instead they collect network fees (as their reward). Here, people who hold the credit get the new credit/coins issued to them based on the amount of credit/coins they have.
5. In concern to Bitcoin, "miners" use electrical power and perform software computations in order to sustain Bitcoin. Therein, the "miners" receive two types of credit/reward for "mining" (i.e., "mining", in the early 21st century, is a two fee process): (1) new coins are computationally created with each new block (the first fee), and (2) transaction fees from all the transactions included in the block. Bitcoin provides two "incentives" for "miners": block rewards and transaction fees. Currently the vast majority of miner revenues come from block rewards, but in the long run they will come primarily from transaction fees as block rewards dwindle. Transaction fees are an anti-spam measure. A Bitcoin transaction is a transfer of bitcoin from one address to another. A transaction is a transfer of a "coin" value on the blockchain from one address to another. The initial recording of a transaction is broadcast to nodes in the Bitcoin network, these node then passes the recorded change along the network until it reaches a mining node. Miners will then order this transaction into what is called a block template. This is a "blueprint" for the block that the miner is attempting [via computation] to add to the blockchain. If a "miner" successfully finds [via computation] the next block in the chain, then this block template is considered "mined" (Read: found) and becomes an immutable block on the blockchain. Finally, this block is broadcasted to the network's nodes who record it in their copy of the block-chain. All Bitcoin transactions are published to the "mempool", where they are considered 'pending'. When a "miner" computationally adds a transaction to a block, it is then considered 'confirmed'. Importantly, there is a hard cap of 21 million Bitcoin that can be produced ("mined"), with the final coins (credits) being produced around the year 2140. Once the circulating supply reaches its maximum, Bitcoin "miners" will no longer receive block creation credits ("rewards"). They will instead be credited ("rewarded") with transaction fees, assuming there are no major protocol changes to Bitcoin between now and then. A Bitcoin "halving" event is when the credit/reward for "mining" Bitcoin transactions is cut in half.

i. Simplistically,
   1. A purchase is to be made, or a message is to be sent/recorded.
   2. That purchase/message request is recorded in a [signed] message/record (i.e., a new transaction is entered and/or a new message is recorded).
   3. A message is signed, and if the record has to do with credit, then the destination address for the credit is identified.
   4. The transaction is transmitted to a peer-to-peer computer network consisting of "nodes" (computers running specific software).
   5. The network of nodes validates the transaction and the user's status using known algorithms. Nodes on the network solves equations to confirm the validity of the transaction. Nodes can compete or cooperate to verify a transaction and place it into a block with other transactions. Under the state of competition, nodes are rewarded with payment of fees in the form of a credit/token, which can be used for purchase (or sale...which is just purchase of the credit by another). It is during this phase where digital credits ("cryptocurrency") may be created.
      a. Here, the validation of new messages creates the credit itself. The credit itself is just another message with an number (amount/quantity) associated

with a user's address ledger (chain of blocks).

6. Once confirmed, the legitimate transactions are clustered into blocks [of data] to be added to the ledger.
7. The node(s) that solve the equations (in some cases, first) receives credits as a reward.
8. The blocks are then chained together creating a long history of all transactions that are permanent. A block on the chain is a permanent record/ledger, and cannot be modified.
9. The transaction is complete.

B. **Agent centric distributed ledger technology (Agent-DLT) (e.g., holochain)** - Agents (nodes) share records of their actions, including any data meant to be shared with the group, in a distributed hash table (DHT). All the nodes validating the transactions do not have to have the same state (Read: copy of the data). Apps are shared on the distributed hash table (DHT). Each agent ownes an immutable hash chain and stores public data on a DHT node. Here, the user is the host. The more users (or agents/people) start using the app, the DHT network as a whole gets more storage and computational ability. In some ways, this type of technology could be described as a a 'post-blockchain' technology that requires no staking and no mining. A distributed hash table (DHT) means no Proof-of-Work (PoW), Proof-of-Stake (PoS), or any other consensus mechanism. This model does not need to produce credit (tokens) as a medium of exchange, but it can still do so. Here, credit as reward is acquired ("earned") in two ways:

1. Sharing hard drive space (e.g., holochain holofuel/holo token is a reward).
2. Sharing processor computations (e.g., holochain holofuel/holo token is a reward).
3. Digital integrity is achieved through distributed validation rules. If these rules are broken, other nodes can tell how and by whom, and then react accordingly. Each node that receives a record of a message validates it against the shared application rules and propagates it to their peers. If the rules are broken, that transaction is rejected by the validator. If foul play is detected on a node's part (the node is either propagating or validating bad data) that node is blocked and a warning is sent to others. A holochain is built by running software and linking several nodes together in an manner that algorithmic sustains accountability, trust, and validity.
4. Simplistically, the process is:
   i. A message is created in an application using this distributed ledger technology.
   ii. The message is signed by the identity.
   iii. A local copy is saved.
   iv. The local identity adds the signed message to its own tamper resistant log.
   v. The local identity shares the tamper resistant log with a selection of random peers that are using the app.
   vi. Each peer app validates the message using its own copy of the application rules.
   vii. If the message breaks any rules, validator app marks it as "Rejected".
   viii. If the log does not break any rules, validator device saves the message, marks it as valid, and signs that statement.
   ix. Validator propagates a copy of the log.

NOTE: *A blockchain is a digitally distributed, decentralized, public ledger that exists across a network. A "block" is a file of permanently recorded data. All data about change is written into the block.*

Credit (currency) may be produced as:

1. **Credit** - is defined as something produced to be used for purchases. In its simplest form, there are no costs to the usage of credit as a product (i.e., no "usury"). In its simplest form, the credit is produced, given to those who contribute their service, then absorbed and deleted when the consumer purchases something from the [State] store. More simply, labor is an opportunity to earn credit, it is not an expense, no one pays for it, it's simply created when it's earned, and then it is deleted after being spent. Not having usury (Read: no cost) means that there is no demurrage, fees, interest, or tax. The credit (certificate of credit by the State or cooperative) cannot be commoditized as wealth itself (Malouf). Here, credit is meaningless if it is not applied to something we (Read: society) has produced to sell and to be used.
2. **Debt** - is defined as money created by the market and sold to States (and sometimes, individuals) by market-based entities. In general, there is a cost (a.k.a., usury) to the use of the product "money" (an abstraction) produced by "bank" market-based entities. Here, money is a traded product. To be in debt means to owe something in return. Simply, if a currency has any cost involved, directly or indirectly, it presents itself primarily as a commodity. (Malouf)

A. Here, money is a "product" (it is an abstraction reification) of market-State entities. Money literally becomes a commodity, an external object capable of becoming the private property of any individual. And, in terms of authority, this capability "grants" its holder the power to call on the use of force/violence [through State authority] to protect the property.
B. In the market-State, there are costs (necessary returns "lending") to the usage of money as a product (i.e., "usury").
   1. Usury means: practice of lending money at interest, as a requirement for greater return on the lending. It comes from the medieval Latin "usuria", alteration of Latin "usura", which means, "payment for the use of money, interest." There, usus means, "a usage, use, enjoyment." Here is the idea that if you get enjoyment from life and use objects, then it is because of an authority (as financial "king"), and therein, you must give more (objects/currency) back to the authority (as financial "king") gave you. From mid-15c. is is defined as, "premium paid for the production and use of money. Note that sometimes "usury" is used to mean, exorbitant interest, but herein, it means any cost to the production and usage of money. Here, usury means any interest on currency, not exorbitant interest.
C. The four general types of usury (i.e., cost to monetary usage; rent on usage of money) are:
   1. **Demurrage** - traditionally, demurrage is the cost (price) associated with owning (i.e., using, holding) currency over a given period. It is sometimes referred to as a "carrying cost" of money. For commodity money (e.g., gold), demurrage is the cost of storing and securing the gold. In concern to the protocols of specific cryptocurrencies, some cryptocurrencies have taken on the principle of demurrage by penalizing users for hoarding, where a fee is charged for holding unspent or unstaked coins. This fee may increase as time passes. It is meant to ensure that the cryptocurrency continues to circulate, thus stimulating price appreciation.
   2. **Fees** - the price paid for usage (as in, one-time-fee or rental).
   3. **Interest** - the price paid for the "debt" of having access to the production of money.
   4. **Tax** - the price paid for [State] dispute resolution services (i.e., the price paid to the State). The price paid for State [social] services.

Note that because money is a "product" [in society], that uses power to be produced, either electrical and/or mechanical. Herein, mechanical refers to physical money (Read: bills and coins), and electrical money refers to tabular ledger production and accounting of money (i.e., non-block chain digital currency as well as blockchain digital currency. In the market-State, currency has an energy (Read: power] cost.

There are four fundamental parameters that characterize the usage of a currency exchange model (Malouf):

1. The amount created and availability (finite or infinite).
2. Distribution method (connected or separate from work done).
3. What it is based on (tangible or not, e.g., gold or work).
4. Costs or not (usury, demurrage, fees, taxes, or none at all).

> **NOTE:** *In the early 21st century, there is a long standing tradition for the need to own property as security [to sustained commercial and State access]. Hence, there is a long standing tradition for property accumulation.*

In the market, credit is access. There are many sub-types of access in the market. In community, contribution is access, in that contribution produces services that provide access to users who are or have been contributors. In the market (trade), credit is given by an [access] authority as a reward in the form of a physical certificate or digital token that signifies purchaseability (Read: ability to have access). The first form of credit is that of doing physical (including mental) work to achieve the credit. The work accounting consists of physical/mental deliverables and/or time worked.

In most cases, credits are produced by market and/or State entities, and then given by the credit authority (generally, the State). The work done to achieve the credit is most frequently called, labor or wage labor. After acquisition of the credit, it can be used to purchase from a store, which is either: (1) a business or State that then uses the credit to make additional purchases, or (2) is a cooperative or social-State that then deletes the credit.

In some cases the credit(s) can be exchanged for another type of credit. In some cases the credit(s) can be exchanged Again after the first use for an additional purchase. In some cases, the credits can be stored over time. In some cases there are fees associated with storage of credit over time. In some cases, there is "interest" (profit) given to the storer of credit over time. In some cases there are fees associated with each exchange transaction. In some cases there are fees associated with regulation (e.g., State taxes). In all cases there are [habitat service] requirements for production and transaction of credits, and therein, power being the first and universal requirement.

The primary questions for a credit currency that orients a population living under market-State conditions more greatly to community development and operation include, but may not be limited to:

1. Is there a cost to producers:
   A. Cost to producers of the credits?
   B. Cost to usage of land, tools and labor to produce habitat and working group services?
2. Is quantity decoupled from price by an algorithm?
3. Is credit deleted upon usage?
4. Can property bought with the credit be resold?

Possibly, the objective of the credit is to transition out of using credit altogether. This may possibly be accomplished by:

1. Creating a credit system that transitions the economy out of usury.
2. Here, the transition model should demonstrate how it moves resources out of usury to social-credit markets, and then, possibly, to free access.

The parameters of a transitional currency may be:

1. Everyone has a personal credit account, an identity and possibly, a profile.
2. Each credit account is a bank in itself, ultimately making each individual person's smartphone technology their own bank. Among the cryptocurrencies that achieve this is Holochain, a distributed blockchain network powered by each device the app is active on.
3. Credits received (produced) are based on working hours - credit is given per working hour.
   A. A system could also be established that after a certain number of total life working hours a nominal fulfillment credit given for life. If luxuries are desired past the nominal state of fulfillment, then more work would earn more credits.
4. Credits can be exchanged for [habitat] products and services, and after exchange, the credits are deleted.
5. When someone buys a product or an activity, the credit is deleted from their account, and the purchased object becomes their personal property. You can sell your personal property for up to its cost or even gift it. In this way, credit is retired from circulation so it's a stable, non-inflationary system. If items can be resold, then there is likely still the use of credit in the system.
6. Within the currency there is no sub-user class [where one person has to serve another extrinsically motivated by reward or coercion to do so]. Hence, the currency has no sub-class in relation the habitat service system access by users. There is no competition in access to life, technology, and exploratory access (of course, qualified by various sub-contexts where some competition may exist, such as in recreation, in contribution, and in access to prototype technologies.
7. The currency must not perpetuate the two-way trade (exchange) "transaction", where nearly always there is an inequality of knowledge and access between two people wanting to trade. This inequality is due to the mathematics behind trading of competitive behaviors over time; which creates a cycle of inequality continually over time.

NOTE: *In the market-State, products are created/produced by [capitalists] owning machines and peoples labor, mixed. The capitalists own and profit off of the mix of production property and wage labor. A currency needs to facilitate a transition away from accounting for property and wage, and toward accounting for human need fulfillment on a whole systems basis, given what is known and possible (i.e., it must account for real-world data and not abstractions, as in, currency).*

Questions relevant to the design of a credit system for transition to community include:

1. Who controls the production, distribution, and deletion of the credit (currency, money, etc.)?
2. Should there be a central institution (or other) producing and distributing currency as a reward for work and/or access?

It is also necessary to ask what credits can purchase:

1. Essentially, anything.
2. Only luxury items/services.
3. Only excessive usage of power and/or data.

The currency should record transactions as agreed by participants in a blockchain with redundancy to secure it. It also pays participants as peers when being educated. The transition currency exists facilitate the identification of:

1. What is needed?
2. What is available?
3. What results are possible? What can be done to resolve the needs [in the habitat] with what is possible.

INSIGHT: *There needs to be an incentive (reward) to move resources around in the "right" way (that is to say, a way that facilitates human socio-economic fulfillment).*

If credit (currency, money, etc.) is an incentive (a

euphemism for extrinsic reward), then the optimal currency would incentivize the following behaviors; because, fulfillment of humans via an economy [habitat service network] is the goal:

1. Facilitate a transition out of using credit.
2. Incentivize education.
3. Incentivize optimization of power production (as well as power conservation on the usage side).
4. Incentivize acts of compassion (e.g., giving time to those in need or to environmental restoration, such as organized picking up of trash).
5. Incentivize collaboration over competition by rewarding the movement of production organizations into more community-type structures, such as market network-cooperatives and nationalized productions (i.e., production by the State). Money/credit/certificate/reward is earned/acquired when activities are taken that benefit (1) human need fulfillment, and (2) ecological regeneration. The idea of a "net-benefit certificate" ("net-benefit reward") is a certificate the recognizes service to community.
   A. A net-benefit reward (a.k.a., certificate, credit) may provides access to:
      1. all goods, or
      2. only specific types of goods (e.g., luxury goods and services).
   B. A net-benefit (a.k.a., certificate, credit) is used to purchase [products and services], and once received by the purchaser, it can have one of two properties:
      1. Transferable (i.e., exchangeable, as in, the seller can then use the certificate).
      2. Non-transferable (i.e., deleted, as in, the certificate is deleted and no longer exists).
   C. Here, the currency is digital, informational and virtual. It does not exist anywhere in the real-world. Instead, it is an equation and database used to account for net-beneficial types of exchange. The certificate is created, stored, and deleted based on an [software program] algorithm.
   D. The certificate is abundant – there's no limit to how much can be created and deleted.
6. Incentivize actual, calculable habitat services, while de-incentivizing market-State services (e.g., finance, prisons, etc.).
7. Incentivizes the transfer/shift of resources from competitive to collaborative markets.

The goal here is to use currency to provide incentives, wherein the outcome is a "net benefit" to society. What a "net benefit" to society looks like is - a closer degree of alignment with the standards for a community-type society [is a net benefit to society]. Therefore, the incentives ought to reward (with credits) [contribution] activities that produce and cycle services to meet the needs of:

1. Project coordination service.
2. Societal information standards service.
3. Life support [habitat] service.
4. Technology support [habitat] service.
5. Exploratory support [habitat] service.

The blockchain ledger can be used to produce a transparent and trustworthy, quantified economic accounting mechanism. The blockchain ledger is responsible for recording/logging transactions/transfers:

1. Resource transfer accounting.
2. Contribution hour accounting.
3. Contribution task accounting.
4. Abstraction transfer accounting (money transfer).

The habitat service system blockchain should record the following on a digital trust transparency blockchain:

1. Physical object (i.e., physical resource) state change - the presence of physical resources, which must account for:
   A. Quantity, type, quality, location.
2. Physical object transfer - access occupation (i.e., the allocation of the physical resource object to a service.
3. Service agreements by contributors.
4. Contributor's time spent on tasks.

3.10.1 Social-State labor credit (leasing) system

A.k.a., Social-State labor tokens.

In eco-socialism, the social-State sets prices, determines wages, and regulates all habitat/industrial sectors of the economy to ensure that they remain in alignment with community/ministry standards. During transition, the social-State can distribute the revenue to the global community population.

How can prices be regulated in a country where there are no buyers or sellers? In the market-State it was the difference in wages that made the difference in the cost of labor. In a social-State, it may be the number of hour someone works and/or the number of hours that go into the production of a service and product that significantly determine pricing. The factor of scarcity and of benefit to community fulfillment may affect the prices of some things. For the basic fulfillment of all, scarcity is eliminated as a factor. Where there is scarcity it is possible to equalize the inconvenience of the scarcity. This is done by raising the price temporarily if it is a temporary scarcity, or raising it and fixing it permanently

if it be permanent. High prices in the market-State represent restriction to the purchasing power of the rich. But, when the means of all (i.e., purchasing power of all) is the same, the effect is only that those to whom the products seem most desirable are one ones that purchase them. State collectivization is when the State centralizes all industrial administration under technical ownership by what is supposed to be, or be represented by, the public.

Because the competition of all the private producers is eliminated user accounting, production efficiency, and product education can be globally optimized. Credit distribution during transition will likely not be based on how much someone does or produces, or what specifically is done; these probably will not be the basis for how anyone gets paid. Instead, the real, key concern is to give everyone the minimum standard that they need in order to live a fulfilling life and feel like contributing. Here, wages are thought about from a community perspective. Rather than adjusting wage on the basis of an individual's work, wage is calculated to meet a level of human need sufficiency that is optimal for all. Therein, price may be calculated on the number of working hours that goes into production and/or the desirability/ demand for doing the work of production (which comes from number of people who contribute to the work). The wage is no longer the incentive; instead, the desire to contribute to community by completing working ours that meet optimized human need fulfillment is. During transition, it is possible that everyone gets a credit-share of the gross national financial product (State income) of a cooperative industrial-State in their bank account yearly. Here there is a centralized system for pricing products that is uniform at the global level; there is no shopping around for the product at another price. And, the user has clear, transparent, un-manipulated data about all goods. The State ministries produce standards. The industries produce standard habitat products.

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> **QUESTION:** *How will the global State facilitate the more efficient interlocking of supply and demand?*

A social-State could coordinate industrial labor through a credit-leasing system with the following principles:

1. Labor receives credits based on working hours only.
2. Labor credits/tokens are not transferable between people in any way (except with the exclusion of families that live together in the same dwelling).
3. Products of production are available for purchase [at State stores] based on a price inclusive of working hours.
4. The purchase of an object/service [sold by the State] leads to the release of an individual's personal labor tokens, which are then eliminated.
5. The purchaser has [State] defensible access to the product and/or usage of the service.
6. Products are not transferable between people. The owner of a car cannot then sell the car and transfer tokens to its former owner.

The question of second hand goods must then be raised; how are second hand goods handled? This model proposes that they are handled through a type of leasing-based access model. The access model here is akin to a leasing model, wherein, if the car is no longer being owned, the "leasing" organization takes the car back and then "leases" it to another user. The ownership is not in the individual's hands (i.e., it is not their property); instead it is "in the hands of" (i.e., coordinated accountability) of the leasing body, which redirects the product to some other use when the initial user no longer needs it. Means of production and products of production should not just sit idle; they should be transferred for use elsewhere in the system if needed, or recycled into means of production and products that are currently needed.

A State/national registry of the different means of productions and products is required for the coordinated organization of such a system. This coordinated organization re-assign materials when they are no longer in use. Here, all products are leased from the state, some are leased in a common access way, other are leased in a personal access way, some products are leased and returned, and some products are leased for their lifespan. It is important to note that in the market there are a lot of items that people purchase, and then no longer want, and would like some of the value back (i.e., they want some kind of return on money or credit when they no longer want the product).

In the market, those products people no longer want can be:

1. Trashed.
2. Given away for free.
3. Sold for currency or for another object.

It is relevant to note here that this is an attitude/idea that "I" want some of the value back when the product is no longer wanted) come from the norm[alization] of buying and selling of things in the market. In other words, this idea comes from a society based around trade, and is seen as right and normal where there is socio-economic competition. In a community-type society, it is the norm is for things to be given away for free and to be cycled into new products. Therein, individuals acquire objects and services without a price tag, and that will be the norm. Hence, what is being proposed here is a move toward the values and norms of a community-type society via a transition credit-leasing system.

3.10.1.1 Credit/money takes on unequal value depending on what it is used for

In the early 21st century, money is absolute in value, in that, in the hands of those who did good and those who did bad, it had equal purchasing value. Buying and selling is essentially anti-social in itself. It can be made more social (though still not being actually social) by differentiating money used for good and for bad. In this case, corporations use the term incentive, and States use the term subsidies. In this way, an algorithm could scale the value of cost/payment of some product/service dependent on its knowable consequences. A transition currency/token/credit system could be of this type. It could be given as a universal yearly guaranteed income equal for everyone that would sustain a high and optimized standard of living. Less is given to the young and full is given to every adult. The basis for the claim of the credit by everyone is that they are all individual humans. The workers and retired get equal yearly credit, which is deleted at the end of each year. This credit is non-transferable. All who do their best in community do the same, in education, in work-service, and in retirement.

3.10.2 Credit investment

In the market-State an investment is a process by which a person or organization makes a financial purchase (or donation) whereby it sometime in the future they expect to have more money (or social power).

It may be possible to create an investment strategy that facilitates transition to a community-based way of living. Strategies for this way of investing, include, but may not be limited to:

1. A way of investing that links the return of money/capital (i.e., the financial return on investment) to a community, social or ecological goal. For example, development impact bonds give money to (and hence incentivize) non-profits and other social purpose driven businesses that demonstrate positive impact on human need and/or the ecology.
2. Where there is measurement of impact, any type of investment such as venture capital, private equity, investment in public stock and bonds, could have a positive impact.

The following question must be asked and answered simultaneously:

- What does success look like in terms of human well-being and ecological sustainability?

3.11 The transition of the State [to community]

The transition of the State to community involves the following objectives:

1. Participation in the State:
   A. Participation in a community-directed political part(ies).
   B. The State framework, using working groups, evolves the societal standard.
   C. The State framework, using decisioning teams, computes the global, community-networked habitat economy.
   D. In many ways, States in the early 21st century act like just another business, working on another level in, but on behalf of the corporate infrastructure and the representatives' self-interests. Therein, as long as there are two or more competitors fighting over control of one centralized system, where each wants to implement their ethical framework, is likely to lead to or sustain conflict [where human fulfillment could otherwise flourish].
   E. The State develops standards through working groups. Standards represent the accepted work of systems scientists, working groups and coordinators.
   F. What must be considered in terms of relationships:
      1. Relationship between politicians and the people.
      2. Relationship between politicians and the businesses.

States can create universal safety and access platforms for the fulfillment of human need without exchange (universal basic program adoption types), including but not limited to:

1. Architecture: for example, every married couple

gets a free government provided apartment. Of course, the people with sufficient money will buy their own apartment instead of taking the government provided one.
2. Guaranteed basic income: for example, every citizen receives a monthly allowance with which to purchase goods and services that is not tied to their labor.

State organizations can use coercion to take resources (Read: expropriate, appropriate, use "eminent domain", etc.), or they can use standards that sufficiently explain to a population why a plan for human fulfillment is the best next choice. State organizations with police (standing militaries) have both ways of acting.

3.11.1 Constitutional integration of community-type standards

Constitutions are the basic rules of the State (i.e., they are rules that the current government must follow). These rules affect the flow of resources and work throughout the territory of the State. The government A constitution that includes the principles of a community-type society. The constitution must be accepted by the public with some percent majority vote. The constitution then is the basic logic for the operation of the State. The proposal is for an eco-social State wherein the State plans the material habitat system network within its territory. Herein, the State has power over the material system and the government uses its power to create and enforce law to decide the flow of resources and work into a community-type society.
In order to transition society to community, it is likely necessary for the State to adopt of a constitution in the form of a set of community-type socio-technical standards. The constitution herein, like any constitution, enumerates and limits the powers and functions of the State. A constitution specifically refers to a constitution that defines fundamental policy, political principles and establishes the structure, procedures , powers and rights of a government.

If an average State is composed of some combination of an executive with an executor (president or prime minister) and a set of ministries (cabinets, etc.), a legisatory group, and a justice group. Here, these three groups control [to some degree] the material environment. The the constitution must either use these functions and/or change these functions to be more representational of community and facilitate the flow of resources thereto.

> **NOTE:** *In the market, in general, the entities in control of the State are oligarchs, dictators, and representatives. These entities are oriented, primarily, by profit and power. In transition, entities in control of the State are people oriented by community standards.*

The primary functions of most States are arranged in the folowing manner:

1. Executive.
   A. Executor (usually one person).
      1. President/Prime Minister (Read: figurehead leader).
   B. Ministries (a.k.a., Cabinets, Secretariates, etc; Read: law appliers through code-certification).
2. Legislatory (Read: law/bill makers).
3. Judiciary (Read: interpretation & enforcement).

In the market-State, the executive president/prime minister can generally take the following actions:

1. Make treaties with the approval of the legislative.
2. Veto bills and sign bills (note: a bill is a law).
3. Represent the State in talks with foreign countries.
4. Enforce the laws that legislatory passes.
5. Act as commander during a war.
6. Call out troops to protect a territory against an attack.
7. Lead a political party.
8. Entertain foreign guests.
9. Choose advisors.
10. Recognize foreign countries.
11. Grant pardons.
12. Nominate legislative members and justices and other high officials.
13. Appoint ambassadors.
14. Talk directly to the people.
15. Represent the best fulfillment of all the people.

Generally, said executive cannot take the following actions

1. Make laws. Note that when a president can make laws, the type of government may be called a dictatorship.
2. Declare war.
3. Decide how federal money will be spent.
4. Interpret laws.
5. Choose cabinet members or justices without legislative approval.

3.11.1.1 Transition of the primary State functional branches

The branches of government transition their operations through a set of community-type standards into operations representational of community:

1. In community, there is no president or prime minister:
   A. There is no president/prime minister in community; hence, during transition [of the

State] to community, the president/prime minister will adopt the role of Global Transition Coordinator. This role is primarily responsible for coordinating a transition team, updating the public, and developing positive working relationships with foreign officials. The Global Transition Coordinator shares updates with the public, and makes requests of the public. Other common presidential/prime minister actions may be present. Here the lead executive becomes a member of the transition team, possibly, the Global Transition Coordinator.

2. In community, there are no ministries:
   A. There is are no ministires in community; hence, during transition [of the State] to community, the ministries become a unified and integrated access oriented information- and resource-based service system for the population. This service system includes, at a high-level: a contribution service system; an information standards service system; and a material habitat service system. In community, there are working groups that develop the standards that are applied/operationalized by habitat service teams. Ministries traditionally develop procedures and standards that relate to the implementation of law (associated to that ministry) by the legislature. Here, the ministries become working groups that develop a set of standards and habitat teams that operate habitats.
3. In community, there is no legislature:
   A. There is no legislature in community; hence, during transition [of the State] to community, the role of the legislature becomes less and less of one composed of the legislation of violence (when to use it and when not), and more and more composed of decision system working groups that acquire data and resolves decision protocols toward the greater global need fulfillment of all. Here, the legislature becomes the decision service system.
4. In community, there are no civil or ciminal judges:
   A. There is are no judges in community; hence, during transition [of the State] to community, the role of punishment by way of judgement transforms into a restorative justice service operation, highly inclusive of medical investigation and well-being restoration practices. Here, criminal/civil judgement becomes the restorative justice service system.

3.11.2 Transition of legislation (legal-laws)

The following laws ought to be passed by governments/States:

1. Government cannot turn off global communications (i.e., the internet) for [any] legal reason.
2. An agricultural subsidy (also called an agricultural incentive) is a government incentive paid to agribusinesses, agricultural organizations and farms to supplement their income, manage the supply of agricultural commodities, and influence the cost and supply of such commodities. Simply, a subsidy is a benefit given by the State to businesses, usually in the form of a cash payment or tax reduction, to plant or not plant some type of vegetable crop. There may also be subsidies for livestock, although this is rare to non-existent. Governments subsidize products (e.g., crops), and so they need the population to buy those products (e.g., eat those crops) so that they get their money back. Subsidies are one way States influence markets. In some cases, governments give subsidies to control markets (including the education and research ones). Bad decisions can be enabled [to repeat] by subsidies; if bad decisions are subsidized, society gets more bad decisions. Subsidies are incentives that influence priorities. During transition, States will likely transition from current ways of subsidizing to the following two ways only:
   A. Subsidies that exist for the optimal form of agriculture, one in which an abundance of food, fuel, and fiber is produced while soil health is restored. Hence, only subsidies should exist for holistic/restorative agriculture. This is an incentive to start and operate restoration agriculture farms.
   B. Subsidies that are required for agroforestry monocropping, after the subsidies and their outputs are calculated from the optimal [holistic/restorative] form of agriculture. This is an incentive, that is given after (A) is calculated, for growing agroforestry monocropping environments.
   C. There may be incentives here for the use of automation.
3. Reduce and eliminate laws and organizations promote competitive strategies. In the early 21st century, there are relationships between governments and large corporations that benefit large corporations over human cooperation and human need. Large corporations engage in lobbying (a competitive strategy), where lobbyists lobby government for rule changes (regulations), and do so with much greater efficacy than small businesses and individuals. Small businesses don't

have the financial status and relationships to do so. In many cases, the only organizations who can comply with the new regulations are the large corporations (often because of added costs).

4. Demilitarization of regional states among one another, whereupon all of the resources put toward the prior military are put toward building community habitats. This is a de-militarization with combined habitat building treaty that may be adopted among regional governments.

3.11.3 Transition of governments and States

The government is a temporary political organization that controls the resources of a "State authority" socio-technical organization -- governments are political competing institutions that control State resources for periods of time. The State is a set of societal-level agreements based in coercion and force. The State (political-government) is a concept; specifically, it is a belief in authority in people's minds. What exists is not the government or the State, but the belief in authority in people's minds. The belief in "authority," which includes all belief in "the State," is sometimes called the most dangerous belief/superstition, because it projects power outside of oneself onto another and/or a fictitious entity who assumes that power over others. Therein, politics is not composed of objects; objects are material things with shape. The government/State is not a material thing, it is a belief in authority in people's minds. The people are real, the buildings are real, the paper is real, the computers are real, but government(s) are not real. Governments cannot be observed; only objects with location can be observed. You can observe buildings and people, because those are real in concern to having location.

It is certainly possible to study people, their beliefs and opinions and behaviors, but there is nothing (no thing) to study in concern to the "State". This is similarly so with the "market".

States don't exist, people who hold the [dangerous] belief in authority, exist. Markets don't exist, people who believe that to have access they must trade, exist. Citizens don't exist, but people who hold the belief in government(s) do exist. What exists are people and other material objects; government doesn't exist, except for, in the minds of people, and even then it is wrong to say that it exists, it is just their imagination or a mental construction. Reification means to take a mental construction (a concept) and make it real in the world, and then treat it like it is taking conscious decisions and has real body parts. To reify something is to take a concept and think/act/behave like it is an object, which is essentially insanity. Today, people act like States are a real thing, when they are not. People claim to be followers or to have a duty to this imaginary thing called government and call themselves citizens.

Community transition is a project to overcome trade as well as a project to help people overcome the belief in authority (power-over-others for safety). If you don't get rid of the State, you are not going to get rid of the market. If you don't get rid of the market, you are not going to get rid of the State. In other words, if you don't get rid of State politics you are not going to get rid of the market, and if you don't get rid of the market (market politics), you are not going to get rid of the State. The State and market go together, and to not see them as intrinsically related will lead to the creation and adoption of solutions that are not holistically oriented toward global human fulfillment. In the early 21st century, many people are quite insane, they have accepted beliefs that make them so, and in the future this time we live in now will likely be called the time of great confusion.

States (or, more accurately, people with the belief in authority/government) use violence and coercion to sustain alignment, and so, in a way, transition must include a reduction in either the State, or in its basis in violence. There is a common saying, "When the only tool you have is a hammer, everything looks like a nail; until you realize that you have more tools than just a hammer".

Instead of looking at the history of society through the lens of class struggle, it is better to look at the history of society in terms of human needs (whether they are recognized, met, and if so, how; it is axiomatic). The lens through which people look will conform the resulting solution to posed problems. It is also best to look at societies through the four fundamental systems of which they are composed: social organization(s), decision organization(s), materializations, and lifestyles. These are the fundamental systems of every type of society and are the reason the auravana project documents are structured as they are. All former documentation, including that from Marx, fundamentally misunderstands the construction of society, and therefore, the solutions offered are not systematic or based upon a systems-engineering approach.

Intrinsically, the State is a structure for organizing power-over-others. In some way, using it is like joining the mafia and expecting to turn it into a charity. A new way is clearly needed since the old way has observably not worked. Transition standards are required to operate concurrently and facilitate migration of a population to a better way of living. Imagine societies as boats traveling over water. Capitalism is a boat with people on board, it has holes in it and puts out a lot of pollution. Why put more holes in it as it is moving forward? Why try and trip it up as it is moving forward? Instead, bring a better boat alongside and show people a better way, and then hold their hand as they board the better way of living. A community member boat could jump aboard the capitalist boat and try to refashion the boat into the boat next door; this person may risk being beaten up by the people on board with capitalism who have become attached to their boat; both the rich and the poor may beat them up. And, as they are on board another boat, they may get caught up in local drama and forget the

purpose of boarding the boat in the first place. A best solution is to construct the better boat, bring it alongside, and help people across. So, in my view political activism is jumping on board their boat. It is of course also possible to concurrently develop and facilitate the adoption of community transition standards by the population of the capitalist boat, so that their boat transforms into one truly representation of community standards. That said, I agree that political activism (jumping aboard their boat) and development of the rescue boat can be done concurrently.

> **INSIGHT:** *Government has to take up the role of educating people about community and campaigning for a community-type society.*

3.11.4 Transition of land

States are founded on the monopolistic/imperialistic control of land. Rent is paid to the State in the form of tax for land-property, as well as market-State transactions thereon. Therein, governments are founded, in part, on what they will do in concern to their monopoly over land (a.k.a., territory). Therein, governments are founded, in part, on what they say they will do in concern to their monopoly over land (a.k.a., territory).

Herein, it may be important to form a government around land-concept transformation:

1. From payment to the State for rental and usage of land.
   A. To free access to land for community purposes and living.

3.11.5 Transition of justice

Because the early 21st century is characterized by a punitive justice system and criminal prisons, the transition must involve a decreasing in punitive. A decrease would look like a reduction in the length of sentences and turning the system away from punishment practices and towards rehabilitation practices.

In the early 21st century, the State of Normay maintains a semi-restorative, semi-punitive [criminal] justice system. The governor of the Halden prison, one of Norway's semi-restorative prisons, states (Delune, 2021),

> *"In Norway, the punishment is just to take away someone's liberty [to social-public access]. The other rights stay. Prisoners can vote, they can have access to school, to health care; they have the same [other] rights as any Norwegian citizen. Because inmates are human beings. They have done wrong, they must be punished, but they are still human beings. We are releasing your neighbour. . . . If we treat inmates like animals in prison, then we will release animals on to your street."*

Therein, the Halden prison architect, Gudrun Molden, explains,

> *"The sentence is taking away the freedom. . . . Everyday life shouldn't be the sentence."*

It is likely that a justice system in transition will eliminate pleabargins. A pleabargin represents a lighter sentence (if convicted) if the suspect admits to taking some punishment for some or other wrongdoing.

> **FOR EXAMPLE:** *In the case of the presence of a "pleabargin", if you don't say you did it (i.e., don't just take the plea bargin), then you will likely be punished more if convicted. In other words, you either take the plea bargin or you go to trial and we will try to punish you for 10 times more years.*

3.11.6 Transition of taxes

At time tax is a fee paid for State services. It could be seen as a price paid to live in a market-State society. Tax is the appropriation (taking) of people's resources [through threat of force and violence]. If a citizens income is taxed, then that person can't buy as much stuff from the market. If a portion of someone's income is taxed away, then what is happening is that that person's ability to go and consume resources is reduced. If tax is being paid, then by definition the payer is not buying as much stuff; however, that means the government can buy things (note: unless the tax is just for deletion of money from the economy). If individuals are not consuming real resources, then the government can go and consume real resources. When governments consume real resources, they tend to consume whatever those in power think are important, which could be any combination of the following, including public health systems, public schooling/education systems, transport systems, police, militaries, business, etc. The idea that tax is bad and burdens people could ignore what is being bought. Buying a great medical system, education system, and transportation system is a great idea. Buying the fulfillment of human needs, which are common to all, is a great idea. Buying the transition to community is possible Human lives are improved when systems that optimally and commonly fulfill needs are bought.

If someone is sitting on a lot of wealth, in the early 21st century, s/he doesn't need any of that public stuff, it can be easy to see why some individuals might have a personal preference that they personally pay less tax, because they personally don't use those services and/or don't want to pay for other people's need fulfillment. Those in power often support this view; because, those in power want to stay in power, so delivering resources to those who can help them stay in power is a wise decision for them.

Taxes could be seen as a net benefit if the money was used to purchase community standards and habitat operations.

3.11.7 Transition of debt and property

It is possible that during the transition the State could offer citizens a total debt relief. The federal government could offer to eliminate all personal debts, mortgages, loans, credit cards, etc. This central State authority would cancel all debt. In exchange for acceptance of this total debt forgiveness, the population will transition their current properties into a community type configuration through coordination of that property into community-type access categories (Read: personal, common, team). Property owners together with coordinators organize the flow of resources that were once property. It could be said that the owners of the release ownership of any and all property and assets. In return for the release of property to community, the individual becomes a credentialed member of a community network of habitat service systems. Here, to be credentialed means to have an identity in the social information system (a "commons living identity"). In general, this identity provides the individual with unrestricted travel and unrestricted living. In the case of transition, there is no new owner of the property. Instead, the property becomes common heritage divided up into three classes of access: personal, common, and team (work). During a transition, some of the property may enter a State focusing organization that configures the resources into a set of habitat access-based services. Therein, all land, including commercial land, properties, and resources will transition into an community-based access commons.

> *Note that no debt means no insurance, no rent, and no taxes.*

Debt forgiveness and property released to community access could be seen as a significant net benefit if there is the persistence of an optimal community operation afterwards.

3.11.8 Transition of armed forces

Transition the armed forces to habitat "national" service.

> **INSIGHT:** *During transition to community, power-over-others comes with restrictions on that power. If "we" enlist those who would commit the same atrocities as the former authorities, we wouldn't be any better, just the same with a different name.*

3.12 Transition in public perception and behavior [to community]

The transition of the public's perception to community involves the following objectives:

1. Participation in advertising & marketing (propaganda):
   A. Visualization and memetic marketing
   B. People aren't going to want a different system until they know what a different system looks like, feels like, and how they visualize themselves therein. One of the first things transition needs to do is conceptualize the system they know what it looks like, and rationally why it is wanted, and then, facilitate others' want of it too.
   C. If harmful and irritating work is automated, then the "bourgeois ego" (capitalist ego) horizon can be overcome. The capitalists (those with most of the physical and financial resources) will support a society that works well for all. "Bourgeois egoism" stems directly from the bourgeois mode of production, from capitalism, with its particular focus on competition, purchase and sale, supply and demand, and the bourgeois illusion of "free choice", "free will", and "pulling oneself up by the bootstraps".
2. Transition accounting goals:
   A. Needs survey.
   B. Resource survey.
   C. Services survey.
   D. Task tracking.
   E. These socially relevant data categories (needs, resources, etc.) must begin to be fully accounted for. In specific concern to resources, laws may have to be passed (or repealed) protecting those who are guilty of resource crimes, in order to get them to provide valid data, and thus, allow decisioning to take optimal decisions about what is possible given what is available.
3. Principle realizations about the current system:
   A. The State is corrupt by the very nature of voting someone in who then follows their own self-interest while having a career in government. And, secondarily, government is formed from a monopolization on coercion and power-over-others to protect and regulate (control) populations of humans.
   B. The market is corrupt by the very nature of trade. Trade leads to a corrupted socio-technical environment because it disrupts cooperation by aligning incentives with profit and power-over-others and operationalizes processes that advantage one trading party over others sufficiently frequently that power-over-other structures emerge.
   C. A system based on cooperation and common resources is likely to outperform a system of competition and profit, given what is available.
4. Principle realizations about the transition system:
   A. The transition system must educate.
   B. The transition system must transition values to those representative of community.
   C. The transition system must transition normalized behaviors to those representative of

community.

D. Both the market and the State will have to be transitioned away from and into a unified community-based societal system.

3.13 Risks during transition [to community]

A.k.a., Identifiable dangers and challenges to be overcome with solutions before they become issues that require more significant resource contribution.

The following risks will likely be present during the transitioning from a market- and State-based societal system to a community-type society. These risks will require mitigation plans and operations to minimize or eliminate their possible impact to transition:

1. Individual self-interest risk:
   A. "We want to change the system, we don't want the system to change us."
2. Participating in the State can transform social movements in negative ways, like becoming more authoritarian, becoming more hierarchical, becoming more bureaucratic. developing an interest in the State and becoming less and less interested in human fulfillment over time.
   A. We want to change the system, we don't want the system to change us.
3. There is a risk in a rapidly changing work structure where owners (managers) are removed, and control of the production (or service) operation is dropped in the task box of labor. There is a saying, "What will change is that "we" will switch (remove) the owner(s) and give control of the operations of production to the people doing the work". The risk here is that the people doing the work may not have been doing, not know how to do, or not even want to do the work of complex socio-technical management in the market (or, coordination in community). Further, there are sometimes disputes internal to labor itself. Without owner authority ("management"), how will these internal labor disputes be resolved appropriately if the laborers, themselves, become a/the new authority. The greatest benefit of this approach is likely to come when there are few to little, or insignificant, internal disputes among the population of laborers in the economy, in industry and service. Second, when they are educated to understand the advantages for their lives by cooperating, and do so through coordination. Third, there must be a group of skilled coordinators who have access to those resources needed to effectively coordinate labor, and also, see themselves as labor.
4. State self-interest risk:
   A. Participating in the state can transform social movements in negative ways, like becoming more authoritarian, becoming more hierarchical, becoming more bureaucratic. It may be possible to develop such an interest in the State [of authority and power] that one becomes less and less interested in human fulfillment over time.
5. Market self-interest risk:
   A. Cooperatives competing against one another.
6. Public (citizen) self-interest risk:
   A. Individuals competing against one another.

4 Amplifications [during transition]

The following elements ought to be amplified via transition operations, in order to facilitate the emergence of community.

4.1 Functional hierarchies

Functional hierarchical organizations are essential for community. The habitat service system is a functional hierarchy composed of service teams, sub-teams, and working groups. Each function is filled by contributors and/or automation. It is staffed with people who are intrinsically motivated (primarily) to complete their tasks and align with each other and the coordinators that organize all work. Involves working groups and teams. It is open to contribution and closed to the labor market and political voting. Personnel have operational autonomy in their function ("niche") with [protocol] restrictions (i.e.,within limits).

4.2 Community economic accounting

Community economic accounting records information on, and computes information about:

1. Resources (material & informational).
2. Service contributions (habitat services).
3. Users (humans and ecology).

Herein, operational [habitat] service systems (a.k.a., operational unit, etc.) include resources as well as contributors who are involved in its [service] operation.

Operational accounting in community involves:

1. Product design (when products are designed, there is a record).
2. Product production (when products are produced, there is a record).
3. Product delivered (when deliverables are delivered, there is a record).

Note: No "income" occurs here for the producer. Resources are transformed and transported, re-allocated, and there is a digital record/ registration of each event.

In community, neither the habitat service ("operational unit") nor the manufactured product is the property of the operational organization or any individual consumer; instead, they are common resource allocations, common "goods". Therefore the activities of the habitat service ("operational unit") cannot be considered as a change in the assets and liabilities of the habitat operation, and are therefore not linked to actual "income" and "expenses". A community-type society does not have income, expenditure, profit or losses.

4.3 Abundance

Amplify the production of abundance [of access] to good quality services and products that are increasingly integrated into a global habitat service coordinated operation. Once there is abundance of access to specific services and products, then it will likely be easier to transition more fully to community standards.

In order to meet global demand, production efficiency must be optimized through automation protocols. The transition development goal for the amplification of abundance is:

1. An abundance of access to quality products and services at marginal cost using automation, mechanization, computation, and robotics technologies.

   Notes:
   - An abundance in access to goods and services may assist in the realization of the population that full transition is possible.
   - Transition must include the showing and demonstrating to others how a life with access to quality services and products is possible without trade (i.e., for free), given what is known and what could be made available. Therefore, habitat simulation using engineering visualization software is a sub-requirement of this development goal, for global fulfillment, and for safe operation of automated systems at scale.

4.4 Economic computation

A.k.a., Socialist economic calculation.

Use computational systems and technology to facilitate the flow of goods and services throughout the society with economic calculation. By the use of computational systems and technology, the flow of goods throughout society can be rationally planned, controlled, and monitored to minimize undesired human effort, to maximize human fulfillment, and to stay within the limits set by the carrying capacity of the environment (Read: nature).

4.5 Projects' unification

A.k.a., Separate projects' decide to unify.

Open and commonly source develop projects join together in development of a unified societal standard (and cooperative resource sharing where legally possible):

1. Combine the information-side of projects aligned with "our" common direction, by formally organizing "ourselves" into working group teams

that develop standards [for community]. By releasing content in an open source manner to affect change on a large scale.
2. Combine "our" ecovillage habitats and municipality projects by communicating alignment and planning common access to resources [in order to sustain optimized global human fulfillment].

5 Reductions [during transition]

The following elements ought to be reduced via transition operations, in order to facilitate the emergence of community.

5.1 Market-State accounting reduction

The market-State (capitalism) accounts for the following specific concepts in trade:

1. **Profit and loss** (derived from human labor and business trade).
2. **Income and expenditure** (derived from business sales and business purchases).
3. **Assets and liabilities** (derived from business property and business debts).
4. **Taxation** (derived from State politicians, legislation, and enforcement).

All of these lose their validity in a community-type society. Transition will require a transformation in the understandings of some terms and concepts.

5.2 Nation reduction

A 'nation' is an abstraction, a concept only; because, it is an imagined and jurisdiction area of land, an anthem, a flag, a made up name, a reported history, and an unreported history. Nations are "fairy stories". Instead, people and the events that occur to them are real, nations are social constructions (abstraction, operational entities competing for fulfillment).

> **INSIGHT:** *National flags are symbols, are constructs, are emblems of a system of control that involves the creation of nation-States. Most nation-States are defined by borders that have been arbitrarily drawn on a map of the world. And of course, the world is owned by someone other than the residents who live in the individual countries as defined by the borders. People have been organized into nation-States using flags, anthems, uniforms, medals, statues. In the early 21st century, flags indicate ownership, control and governance over a population.*

The concept of a "nation" as a group of people with a common social direction is also possible, and can be used to advantage community development. In fact, these two definitions of "nation" can be brought together: by realizing that nations are abstractions and realizing that "we all" share a common [optimizable] direction. Nations may be artificial divisions of global fulfillment, but the names associated with nations often carry influential socio-psychological power within their territories. Nations with friendly and companionable, relaxed populations may have an easier time realizing that there is no need, any longer, to divide their users

and contributors (citizens) fulfillment up by profit, class, or authority, by competition.

5.3 Scarcity reduction

Machine labor in the market is only useful to the extent that it is cost effective. The key to life is cost effective machine labor. Machine labor that can be produced efficiently enough so that most people can afford it. And the key to that is that the energy powering the machines be cheap, because every machine that we use, not only uses energy itself, but is produced by hundreds or thousands of machines that themselves use energy. The lower you can get the cost of energy, the lower the price of everything. And, the higher the cost of energy, the higher the cost of everything.

5.4 Trade reduction

5.5 Competition reduction

5.6 Militarization reduction

The question of which set of authoritarians should control the population is not a useful one; it doesn't have a right answer. A government that operates to liberate a population would start by liberating the population for all the terrible actions governments can takes. The United Nations Declaration of Human Rights is one attempt at this. In this way, community adoption represents demilitarization of the State and corporations. Community, and transition thereto doesn't address our grievances through military force and violence.

6 Strategies [during transition]

A.k.a., Filtration operations, the transformational strategies.

The following strategies ought to be applied to transition operations, in order to facilitate the emergence of community.

INSIGHT: *New parallel networks that can reduce our dependency on the current system, eventually draining the energy from the current system and fill up the new system.*

6.1 Relationship development

A.k.a., Public relations development.

The two primary relationship plan strategies are:

1. Get a group of people together who understand and agree with the system so much that they will complete the tasks necessary to create it.
2. Start creating the environment so that other people can witness how it is doing something that they like and want, and now they can see it, and now they want to join. Show "me" a simulation to visually understand the situation.

When developing project-oriented relationships, the question is, What type of relationship is to be developed and sustained:

- Global social awareness (the public).
- Social contributors (those people who are contributing directly to the project).
- Market-based relationship development for financial/property acquisition (those people who will contribute financially).
- State-based relationship development for State-controlled access (those people who have authority to take decisions).

In order for individuals to trust a proposed reorientation, there is a need for a plan and set of materials to increase certainty:

1. A plan for orienting people from dis-similar societal backgrounds to the operational state of the community-based societal system.
2. A set of materials for facilitating orientation tailored to unique societal backgrounds.

6.1.1 Audience engagement

It is essential to identify the specific other party with which a relationship is to be developed. In relationship development, it is important to know the audience (interlocutor) so it is known how to talk to them about

this project.

> **NOTE:** *In the market, there is also the marketing and sales phase. In community, once a new service (or service asset) is developed, it is used by people by people that have previously communicated a desire for its use, and those who have been communicated to about its use.*

6.1.2 Shifting priorities and values

It is necessary to plan social re-orientation:

1. **How to shift values at the individual scale?**
   - Simulate the experience of a desirable life in a community-type society and describe how it is possible at the global level.
2. **How to shift values at a global scale?**
   - Simulate society so that it may be understood how cooperation is possible at the global level.
3. **A shift to what priorities?**
   - More human, more compassionate, more empathy, more sensitive to the well-being of others and the ecological condition of the earth. Less interested in materialism and owning things to achieve happiness. Less limiting beliefs. Less lazy thinking and more objectivity. More concern about people and other animals. More interest in commonalities. More interest in cooperation. More sharing.

For some people, it won't make sense until they visit it and spend time their.

6.2 Utilizing a memetic marketing strategy (Public)

"Memetic" is a concept referring to the spread of desire(s). The term, "meme" first entered the public domain to mean something akin to a mind virus - an idea that spreads through the population like a virus. Advertising (marketing and propaganda) is a memetic process where entities that seek to influence the public's behavior, they imitate other people's desires. The memetic principles says that individuals accept what they want to want by looking at others and what they want. Memetic desiring is a component of motivation.

For transition, the question is, how does the transition team help people stop desiring things that they would not otherwise desire if it were not for propaganda and the purchase of influence (in the form of the purchase of someone acting out a want)?

6.3 Local population engagement (Public)

It is essential to identify the local population and avenues of relationship development.

6.4 Public engagement (Public)

While "public"-engagement activities should be tailored to meet the needs of individual audiences, they should also be designed to encourage partnerships that connect one group to another – i.e., industry to schools, museums to universities, media to civic organizations, and all manner of networks – to provide the richest interactions, the sharing of knowledge, enhanced technical literacy, and a connection to others.

A detailed plan for public engagement must be created that is based on formative analyses of the ways in which the national and global public would like to participate in the Community. Without this public input, it is premature to select definitively an action plan for public engagement. At the same time, what likely binds humans is a central organizing theme that is both immediate and compelling in human terms: survival and sustainability. Already, that theme is likely to dominate public life in considering conditions on Earth over the next decades. It provides an important opportunity to engage the public in improving life and well-being here on Earth.

Public engagement activities in each of the three topical strands of science, technology, and society will deepen and expand in concert with further development

Public engagement outcome

By the time construction is started on the first habitat service system, the desired public engagement outcome is that the public would gain new knowledge and use technology for sustainable living and personal exploration as members of a community-type society.

These three strands are directly correlated with the desired public engagement outcome: citizen scientists who are gaining new knowledge (science) and using technology for sustainable living and personal exploration (technology) as members of a human society (society).

6.5 Promotional marketing (Public)

The role of promotional marketing is to:

- Initiate information flow through marketplace conversation to raise awareness and credibility, and to produce useful leads and tangible increases in those who desire Community to be a materialized reality within the near future at the planetary scale.

Produce a sufficient increase in:

- Those who understandably agree with this direction.
- Those who contribute to this direction.
- Those who live in a societal system expressing this direction.

6.6 Active participation (Public)

Raising awareness and credibility through active participation:

- It is possible to raise credibility within industry, the marketplace, and politics (etc.) by actively participating in industry, marketplace, and political conversations; thereby raising awareness of the presence of a Community-type of society and the services it offers.
- Within the community, a way of raising awareness is by asking and answering questions in for a, such as mailing lists, wikis, and discussion groups.
- Social media (e.g., twitter) and other online content distribution platforms (e.g., YouTube) are useful for word-of-mouth marketing (WOMM).
- Awareness and credibility may be raised by publishing educational content via online platforms (e.g., YouTube, podcasts, etc.).

Raising awareness in the market requires money and market know-how. Organizing events such as conferences and workshops, participating in fairs, sending out marketing emails, and advertising are typical marketing activities that can be undertaken to raise the projects profile and build credibility.

A key way of communicating to industry is to use case studies, white papers, and brochures. These materials allow for specific targeting to different audience segments. For example, a technical white paper for system administrators and a case study for case study for a CEO.

6.7 Political strategy (State)

Members of the transition team have a much greater chance of facilitating the transition to a community-type society when their approach includes a political strategy, a financial strategy, and a public strategy, because in the early 21st century, society operates significantly based upon politics, governments, and infamy. An approach that accounts for and is connected to all three is connected to real-world decisions.

There is a necessity during transition for political organization. There is a requirement of the transition team for political organization, because the capitalist and authoritarian classes organize themselves at the political-national and -international levels (in multi-national firms, in trade organizations like the WTO and European Union, and in military alliances like NATO). Unless people organize themselves into aligned political parties (for global community), and unless these parties ally themselves together, they may be unable to overcome the distributed and also united forces of capital politics.

The purpose of a community-State orienting political party is to transition government to one where decisions are arrived at through the maintenance of systems science based standards for operation of a habitat. In this way, the purpose of a community-oriented government is to dissolve government (and the State) as well as the market into a societal organization structured through community-derived socio-technical standards and community habitat operations. Herein, the government/State becomes equivalent to a standards setting organization that is also a networked habitat service system (Read: city network) operation. In this sense, the standards setting structure is representative of the society's social organization, and the habitat service structure is representative of the society's technical organization. In operation, they form a mixed information-materialization system.

6.7.1 Political engagement

There are two primary questions when it comes to the adoption of a political engagement strategy:

1. How to gain political power and/or influence?
2. What to do with that power and influence?

6.8 Appropriation strategy (State)

A.k.a., Expropriation, seizure, property theft continuum.

Appropriation (expropriation) occurs under essentially all States in the 21st century. In most cases, it has been renamed as, eminent domain. Eminent domain is the government's "right" to seize private property for public use. In the United States, the Fifth Amendment to the Constitution specifies that eminent domain can only be carried out if property owners are provided with fair and just compensation to make up for the property they're losing. Under the laws/contract of other States, appropriation via "eminent domain" does not have to result in fair and just compensation.

INSIGHT: *No one likes anything of value taken away.*

In the market-State, expropriation generally requires permission some governmental working group (e.g., judicial), and requires compensation. This type of expropriation can be extremely expensive. During transition it is possible that the compensation provided to those whose properties have been taken by an eminent domain law would have to be new property in an integrated habitat service system, where community standards are operative. For example, the government may expropriate the land from people, firstly, so that they may move into a more fulfilling habitat environment, and secondarily, so that the land and objects can be re-purposed. This repurposing of the environment generally involves the recycling of materials, the restoration of land, and the building of new integrated habitats. The best compensation for expropriation is a community-type society.

6.9 Legal strategy (State)

During transition there will need to exist a transition team that completes legal work and monitors legal-related topics, to ensure that there are no legal issues that could arise that could harm:

1. The completion of the objectives of this direction; as in, to transform society at a global level into a community-type societal operation.
2. Individuals working on this direction, either physically, psychologically, or financially.
3. Market-State organizations that are doing significantly beneficial work toward this direction.

If possible, the legal team may need to:

1. Take pre-emptive action where there is legal uncertainty.
2. Review all agreements to ensure:
   A. Legality of actions.
   B. Clarity on violations of community objectives.
3. Provide legal consultation to other teams.

6.10 Market-citizen lawsuits (State)

The way the market-State works in terms of wrongdoing, is that the citizens and consumers sue businesses that violate laws. The business then does everything they can to prevent having to pay. The business owners would desire to defend themselves from any legislation that would make it easier to sue. The way business has always resolved these issues, is either lose in a court of law and pay, or pay (e.g., lobby, bribe, etc.) to change the law so that the people have no legal right to sue in the case of damage caused by a business.

6.11 Production strategy (market-State cooperative)

Society is transitioning from a state of production in the hands of capitalists and State authorities, to a society where all production and distribution is coordinated in accordance with a set of visualized and calculated global resource and local configuration plans. To meet the needs of the whole society, all production and distribution is subsumed by a cooperatively coordinated organization (and where necessary, relinquished by private owners, which may even include State owners). This cooperative organization has access to sufficient data to produce optimal plans. Production in community occurs through standards, decisioning, and habitat services, and represents a planned design (temporary state-solution) that is capable of assuring the fulfillment of the life (vital), technological, and exploratory needs of everyone.

6.12 Good media environment strategy

The media can have a powerful influence and can even stop wars if they had searched deep enough, and not just reprinted propaganda. Basically, populations don't like wars. And, populations have to fooled into wars. Populations don't willingly and with open eyes go into war. So, if we have a good media environment then we will also have a peaceful environment. Our number one enemy is ignorance. The number one enemy of everyone is not understanding what is actually going on in the world. It's only when you start to understand that you can make effective decisions and effective plans. The question is, who is promoting ignorance? Well, those organizations that that try to keep things secret and those organizations that distort true information to make it false. The result is we see wars, we see corrupt governments continue on.

7 Approaches [to transition]

Transition proposals can bet broadly separated into two categories:

1. **Build new environments from the ground up.** Build a new environment without property; build new habitat service systems. Build new environments without the issues present in old environments.
2. **Transition existing environments.** Modify old environments into a community-type environment.
   A. Identify what access-needs are required to be met (i.e., identify demand targets).
   B. Identify what work is required to meet the demand.
      1. Work is contribution (non-paid).
      2. Work is for credit (paid, socialism).
   C. One of the most significant goals for transitioning current environments to that of a community-type society is to design a socio-economic environment where property owners feel satisfied with releasing their property over to the community (because, the property owner, as well as everyone else, gets a high level of access in return.

In transition the social population needs to remove bad houses, and move those people to better, fulfillment-oriented, environments. Therein it is possible to have movement:

1. Movement from bad housing conditions in the market-State to better [living, housing] conditions in the market-State.
2. Movement from bad through to good housing conditions in the market-State to better [living, housing] conditions in a Community[-type environment].

Both types of movement are possible simultaneously, new cities can be built and people can move in, and present living conditions can be improved in a prioritized manner, given local conditions.

Building habitat service systems through:

1. Funding in the market.
2. State political action (or local government political action).

7.1 Transition by means of achieving power

There are three related and distinct methods to achieve [project] power in society:

1. The State method requires authority. No authority, no one listens to "you".
2. The market method requires currency. No currency, no one listens to "you".
3. The community method require cooperation. No cooperation, no one listens to "you".

7.2 Transition by means of psycho-social development

During the transition, a goal is to help the population gain awareness of what is happening today, and how life can be different. In the early 21st century, most people are alienated from this information. The transition ought to resolve this obfuscation and ignorance of most people in the world so that they can help in the transitioning to a community-type society.

7.2.1 Development of a perception of no loss

Whoever is at the top of the market-State pyramid likely does not intend to change the superstructure, because they will theoretically lose privileges. And, in a predatory system, the loss of privilege is one of the worst things that can happen to an person.

7.2.1.1 Social debt

Contributors to the transition to a community-type society are not directly creating community to fulfill some historical "debt". However, some people working toward this direction may have the idea of eliminating a historical "debt" as a motivating factor in their minds. Yet, the very idea of "debt" is harmful, and the direction of a community-type society is about overcoming the very idea of "debt". Together, there is no need to view society from a debt-based perspective, where people are in debt to anyone or to any organization.

7.2.2 Development of a dislike of the hierarchical [wage] labor structure

A structure that is hierarchical is an organ a control board on top of the organization that makes all the decisions and shuts out the people below. Here, authority refers to the coercive control of another's behavior (as a wage, that authority has autonomy to decide for others). Each level in the organization is staffed by someone with power over those below, and is in competition for power with those above and below. This type of structure is closed to contribution, but is open to the labor [wage] market and political voting regulation.

7.2.3 Development of intellectual understanding

A.k.a., Awareness and understanding development, learning about the real world human existence, intellectual understanding.

It is necessary to use one's mind (and mental energy) to understand the concept [of operation] of a community-type society. Hence, it must be asked,

"How can we gift mental energy for people?"

Society can ensure they have access to good fulfillment-type experiences, which will help create healthy minds, including: good food, time for rest, time for self, social, and natural exploration, and time for contribution.

7.2.4 Development of a community-type value system

A.k.a., Value system transitioning.

It is necessary to take specific actions based upon community to initiate and conclude transition to community at the global scale. Hence, it must be asked,

"How do we change vales?"

Rational populations change values with the advancement and integration of knowledge. Then, it must be asked,

"How do we access and distribute knowledge optimally at the global scale?"

Rational populations distribute and access advancements and integrations in knowledge through a unified, coordinated, and open-source information system[s model]. Consequently, it must be asked,

"How does a population become rational?"

A population becomes rational when it comes to recognize moral (or otherwise, consequential) relationships between the ecological world and common human fulfillment. This recognition comes in the form of classifying all resources as common, while accounting for human needs and ecological carrying capacities. Hence, values are changed toward community by means of facilitating the development of rational [moral] principles in individuals and social organizations.

"How do we elect [political] leaders that embody the values of community?"

7.2.5 Development of transparency as a value

Any proposal for transition must seek to reduce the secrecy around, and the complexity of, global human need fulfillment. Transparency of data is necessary for public trust. Lack of transparency conveys a huge competitive [political] advantage for those personally benefit by not being so. The best informed consent is transparency; the best reputation is transparent "representation". Transparency is key so that the whole population can benefit from whatever people do at the Intersystem level.

QUESTION: *How do we get people and governments to stop trading and using money?*

The businesses and government(s) must have a set of socio-technical standards that make work, production and distribution transparent and accountable.

QUESTION: *When is the government [most] transparent and accountable?*

The government is most accountable and transparent where there are political parties in positions of leadership that have the values of cooperation, transparency, and sharing (i.e., the common values taught to children).

7.2.5.1 Transparency in politics and voting

Decisioning needs to be transparent and understandable for effective progress toward real-world human fulfillment. In order to create more transparency it may be useful to share all data relevant data to stakeholders transparently.

Over time, as decisioning becomes more transparent, the "working majority" in government is likely to be defined within increasingly large percentages over time. To do the work of government, a nominee (candidate or party) to be voted in needs a "working majority vote" by some population. This "working majority" figure could be defined as: 51%, 60%, 67%, and higher; it depends on what a working majority means in a given jurisdiction. A working majority is how access to the control system of government is achieved.

7.2.5.2 Global international agreements accepting transparency

Agreement signed by all nations:

1. To share data.
2. To share human requirements and accountability.
3. To share production and distribution.
4. To share a common standard [structure] for socio-technical conception and operation.
5. To share a common habitat service system [network].

7.2.5.3 Transparency in science

Scientists need to be freed from a system where they aren't fighting for grant money to continue their work. In the market-State science is full of corruption of both the method and resulting data. Secrecy enables corruption. Socio-economic access limitations on standard scientific data should be dissolved for scientists to conduct studies (statistics) on all the available data, not just that which they have monetary (or not) access to.

7.3 Transition by means of improving work and life conditions

Note: Living and working conditions are

causatively linked.

Society in community is so constituted that there is no motive to be corrupt. There is no way for an official who might be predisposed to make a profit through their power to do so. There is no structure or motive to be corrupt in this way. The socio-technical system no longer incentivizes corruption. Society is so operated in the market-State that officials are under a constant temptation to misuse their power for the private profit of themselves or others. Under such circumstances it seems strange that anyone would entrust them with their affairs (i.e., their fulfillment). It is possible to let go of selfishness when enough intelligence (and trauma therapy) is applied to reduce and eventually eliminate scarcity in global fulfillment.

It may be necessary for transition to give workers and others better working conditions and benefits. Better working conditions and benefits are necessary not only because all humans deserve better life conditions, but because better conditions will likely lead to better states of consciousness and better education, which will make transition easier. Certainly, people need better life conditions now if they are living in poverty.

Society ought need to reduce people's brain inflammation so they can respond better and have a better decision space to select from.

> **QUESTION:** *How do we enable people to be productive toward creating and transitioning to community? Does giving people better socio-economic access in the market-State facilitate transition to a community-type society? Will it make people comfortable, and then, not motivated to go the extra steps into community.*

If you are helping a population of people move out of the condition of poverty in some city in some country (i.e., in the market-State), is that really helping the development and construction of a community-type society? How does helping local populations out of poverty, but remaining under market-State conditions, translate to helping develop a community-type society? As supporters and contributors to the direction of a community-type society with limited time, energy and resources, how useful is it to help some impoverished group gain more market-State access. Will that assistance translate to more resources and/or influence put toward the direction of a community-type society?

Are you just helping a few people out of poverty, because if we're just talking about better access in the market-State that really doesn't relate to the development of a community-type society, because the context remains embedded within the market-State. For those working toward transition, the context should always be the creation of a community-type society. Of course, that context may not be lost in aiding impoverished persons. The fundamental goal is to create a community-type society, not necessarily to help a few people to live better lives under market-State conditions.

7.3.1 Starting with the historical conditions

Society is in constant transition. Over human recorded time, borders [in the minds of humans] have appeared and disappeared over time. Sometimes these borders became reified and became physical borders (e.g., great wall in China or Hadrian's wall in the united kingdom. "Frontiers" (borders) in minds and materials appear and disappear over time.

Obviously, the Project will have to start from a condition that is given today, Today, there is a geopolitical situation where land and sea territories are divided by States (governments, nations) whom therein they have authority to summon force through escalation of violence. In the early 21st century there are "States" (i.e., roles in government) that compete one another. Within the States (governmental roles) there are people who have power over others within their territory/jurisdiction. This is the condition that we have at that moment and for us to make the transition. We are transition is what is left from one point to another and we are at that point where there is this configuration of territory and government and everything else then any city that we start.

The state of society is inherited from the past. "Citizens" to any nation-State inherited their State's configuration with these border limits. It is possible to present to industry, government, and the public a new version of government and industry, because society is in constant transition.

It has been proposed by Milton Santos and many others that there are three phases of development: hunting and gathering [indigenous] lifestyles, technical production without hunting and gathering [city] lifestyles, and thirdly, the technical-scientific informational environment. It is the informational processing aspect of this third phase of development that allows for coordinated fulfillment of demands that conveys the ability to coordinate activities at scale, and hence, no need to fight and fight for resources. Today, technicians (those people who operate cities and the technical productions therein, have science and have information to resolve decisions optimally together for everyone's fulfillment.

> **APHORISM:** *It is important to recover people all along the way.*

7.3.2 Education conditions optimization

The policy of transitioning student funding would be to free up access to people who can't afford to education, particularly, university. Therein, these people won't have debts later, because what comes next is a system that won't be monetary. It is important to free up access to university type programs under the conditions of open access.

Here it is essential to consider two questions in relation to education:

1. How education occurs (e.g., intrinsic and community-type vs. extrinsic)?
2. Who controls/develops the information being shared (Read: the curriculum)?
3. Who specifically shares the education (i.e., who is the facilitator/teacher)?

Probably the most important question is:

1. How well integrated is an educational experience into the:
   A. Societal information standards [for a community-type society], and
      1. Do learners work/mentor with the a set of societal information standards?
   B. Habitat service team operations.
      1. Do learners work/mentor with an operational habitat service team?

7.3.3 Sleeping conditions optimization

The market-State ought to provide access to equipment that humans need to feel recovered and restored as much as possible, so that they take the best [and non-inflamed] decisions. It is important for people to have access to good quality sleeping condition. This is important for them to feel more rested, and hence, less inflamed. Less inflamed people are nicer to one another and start less conflict. People who sleep well and sufficiently are nicer to each other and they feel less hate.

7.4 Transition by means of constructing new cities [approach]

A.k.a., Build new higher-density habitats, build new city environments from the ground up, build new habitat service systems separate[d] from existing urban environments, construct new cities.

This approach involves the design, development, construction and operation of new cities that facilitate the fulfillment and the flourishing of all life on the planet.

An operationalized habitat applying community standards can be used to begin the creation of integrated living environments helping people move out of poor conditions (and other conditions of distress), including but not limited to:

- Chemical stress
- Mental stress
- Emotional stress
- Electromagnetic stress
- Infections stress
- And other environmental stresses, such as air pollution, light pollution, mold stress, cleaning stress, pest stress, etc.

The first form of this system will likely operate as a single, integrated city system. It will function not only to sustain itself, but to produce and otherwise generate abundance so that the city system can duplicate (and possibly up-scale). In other words, the living designs that produced the first city will evolve through what we learn while operating in the first city, and they will be used to duplicate the socio-economic operation of the city itself such that we will have two cities operating as a two node community network, then three cities, then four, then five, and so on. Thus, we shall establish a vast community-city network composed of multiple connected integrated city systems that reference a single socio-economic design specification oriented toward everyone's fulfillment and flourishing within the community network.

Simply, we will create and found the first community-city, then duplicate the city into the formation of a community network. We expect that ecovillages and other transition-oriented/sustainable neighbourhoods that have sufficiently aligned with this new socio-economic design could easily transition to, and join with, the community network.

In concern to modern towns and cities, however, it is far more efficient to build new cities as self-contained systems from the ground up than to restore and retrofit old ones. New cities can take advantage of the latest technologies and be clean, safe, and desirable places to live from their inception.

7.4.1 New cities project phasing

The following is a generalized set of project phases:

1. **Phase 1: Produce minimum viable design (MVD) or minimum viable product (MVP).**
2. **Phase 2: Develop minimum viable market-State relationships (MV-Relationships).**
3. **Phase 3: Account for minimum viable resources (MV-Resources).**
4. **Phase 4: Build out system in minimum viable construction phases.**
5. **Phase 6: Full duplication.**

7.4.2 [Project Plan] The Venus Project (TVP) and its Resource-Based Economy (RBE) Plan

The Venus Project Plan is available from:

- *What is the plan?* The Venus Project. Accessed: March 20, 2020. [thevenusproject.com]

The function of The Venus Project is to design, develop, and prepare plans for the construction of an experimental city based upon a set of mutually rational, socio-technical principles.

The following is a simplified version of The Venus Project plan (*What is the plan*, 2020):

1. Phase 1: Raise awareness through things like books, documentaries, videos and the TVP research center in Florida.
2. Phase 2: Raise more awareness through a major motion picture.
3. Phase 3: Build an experimental research city. Build a "Center for Resource Management" and eventually build more and more technologically advanced and mostly self-sustainable experimental cities.
4. Phase 4: Build a theme park to raise more awareness.

Note here that most of the plan has to do with raising awareness, and educating people about Fresco's work and the idea of an RBE.

The Venus Project more details in the four phase plan:

1. **The first phase** of The Venus Project's long-term plan is to bring awareness to Jacque Fresco and The Venus Project by establishing a physical location for the presentation of the content.
2. **The second phase:** The production of a full-length feature film depicting how a world embracing the proposals advanced by The Venus Project would work.
3. **The third phase:** To test its designs and proposals, The Venus Project is working toward putting its ideals into practice with the construction of an experimental research city. Blueprints for most of the initial technologies and buildings have begun. Fund-raising efforts are currently underway to help support the construction of this first experimental city. This new experimental research city would be devoted to working toward the aims and goals of The Venus Project which are:
   A. Recognizing the world's resources as the common heritage of all Earth's people.
   B. Transcending the artificial boundaries that separate people.
   C. Evolving from a money-based, nationalistic economies to a resource-based world economy.
   D. Assisting in stabilizing the world's population through education and voluntary birth control in order to conform to the carrying capacity of Earth's resources.
   E. Reclaiming and restoring the natural environment to the best of our ability.
   F. Redesigning our cities, transportation systems, agricultural industries, and industrial plants so that they are energy efficient, clean, and able to conveniently serve the needs of all people.
   G. Sharing and applying new technologies for the benefit of all nations.
   H. Developing and using clean and renewable energy sources.
   I. Manufacturing the highest quality products for the benefit of the world's people.
   J. Requiring environmental impact studies prior to construction of any mega projects.
   K. Encouraging the widest range of creativity and incentive toward constructive endeavour.
   L. Outgrowing nationalism, bigotry, and prejudice through education.
   M. Outgrowing any type of elitism, technical or otherwise.
   N. Arriving at methodologies through careful research, rather than from mere opinions.
   O. Enhancing communication in schools so that our language corresponds to the actual physical nature of the world.
   P. Providing not only the necessities of life, but also offering challenges that stimulate the mind while emphasizing individuality over uniformity.
   Q. Finally, preparing people intellectually and emotionally for the changes and challenges that lie ahead.
4. **The fourth phase:** After the experimental research city is built, a theme park is planned that will entertain and inform visitors about humane and environmentally friendly lifestyles. It will feature intelligently designed cities; houses, high-efficiency, non-polluting transportation systems; advanced computer technology; and many other innovations that can add value to the lives of all people – in the shortest possible time.

In support of this research TVP is creating blueprints, renderings, and models, holding seminars, producing books, videos, and other written material to introduce people to the aims of The Venus Project. Redesigning our cities, transportation systems, and agricultural and industrial plants so that they are energy efficient, clean, and conveniently serve the needs of all people.

The Venus Project may identify avenues of sale of the specifications - because the Venus Project has protected its intellectual property and restrictively copywritten its designs, it can sell and control the distribution of its city plans. The Venus Project could sell the plans to governments or high net worth individuals, whereupon, it could be paid to consult and otherwise advise proceedings.

7.4.2.1 Resource-Based Economy 501(c)(3)

The Center for Resource Management plan is available from:

1. *The Center for Resource Management Masterplan*.

The Venus Project. Accessed: March 16, 2020. [thevenusproject.com]

Resource Based Economy is a 501(c)(3) Non-Profit Organization [resourcebasedeconomy.org] that works on designing, testing and implementing a new socio-economic system called a Global Resource Based Economy.

The first instantiation of a Global Resource Based Economy will be The Venus Project's "Center for Resource Management", which is being developed by Resource Based Economy 501(c)(3) for The Venus Project.

The purpose of the center for resource management will be:

1. A living lab for global solutions.
2. A living space for sustainable housing, food, energy, and other human requirements.
3. An environment within which to develop future cities.

The center for resource management will provide the following functions:

1. Tourism
2. Food and agriculture service
3. Water service
4. Energy service
5. Sharing of products and services
6. Media production and outreach platform
7. Medical care, recreation, and more, platform

The Center for Resource Management's circular shape can be divided into 8 equal sections. To reduce the required upfront costs and operational complexity, we plan to build the whole complex in stages, starting with 1/8th of the circle. Because of the systems approach to laying out the site plan, each element is included even when at 1/8th of the scale: agriculture, energy, living premises, amenities, tourism. In the ideal scenario, once the 1/8th section is in operation, the revenue it generates will be sufficient to build and develop the other 7 sections.

The Venus Project will apply a scaling up procedure/ strategy:

> *When the Center for Resource Management reaches the maximum population it was designed to support, half of its residents will transfer and initiate a first city, while the other half will stay and continue operating the Center for Resource Management. Both of these will then continue taking in people from the outside who choose to join, until they both reach maximum population capacity, upon which they will again split, now forming a total of four. Each of the four will then repeat the same process.*

Employing such an exponential process means that after 15 divisions, there can be 16,000 cities. The cities will likely vary in size depending on local conditions and needs. As a thought experiment, we estimate that somewhere between 15,000 and 30,000 cities will be sufficient to house all people on the planet. The worldwide interest we've already had indicates that, by having tourism and open information about the cities, people will choose to visit and eventually live in them.

The Venus Project's goals for its sub-project to create the Center for Resource Management include:

1. Plan and initiate the Center for Resource Management project. *[Done]*
2. Start the volunteer team of architects, engineers and technicians to develop the project. *[Done]*
3. Develop conceptual site plan. *[Done]*
4. Develop buildings, infrastructure and operations for the center. *[In Progress]*
5. Populate the team with experts from disciplines that we are currently missing. *[In Progress]*
6. Estimate land requirements for the whole complex and the cost of building 1/8th of it. *[In Progress]*
7. Acquire land. *[In Progress]*
8. Raise funds for the construction of 1/8th. *[In Progress]*
9. Physical construction.

The following is a list of deliverables for the buildings, infrastructure, and operations of the Center For Resource Management:

1. Agriculture and meal plans
2. Energy production
3. Water resource management
4. Landscaping
5. IT/Telecommunications network
6. Transportation
7. District energy
8. Business mode
9. Exhibition of the future
10. Access center
11. Restaurant
12. Living premises

Team members of The Venus Project and Resource Based Economy are completing the documentation for these categories deliverable as required for the complete delivery the Center For Resource Management.

7.4.2.2 The Center for Resource Management technical description

The work for the Center for Resource Management is broken down into three phases:

1. Phase 1: Architectural programming and schematic

design.
2. Phase 2: Land acquisition and detailed engineering blueprints.
3. Phase 3: Physical construction of the center for resource management.

Assistance from a wide variety of specialists is needed at this time in order to proceed with Phase 1 and Phase 2.

The project requires the following technical contributions:

1. Access center: Inventory managers, 3d printing specialists
2. Agriculture & food: Agricultural specialists, fish farming and aquaponics experts, nutritionists & dietitians, restaurant managers, cooking automation experts
3. Building design: Architects, structural engineers, mechanical/hvac engineers, electrical engineers, fire suppression engineers, hydraulics engineers, interior designers
4. Business model: Business plan developers, agribusiness specialists, tourism experts, strategic partnership managers
5. Cost analysis: Quantity surveyors
6. Energy generation & distribution: Electrical engineers, renewable energy experts, battery storage experts, district energy geothermal engineers
7. Facilities management: Facilities managers, environmental health and safety managers
8. Fundraising: See our fundraising team
9. Land acquisition: See our land acquisition team
10. Landscaping: Landscape designers, irrigation designers, lighting designers
11. Medical care: Healthcare facilities managers, healthcare professionals
12. Exhibition of the future: Museum directors, museum planners, exhibition designers, curators
13. Project management: Bim managers
14. Telecommunications: It/telecommunications engineers
15. Transportation: Transportation engineers, traffic engineers
16. Urban planning: Urban planners, architects, environmental planners
17. Waste: Experts on zero waste, cradle-to-cradle principles, upcycling, life cycle anaylists
18. Water management: Water management engineers, hydraulics engineers

7.4.2.3 Venus Project sub-teams

The Venus Project has a number of collaborating sub-teams:

1. Academia team
2. Architectural, engineering, & construction team
3. Communications team
4. Data-driven decisions team
5. Digital technologies team
6. Editorial team
7. Fundraising team
8. Graphics team
9. Human resources team
10. Land acquisition team
11. Marketing team
12. Organizational structure & project management team
13. Public speaking team
14. Social media team
15. Sociocyberneering education project
16. Transcription team
17. Virtual reality team
18. Video team
19. Vision team
20. Website team

7.5 Transition by means of an ecovillage/ habitat cooperative network [approach]

Ecovillages can adopt standards for community at the societal scale and improve their own fulfillment as well as all others in the community network.

An ecovillage network could emerge where there are member-owners of a habitat network cooperative, and it is possible to get paid through a profit share model. Therein, are dividends are distributed to member-owners. Member-owners may live and work in the network of locations. As a member of the ecovillate/habitat network s/he has access (given bylaw agreements) to a network of habitats around the world.

7.5.1 [Project Plan] One Community roadmap

One Community is a sustainable living group that wishes to make open-source, eco-friendly buildings components, up to and including a duplicable city center, for a more sustainable, close-night and environmentally conscious civilization. To a large extent, because the One Community solution is extremely sustainable, low tech, and openly licensed, it is likely to function appropriately within a sufficiently stable market-State jurisdiction.

The One Community project has the following phases:

1. **Phase 0:** Provide CAD files, spreadsheets dealing with monetary and resource costs of the buildings, electricity and water, for everything required and with multiple variants.

- A replicable information model for expansion.
- A master plan that shows the conception and operation of 7 open source and sustainable low-tech village systems.

2. **Phase 1:** Demonstrating a better way - build demonstration villages.
   - Building seven self-sufficient village/city prototypes.
3. **Phase 2:** Open source project-launch blueprinting.
4. **Phase 3:** Inviting the world to participate.
5. **Phase 4:** Universal appeal and global expansion.

7.5.1.1 One Community membership

Membership to One Community grants the ability to contribute and potentially live in one of the sustainably duplicable villages within 21st century society. In order to accomplish this, One Community has a dedicated team and a detailed membership application:

1. *One Community Invitation/Application Form Template.* One Community. Accessed: March 19, 2020. [docs.google.com]
2. *One Community Invitation. One Community*. Accessed: March 19, 2020. [onecommunityglobal.org]
3. *Becoming a community member*. One Community. Accessed: March 11, 2021. [onecommunityglobal.org]
4. *One Community Home Shares.* One Community. Accessed: March 11, 2021. [onecommunityglobal.org]
5. *Global sustainability strategy.* One Community. Accessed: March 20, 2020. [onecommunityglobal.org]

What is provided once the One Community team moves to the eco-village property:

1. Experience, coaching, structure, leadership, and finances to create everything on this site.
2. Food, power, internet, phone, daily entertainment, on-going education, and all building materials and equipment.
3. Communal living space until your own home is built – a home you will own through Home Shares.
4. A model for earning you revenue from your home if you leave (see "Community Sponsored Business")
5. Resource Based Economy that provides vehicles, cellphones, computers, laptops, appliances, etc.

7.5.1.2 One Community and Venus Project comparison

One Community identifies differences in its apporach toward materialization of community over that of the Venus Project:

- *Moving toward the venus project*. One Community. Accessed: March 19, 2020. [onecommunityglobal.org]

7.6 Transition by means of updating existing cities [approach]

QUESTION: *How do we bring an existing city not yet in the community network up to the standards of a community-type society so that it can join the network?*

If a city is to be transitioned to a community-type environment, then the following should likely be considered. Firstly, the material environment would have to be modified so as an integrated living environment persists, and thus, an efficient use of resources (note: efficiency is one of the core values in community). Bringing a city up to the material standards of community may be challenging because of property issues, historical architectural creations creating inequality in aesthetics and access, prior pollution, etc. Regardless, it is necessary to be transparent about what state a city is in.

7.7 Transition by means of rural AuraCurve habitats

The AuraCurve societal transition approach involves the following (note: this plan is discussed in greater depth in the System Overview):

1. The overview of the society in transition. The social, decision, material, and lifestyle engineering of a society in transition. The material engineering of a set of habitat-village type locations where people live in environments that optimize soil regeneration and to provide essential food nutrition for humans.
2. Geopolitical (as situation) awareness
   A. Geopolitical analyses (location relevancy)
      1. Brazil
   B. Land analyses
   C. Technology analyses (including materials and import)
3. Intervention project proposal
   A. Intervention location
      1. Geo-positional location
         i. Habitat village location
4. Proposal for the integration of Auravana specifications standards, and possibly, an AuraCurve reform model, into decisioning (decision making) within market and State organizations. The result is that market-State organizations slowly move toward cooperation for human community fulfillment (in the standard, a set of criteria).
5. Construction of the first habitat system using

AuraCurve architecture. AuraCurve architecture is one big part. Because AuraCurve architecture allows for total infrastructural integration, modularization, and efficient maintenance, while sustaining generalized human aesthetic principles. It is important for transition because we need small efficient habitat systems that can be rapidly duplicated and constructed. Auracuve architecture provides for habitat integration.

6. Duplication of the habitat, possibly in different configurations, over the landscape; thus, creating a larger and larger restorative environment where humans are fulfilled and the habitat produces an abundance of food, fuel, and fiber.

7.7.1 Geopolitical (jurisdictional) analyses [transition tool]

Geopolitical analyses and conditions determine the appropriate (relevant, safe, feasible, etc.) placement of community-type cities on the planet. Geopolitical analyses and conditions can facilitate political transitions of current cities and city networks toward that representational of a city in community.

This analysis is necessary for new city placement, either by private organizations of individuals, or by States.

7.8 Transition by means of operating a social-State [approach]

A.k.a., Transitional work organization by the social-State, socialism, socialized State-market method.

If the government (State) is present, then its structure can be used to change conditions more greatly toward community. The social-State is a socially coordinated State as opposed to a market coordinated State. When property is necessary, then it is necessary to utilize property, public and private, where required as a condition to establish an environment where there is no property (Read: a location where either everyone owns everything, or no one owns anything). This transition will be gradual and peaceful since cooperative compassion is the value orientation being turned toward. The acquisition of social property by the State (social-State) is likely to be rapid in some locations and lengthy in duration at others. It is different in different locations because of the local conditions.

In a social-State transitioning to community, everyone has the ability to purchase life, technology, and exploratory support sufficient for their life phase: education, contribution, and leisure; the people in the contribution phase of their life are expected to work as a service to support all life phases, as required by each habitat and the whole habitat network. In a community-type society, everyone has the ability to freely access life, technology, and exploratory support optimized for their life phase: education, contribution, and leisure; the people in the contribution phase of their life are expected to work as a service to support all life phases, as required by each habitat and the whole habitat network.

For community, we need to finish competition (as a value) and sustain associations of people that are collaborative. Competition ends when collaborating on the creation, construction, and operation of community. The social-State supports those working for better, or, best conditions in production and distribution.

> **INISIGHT***: Eco-Social-State ("ecosicialism") is a transition project. It is also a type of society. A State that accounts for human and planetary ecology (i.e., human needs and common heritage resources).*

In the early 21st century, people are totally disconnected from what fulfillment is, from nature, and from themselves. How will community be created when people are alienated from each other and the sources of their fulfillment. We need everyone, because community is about one global society, global human fulfillment. New cities are normal. It's normal to create new environments; it is necessary of course to create new cities. Community cities developed by the social-State can house and fulfill people from all socio-economic classes. These new cities will take people with all sorts of prior socio-economic access (especially, poor socio-economic access), and give them optimal socio-economic access, given what is known and available. These new cities will take people with high socio-economic access and give them equal access, but without the stress of competition over human need fulfillment and personal ownership.

We need a new city, which can be duplicated effectively. In the meantime, we can begin gradual transition to a social-State structure for the coordination of new community-type habitat service systems (new community cities). We can continue education and awareness building activities.

We need big companies too because we need the productions of some of these companies to construct the city. So, we need to change the view and orientation of relevant big companies that control design, coordination, production, and operation of public-commercial products. The big companies are often owned by many people, which diversified property ownership (making capitalism relatively stable), but also making it so that many people must change their orientation at the same time for the business to transition its values and decisioning to those of community. How do big companies become connected under a social-State? Big companies operate under a unified State issued credit production and distribution system. Working hours are visualized (transparently) so that workers and coordinators can see what work is required for what production. The social-State then distributes credit to the population, most often through either work for

credit or mere existence for credit. Owners essentially, and metaphorically speaking, let go, of their contractual ownership of the property of production and distribution to a higher, socially coordinated body (i.e., to the social-State).

New cities won't have the property issues of the old cities, but to construct the first city (or, first few) will require support of, and/or purchase from, big business.

> **NOTE:** For some there is a great contradiction: How will be the construction of the first model cities through capitalist production. However, this is not a contradiction; it's a necessity under Market-State conditions to support community development by purchasing goods and services from big business and other entities.

What is necessary for global human fulfillment is the transition of big business to a social-State organization. In the early 21st century, businesses operate based upon debt currency, in a social state, there may be a state production-credit system. In this case, working hours to production outputs are identifiable and calculable by all involved. It's about being accountable between human needs, human production requirements, and material realizations.

In transition, we are trying to bridge an association of enrolled relationships between competition for scarce monetary market "financial resources" and a system where people freely contribute work time to societal service. Work time to societal service in community is about giving back and forward to community by contributing to the advancement and operation of life fulfilling services. Work time in a market-State is about work for tradeable currency. Work time in transition may be about a centrally planned social-State distributed credit system for working duration, which is then used to purchase additional services and products, moving from life support to start, to the free support of the whole societal habitat environment.

The transition may occur through a social[ized] State-market method. Note here the social State-market method (in some contexts, known as "socialism") is the method of State (or, social coordination [of access] organization) credit-based production and distribution. The State (some social organization) produces products, which are purchased by means of a State distributed credit (i.e., a currency), also produced by the State (or social coordination [of access] organization). The credit to individuals (families, etc.) is then deleted after the purchase of a product from the State.

A new city and city network is important, but the goal of the project is global human fulfillment, so the project requires more transitional change factors (and agents) in execution of the transition to community, as a type of society, a global scale. The global population needs more human development through political change that will facilitate transition on a local and global basis. Here, what is proposed is a form of State ownership of a credit-market (i.e., commercial) operation. The credits are not for individual or competitive group benefit; they are as a method of economic [social] accounting and planning. A State credit and State planning system under societal conditions where there is a transition from the market to community.

7.8.1 The "top-down" approach

> **QUESTION:** *Is fulfillment flexible? Yes, today, there things that we could do to improve anyone's fulfillment, regardless of their backgrounds.*

The top down approach says that the transition will come from those in positions of power and authority in various governments and corporations. These individuals will use their influence and power (to create and interpret law) to transitioning their socio-economies more greatly toward universal access, a commons-oriented resource base, and the dissolution of all crimes without a real victim (i.e., "victimless crimes").

Herein, unconditional/universal basic income and socialized health care are seen as transition steps to this end.

There are people in positions of authority and power, in modern society, who understand that the world is changing, and they too desire to facilitate responsible change. One of the many challenges with this approach is that it is an attempt to use an authoritarian, force-based structure to create a non-authoritarian, contribution-based structure. Eventually, people with power over others would have to give up their powers as well as dissolve the structures that allow for those powers in the first place. We know scientifically that entering into a position of power changes cognition and behavior. (Hogeveen, 2014) Hence, anyone consciously attempting this approach must keep this in mind, always.

Is it possible to work within a current material environment in order to bring about a community type society. In the current city environments there are three types of relationships that need to be transitioned:

1. Property relationships, and hence, property issues.
2. Physical positional relationships, that include the position, type, and quality of resource available and allocated, and also, how organizations of those resources into technology has been, and is, affecting people over time. Issues of former material constructions (e.g., buildings, trash, tools, etc.).
3. Socio-psychological relationships with human fulfillment. These relationships refer to beliefs (assumptions), understandings (knowledge), and values (decision orientations). And hence, psycho-sociological issues that will need to be resolved into community.

7.8.2 Scientific coordinator leadership [State transition approach]

Governments cannot deny transparently conducted science. Governments must fund science and science transparency into human fulfillment. Decisions must be taken upon the data provided by scientists.

Decision coordinators in the market-State are competing with one another. Decision coordinators in community are in cooperation with one another; and are thus capable of deciding rationally and transparently.

7.8.3 Social-State production and distribution

An example social-State production and distribution [transition] model might include:
A production model:

1. Identify socio-technical [solution] systems for need fulfillment.
2. And we need to identify the information and materials that compose each socio-technical system.

7.8.4 State power (leader and bureaucratic roles)

> **INSIGHT:** *The societal transition from market-State to community is a transition from protocols based on power-over-others to protocols that prevent the appearance of power-over-other relationships.*

In the early 21st century, most of the land on the planet is controlled by States (governments). In the social State-market method, the State guarantees life support services to the "global" social population. This may occur at the State [government] level, or it may occur at local-city government level. Over time, a co-operative "State" organization acquires property that was once personal, commercial, and/or public. The property is used to produce, distribute, and delete credits for participation in, and/or existing as, a "citizen" of the "State". Participation means doing work [for credit] toward the production and distribution of needed services and goods. Note here that participation here is not synonymous with contribution, because there is payment (in credits, currency). The State accounts for demand and calculates the required production and distribution of demands within a planned environment. Summarily herein, the State acts as a planning system. Community is a type of society with contribution (no payment) and [moral] access relationships (as, relationships liked to human need, human demand without for-profit advertising and structuring). Planning systems (including, deciding systems) can be based on some scale from that of power-over-others (i.e., authority of another) or on contribution (i.e., contribution to another). Community is the later and the State is in the early 21st century highly based on power-over-others. Therein, States are based on laws (codes of punishment), and laws are enforced by punishment (or, a monopoly on escalating violent force). A transition of the State from a system that plans the punishment of people to a system that plans the credit-market state of the economy will then need to be planned. This is a second transition that the State will have to undergo, to the extent that all calculation, production, and distribution of fulfillment is done through contribution [without any credit payment].

Government may just be a belief (Read: the belief in authority), but the process that humans go through in taking decision and constructing objects that effect many people are very real. Because of this it is important to account for government, because the government (governmental roles, and people who believe in government) make decisions in the real world that affect everyone.

In community it is understood that forcing others to act in production is [equivalent to] enslavement. During transition, government ought to lessen the number of tasks done by those who are only participating in order to gain credits for purchasing things.

Requirements of the State include, but are not limited to:

1. The State begins doing economic calculation for all production and distribution (i.e., for all businesses that all willing to contribute the information on personnel, resources, production and distribution).
2. Individuals contribute information about their needs to the State.

> **QUESTION:** *How can the State liberate access to global fulfillment through technological planning and operation.*

7.8.5 Funding for the State

The State is funded by:

1. Individual citizens through taxation and commerce regulation (with greater and lesser states of citizen agreement).
2. Business entities through taxation and commerce regulation (with greater and lesser states of citizen agreement).
3. Fines to citizens and business.
4. Sale of State assets.
5. Financial currency production.

7.8.6 Funding from the State

During transition, the State will identify and fund a new socio-economic model involving developmental areas, including but not limited to:

1. Open source technologies
2. Technological automation
3. Localization (habitat service system development)

4. Networked digital processing and real-time feedback

7.8.7 Market power

A business owns resources and a factory in some city. In the transition process, the Project transition team must develop and propose transition models for these large industries. The government using scientific inquiry and economic calculation, can set standards that various industry understand and comply with. Because a government (planning system) based on authority-over-others is escalative of violence (i.e., likely to escalate violence), it is likely that if States enforce compliance there is the potential for violence. Violence should be avoided at all costs (i.e., should be avoided with a 99% confidence level that it should be). To avoid violence, States could begin eliminating all crimes of a non-violent nature. And, instituting a system where no profit can be maid from prisons, where prisons are the contribution "State" population.

The State could set tax rates higher for industries that are larger. Effectively, instead of profit going into the accounts of owners, the "profit" would be deleted or used elsewhere. it would be used either way to develop a planned credit-based socially-organized market system. The money coming into the State from taxes can be transformed through a project into solutions for the fulfillment of.

Because the land and ocean is divided into territories, industry may also choose to relocate to places on the planet where the tax rate is lower. However, because the goal of taxation in this case it the production and operation of a type of society transparently beneficial to all, leaving would reveal the lack of real (market) accountability.

Imagine, however, if a whole country has this orientation and politics. If a whole country population had an orientation toward transparency in resources, demands, and production capacities, and the politics to organize the coordinated production within and between cities and between industrial property and State property.

The Project needs both:

1. Project transition team members that have political power.
2. The support of the population.

7.8.8 Financial investment power

Financial investment in sustainable/regenerative projects and renewable technologies. Often, in the market-State, there is more money to be made in the investment of unsustainable/non-regenerative projects.

7.8.9 Monetary Power

In transition, money can be used as an instrument of change -- change toward a community-type society. This may mean that money is:

1. Invested in regenerative projects.
2. Contributed to community development.
3. Contributed by contribution.

The requirement to purchase a good or service will be transitioned to a socio-economic environment where needs are completely fulfilled by planning and contribution.

7.8.10 Property issues

In a market, service is traded for profit. How can a transition proposal enable people to share their services as free contribution or as a tokenized service (that deletes the token upon usage).

Transition must not only account for governmental territory (State property), it must also account for individual and corporate (commercial) property.

How do all the different classifications of property under Market-State conditions become accessible under community conditions?

1. State property ("government property")
2. Corporate/business property ("industrial property")
3. State-corporate property ("public-private property")
4. Personal property ("individual property")

The proposal needs to be intelligent proposal so that property owners do not feel that they will lose anything.

7.8.11 Democratic government cooperation (government roles)

Democracies will work together; they will start sharing resources, information, and services. Embassies generally located in State capitals and are the location through which diplomats from States interact and communicate with their citizens. Democratic government cooperation could be run through an international diplomatic embassy association.

7.8.11.1 Proclamation documents [State transition approach]

A.k.a., State contracts.

Proclamation documents are essentially State written contracts between authorities of the State and the citizens of the State's jurisdiction. There are a variety of written declarations used around the world that foundation the laws and just use of violence of a given society.

These proclamation documents include, but are not limited to:

1. **Constitutions** - An identification of the

fundamental principles, relationships, and/or established precedents that constitute the formation of a State, and in particular, the ability of the State to use violence to govern citizens.

2. **List of rights (a.k.a., bill of rights, constitution of rights)** - A list of what the citizens are entitled to from/against government; and what no just government should refuse, or rest on inferences.

State proclamation documents can be changed and are subjected to the opinions (whims) of different governments.

7.8.11.2 "Rights" [State transition approach]

ASSOCIATION: *Rights are discussed in greater detail in the Decision System.*

In the market-State, the State protects (or, is claimed to protect) scripted listings of [State provided] rights. Therefore, "rights" are an important concept for human fulfillment under market-State conditions. Rights are essential for health and well-being. Market-State governments will use their power to create and enforce law to protect the rights of people and ecologies, as well as business.

NOTE: *In the market-State, abstract competing organizations (Read: businesses) are given "rights" too.*

Through political action and governmental change, people can achieve more rights to fulfillment and remove the rights of abstract competing organizations [to pursue profit]. People with good material conditions will create community. If people don't have good material conditions, no life support, etc., then community is more distant. We need to create the conditions for community's emergence. Material conditions affect our lives and our society, today. Material conditions influence human behavior.

7.8.11.3 Resource survey accounting [State transition approach]

Country-, State-, government-wide accounting of all resources, material and financial. A resource survey of all potential habitat resources includes a survey of the following:

1. All material resources owned by the State.
2. All material resources owned by business.
3. All material resources owned by individuals.
4. All financial resources owned by all parties (including, all banks).
5. All labor resources owned by all individuals.

This is a country- and jurisdiction-wide accounting for the production and distribution of products and services, and it will be transitioned to over time. It may (or, may not) form the framework for the instantiation of a community-type society. Herein, the State intentionally collects data on resource, production, and consumption statistics. These are calculated in sums of materials (or, goods). These sums represent quantities of resources that may be used as a data input to a global habitat service economic decision system.

7.8.11.4 De-marketization [market transition approach]

A.k.a., Demarketization.

De-marketization refers to the [slow] removal of the market from societal operation. The removal of the market may be sudden and rapidly convert an environment directly from the market-State into community. However, in most cases, the transition from market to no-market will happen slowly and by means of a slow or transitioning from market-State to social-State and from their to community (forming a continuum of societal types from high to low market).

De-marketization may occur by setting structural rules that make fulfillment the goal instead of the goal being amassing private capital for the few feasible.

7.8.11.5 De-Statism [State transition approach]

A.k.a., Non-violence as an approach.

For people to move forward in the transition, there are two important strategies

1. To reduce the waste-based characteristic of the State, by reducing bureaucracy and reduce the middlemen of the mode of production that works today under capitalism.
2. To reduce the authority-based characteristic of the State, by reducing violence through structural, socio-technical, and material change. By transitioning from hierarchies based on power-over-other type relationships to those based on dedicated contribution and competence.

7.8.11.6 Universal basic income [public transition approach]

Where is the money from Universal income going? Is it going to major corporations that just become bigger. As they get bigger, they may reach a point at which they become/are socialized into a population-wide planned production system. Does the basic income occur in a commercial-market system where property is competed over and profit is the goal, or does it occur in a State controlled credit-market system, where production is credited and users purchase State productions with credits which are deleted on purchase. Sometimes this is viewed as, "owning credit in the product of your labor". A universal basic income could be linked to the maintenance of local cities/habitats and also to local production.

In a digital, crypto-currency market where UBI is

in effect, there are likely to be three classes of socio-economic access:

1. Those who live off the universal income from the State in the form of crypto-currency, and do not work.
2. Those who acquire State crypto-currency (UBI) as well as work for a business to earn additional currency, in order to have a higher level of socio-economic access than the UBI feeders only
3. Those who are the owners of the production and distribution systems, super-State authorities, and those who are already wealthy (possibly, because of early adoption of crypto-currency).

7.9 Transition by means of rural habitat transformation [approach]

A.k.a., Land reform, land redistribution, rural reform"community integration and restoration (rural reform and agrarian reform)

The State plans for new habitat service systems in the rural environments that are constructed through, and operate under, a community-type socio-technical standard. Here, rural environment refers to land that is either sparsely populated or not populated at all (and may be contrasted with urban or city environments). Originally, agrarian reform meant that the market-State divided up ownership of acquired land as property between individuals and the State. Herein, reform refers to the State repartitioning rural territory for the construction of community-based habitat service systems -- the State acquires land and plans new cities and city environments on that land. Hence, instead of partitioning land for property usage (residential, commercial, and public), it is partitioned for new habitat service systems guided by a community-type societal [socio-technical] standard.

State either controls the land in some original [historical] sense, or it acquires landed property (from individuals and/or commercial entities) through either payment or eminent domain. Eminent domain law entitles the government to take (whether by peaceful means or by force) land for public use. Property owners are rarely successful in stopping governments from taking their property under eminent domain. Some constitutions (for example, the U.S. Constitution) gives the person (or business) the right to "just compensation". "Just compensation" is a jurisdictionally defined term, meaning that different jurisdiction will define what a "just compensation" is differently.

It is possible for the State to give people an incentive to move out into new, integrated community-type cities. When they leave the old environment, the environmental resources will be re-collected and used elsewhere to continue the building of community-type environments.

Rural community integration and restoration environments include:

1. 2 *to* 4 family units with ecological design - minimum viable habitat service system (MVP). AuraCurve represents the minimal viable product.
2. 4 *to* hundreds of family units - Ecovillage, or community-ecovillage network.
3. Hundreds *to* hundreds of thousands family units - community-city, or community-city network.

Herein, the adoption of AuraCurve architecture is likely to lead to the adoption of structures that enable the objectives of community; such as, integration of services for service effectiveness, service efficiency, and modularization.

> **NOTE:** *Territories are always in transition, and hence, it is wise to consider how territories could be transitioned to facilitate global human fulfillment.*

7.9.1 Land distribution

Redistribute land (mostly rural land) for sustainable regeneration. Sustainable regeneration may include locations with population densities from that of a small ecovillage up to a city scale. People have the option to in locations with different population densities and contribution requirement. People living in smaller scale ecovillages may require more resources, but the people living there are also capable (and potentially responsible in the community network) for producing above their own needs.

7.9.2 Rural city development

In the market-State, people move to the city for more and better access. The people who move to the city, some of them have to move for poverty and financial reasons, and some of them move just for better access to services. Wherein, often, the rural land is bought by corporations. Individuals and governments can begin to design new cities (i.e., new city designs). In a social-State, rural land would over time be come to be owned by cooperatives, which are in a relationship decreasingly sustained by a social-State (as the social-State becomes decreasingly Statist). The result of this transition to greater states of cooperation becomes an engineered and increasingly large network of habitat service systems at the city scale (but also, house-hold, several house-hold, and eco-village scales). People in community living in habitat service systems are regenerating land while living a fulfilling lifestyle. New community-cities could be placed in previous rural environments.

By planning rural development, habitat service systems and habitat corridors can be planned for over a large geographic area.

7.9.3 Rural city urban planning

One of the goals of the social State-market method, by means of a social-State, could the production of new cities, based on community principles, in rural areas.

7.9.4 Wildlife habitat optimization

Wildlife preservations and habitats can be established at the same time new city systems are built. The planning for habitat service system's for humans can include planning for wildlife and the larger regional ecology. Both wildlife preservation areas and wildlife corridors may require designation. It is important to recognize that preservations and corridors can still be caretaken and maintained by humans. Restorative agriculture is an approach to cultivation that involves animal movement over natural landscapes in a controlled way. The same principle could possibly be applied to wildlife preservations and corridors to optimize species, diversity, and even provide cultivation support for cities.

Wildlife preservations and corridors reduce unnecessary human disruption to the peaceful life of other animal species that share the planet. Community seeks to share our planet with all the life on earth. Humanity should have a peaceful co-existence with wildlife.

In the early stages of transition, appropriate policing of the habitat, including preservations and corridors may have to occur, and there may have to be real consequences for people and organizations that violate decisioning around protected areas.

7.10 Transition by means of distributed sustainability [approach]

The distributed sustainability approach says that the transition will come from a mass social adoption of sustainable technologies and regenerative ways of living. Sustainable ways of living lead to the localized fulfillment of needs, and a resource transformation cycle that accounts for the Earth's natural ecology. Neighbourhoods and individuals will slowly become independent of the market and State in the fulfillment of common human and ecological need.

Globally, the number of sustainable projects is growing at an exponential rate.

One of the major challenges with this approach will be to bring neighbourhoods and individuals sufficiently together to create an optimized and integrated city system after they have become established as their own "sustainable" units. Further, people can become comfortable (if not pacified) with a decision that has no real impact on the fundamental structure of the society around them.

7.11 Transition by means of the collaborative commons [approach]

The collaborative commons approach is well-described by Jeremy Rifkin in his written book entitled, "The zero marginal cost society". The collaborative commons is a lateral sharing and effort contribution network facilitated by our modern telecommunications systems, which generally bypasses the capitalist market altogether.

In this case, there are two transition triggers. The first transition trigger is a shift in something called "marginal cost". In business, "marginal cost" is the cost of producing an additional unit of a good or service after the fixed costs are covered. Hence, "zero marginal cost" means that after fixed costs are accounted for there are no additional costs for producing more of the same good or service. The technological revolution we are experiencing right now will soon reduce costs for most goods and services to near zero, making goods and services essentially free. The second transition trigger is the tendency in capitalism to automate - to turn things previously done by humans into automated functions. The continuous pursuit of automation leads to the erosion of labor positions -- technologically induced spikes in unemployment. What remains are activities that people do out of enjoyment, not for the necessity of money or due to force. More and more people are participating in the collaborative commons, putting their efforts and energies into common designs and open projects.

The internet has entirely changed the way humanity communicates, shares, and designs. The 3d printing revolution will entirely change the way humanity materializes objects. What really matters is that people have an understanding of what is to come so that they take rational and healthy decisions, and not create or otherwise advocate for laws that prevent this natural progression.

One of the major challenges with this approach is the creation of technological unemployment, leading to a reduction in the purchasing power of the general population, and a turn toward violent discontent.

7.12 Transition by means of educational workshops [approach]

Workshops are awareness and motivational building exercises that convey as is best as possible the experience of what it is like to be in, feel a part of, and contribute to community. These workshops will be given throughout the world by a dedicated team of workshop contributors. These workshop operations by transition team members are a method of transition. They are a method of transitioning the awareness, skills, and motivation of people toward community.

A proposal is a data set of understanding and planned/-able action. Proposals are presented to populations in order to facilitate awareness and alignment, and to bring forth action. If presentations have audiences, there are optimal ways of approaching them with a proposal:

> **QUESTION:** *How do we as a Project approach and transition team, approach others with our*

proposal (vision and transition proposal)?

Workshop operations can be conducted in three primary ways:

1. The first is to have transition personnel travel the world giving workshops.
2. The second is to have access centers positioned in each city for the distribution and production awareness and guidance from the socio-technical standards for a community-type society. These access centers could also be locations for local data collection and working group development.
3. The third is for transition personnel to give workshops to their local physical and social communities.
4. The fourth is to provide a virtual reality experience that walks users through a workshop, leading to a comprehensive understanding of a community-type society.

7.12.1 Envisioning together

One way of resolving poverty in the world is by creating a vision for a world without poverty. And then, sharing that vision with everyone. And then, build new environments where people can live that vision. Over time, all will be brought into a community-type society.

In poverty, the potential for suffering and conflict is greater. Poverty must be a key concern of the social-State. Relieving people of fear over healthy life-support, includes everything from people not living in moldly (i.e., unsafe) conditions, to people not needing to worry about food for the week, rent, violence, or legal issues.

7.12.2 Develop workshop centers in cities

A.k.a., Auravana workshop centers.

The transition team will construct and operate Auravana Workshop Centers in existing cities around the world to help ease and accelerate the transition. These centers act as guidance facilitation offices that facilitate the transition to utilization of the societal specification standard for a community-type society. Each center serve a variety of functions: it can collect, collate, and order data about the local environment according to the auravana standard information model [categorization structure]. These centers can be hosts to workshops as well as data collection and processing entities. The centers can takes data about the city or town or village in which the center is located and apply it to the inquiry of how to transition and operate that environment through usage of a community-based socio-technical standard.

In these centers we use virtual reality to help people understand the proposed societal system. At the centers, people wan experience and contribute feedback about the situation and possible interventions with the Auravana system. In a sense, the centers could act as data hubs and solution distribution endpoints.

The Auravana Societal Specification Standard needs data, and people have data; so, we need to populate the auravana process model with data from these local centers.

The coordinators for the center live on the top floor. The middle floors are populated by previously poor families that had the construction of the building donated to them by philanthropic efforts. The coordinator does not have to take the top floor; however, because every center requires a coordinator, and the coordinator is the first contributing member to that physical habitat, the first member obviously gets first choice. The first floor is always a workshop space for Project Auravana personnel.

In the early 21st century there is not [the experience of] community. And so, transition to community will happen in phases [because it is an engineered system]. These access centers prepare people for community. They prepare populations for transition and guide local socio-governmental bodies for implementation of community-based socio-technical standards.

8 [Plan] Inter-societal market coordination

A.k.a., The business plan, the financial plan.

In the market, finance dictates choice. If you don't have the finances, you don't have the choice. For any interaction with the market there is the requirement for multiple financial-type relationships and interfaces.

A market coordination interface plan includes, but is not limited to:

1. A purchasing interface.
2. A contracts interface.
3. A budget interface.
4. The financials interface.
5. The State interfaces
6. The relationship interface.

Note that in the market, management level personnel have some relative degree of authority to reward tasks (their completion or relative degree of). Coordination is the result of motivation and the integration of self (intrinsic) to social (Commons) to scientific (science without profit motive). In the market-State, money and power can significantly lessen social consequent for harmful action.

8.1 [Plan] Purchasing interface

A.k.a., Market acquisitions.

Purchasing is the primary interface for the market. When purchasing something from the market, the total cost of purchase and ownership must be considered. The total cost of ownership includes the following:

- Original cost of the computer and software
- Hardware and software upgrades
- Maintenance
- Technical support
- Training

Many factors must be taken into account when purchasing a product, and basing a choice only on initial investment may prove more costly in the long run. Upgrades, maintenance, technical support, and training can have direct costs, and upgrades and maintenance can be disruptive, causing indirect costs.

8.1.1 Breakage of purchased service

What if the purchased service breaks, and you do not have the source code from which the system was created, you can:

1. Wait until the original vendor decides to fix it, which may very well be the best solution for non-critical items,
2. Find a work-around, that is, another way of doing what you wanted, or
3. Switch to an entirely different application that does not have the problem. There can be many kinds of problems, but security and data corruption ones are especially serious.

If you had access to the source code for the software, could you fix it yourself? Maybe, or you might be able to find or pay someone to do it for you. Are you concerned that the provider of your software might not be in business forever and so you want the extra insurance of having the source code in case you need it eventually?

8.2 [Plan] Contracts interface

PRINCIPLE: *The contract is the only thing that matters.*

The contract is a description of the respective responsibilities and allocation of risk between the two (or more parties). This contract documents the requirements for the solution and documents the agreement. A contract is defined initially, and then secondarily based on obligation(s):

1. Initially, defined (explicated) agreement of obligation by two (or more) competing agents.
2. Secondarily, defined by a judge who rules (decides, determines) whether or not everyone met their obligation(s). The judge asks:
   A. Was there a breach?
   B. Who benefited and who suffered?

8.2.1 The escrow account

Escrow is a legal arrangement in which a third party temporarily holds large sums money or property until a particular condition has been met. Escrow generally refers to money held by a third party on behalf of transacting parties.

8.3 [Plan] Budget interface

QUESTION: *How much is available to spend?*

All elements of a project attached to the market are likely to have a cost attribution. A project may require elements from the market, which may or may not have a cost attribution. The community has a budgeting interface to account for market costs.

8.3.1 The budgeting interface

A budget is a pre-set allotment of some resource or currency. If the set-allotment isn't used, then it returns to a common pool. In the market, there is the incentive to use the whole budget, otherwise the budgeted items

will return to the common pool, and next time the entity is budgeted, it may be budgeted less. In community, there is no budget, per say. Instead, the is a unified information system within which unified decision occurs, making budgets (Read: pre-allocation of some useful item) unnecessary and inefficient in most cases. In the market-State, budgets are generally associated with currency as purchasing power (e.g., how much money has the project been budgeted?). In community, service systems are designed for optimality, given what is known; therefore, budgeting of resources does not normally occur, except in rare cases, often involving ongoing incidents/emergency-related situations, where resource budgeting (i.e., pre-allocating) becomes necessary.

8.3.2 Budgeting

A budget is a pre-set allotment of some resource or currency. If the set-allotment isn't used, then it returns to a common pool. In the market, there is the incentive to use the whole budget, otherwise the budgeted items will return to the common pool, and next time the entity is budgeted, it may be budgeted less. In community, there is no budget, per say. Instead, the is a unified information system within which unified decision occurs, making budgets (Read: pre-allocation of some useful item) unnecessary and inefficient in most cases. In the market-State, budgets are generally associated with currency as purchasing power (e.g., how much money has the project been budgeted?). In community, service systems are designed for optimality, given what is known; therefore, budgeting of resources does not normally occur, except in rare cases, often involving ongoing incidents/emergency-related situations, where resource budgeting (i.e., pre-allocating) becomes necessary.

A plan of finances is related to a budget; within a Project Proposal that involves the market, the issue is expected to carry a plan of finances. This would include a budget and a breakdown of how the money is expected it to be spent over the one year that the project will be in operation.

8.4 [Plan] Financial viability

A.k.a., Business plan (more strategically oriented - how goal money+product will be completed), money plan, currency plan, funding plan, profit plan.

The primary purpose of any financial plan in the market-State is to:

- Create a plan to attract the resources to where you are.

A financial plan is a plan for acquiring currency (monetary "funding", financial input) in order to develop and duplicate the specified and standardized community across the planetary population, under conditions of market price.

Here, the business plan is not to extract value from individuals, but rather to enhance the fulfillment of individuals through interfacing with the market, but not participating in the market.

There are two primary [market] funding inputs:

1. Owners with high current financial status.
   A. Find high net worth individuals with a value system alignment.
2. Crowds with value system alignment.
   A. Find groups of individuals with a value system alignment.
3. Business with a desire to conduct data analytics on a planned interoperable societal system.
   A. Find market-State organizations who would fund the production of a planned, integrated network of city systems.

To sustain existence as an entity in the market, and succeed, the following questions are necessary:

1. Can the organization make money?
   A. What is the current and future market for consumption of the output of the organization?
      1. Growth of market and size.
      2. Profitability of market.
      3. Price sensitivity of market
2. Can the organization hold a competitive advantage in the market?
   A. Are there ways to differentiate?
   B. Are there ways to be more efficient?
   C. Are there barriers to entry?
3. Can the organization build a customer and/or patronage base?
   A. Ease of acquiring traffic, customers and/or patrons?
   B. Customer/patron loyalty?
4. What are the operational demands/requirements of the organization?
   A. Are the demands feasible to carry out (is there the effort)?
   B. Are the demands viable to carry out (are there the resources)?

8.4.1 Financial statements

A.k.a., Financials.

Financial statements (or financial reports) are formal records of the financial (money) activities and position of a business, person, or other entity. Financial statements facilitate the financial organization of businesses and hold information the State uses to tax businesses.

8.4.1.1 Incomes statements

An income statement shows the revenue (how much money came in), expenses (what you paid for), and profits (what is left over) for a specific time period.

8.4.1.2 Revenue, profit and loss statements

The profit and loss (P&L) statement is a principal financial statement that summarizes the revenues, costs and expenses incurred during a specified period, usually a fiscal quarter or year.

- **Revenue** is the total amount of income generated by the sale of goods or services related to the company's primary operations.
- **Cost** is an amount that has to be paid or spent to buy or obtain something.
  - Cost can be for the purchase of anything in the market, "What's the cost of that car?"
  - Cost can be for the State, a penalty, "What's the penalty for violating that law/rule."
- **Expenses** are business expenditures over time [in order to "do business"]. Expenses are used to produce revenue [for the business].

The primary equation for a profit-loss statement is that of the profit equation:

- **Profit** = revenue – expenses (Read: Profit equals revenue minus expenses)
  - Profit(s) is what money is left over after money in is subtracted from money out.

8.4.1.3 Cost statements

A.k.a., Currency expense, cost basis.

There are three potential types of cost (a.k.a., currency expense, financial cost, etc.) to project's in the [capitalist] market:

- **Fixed cost** *of capital* - a one-time setup cost of project (or system).
- **Marginal cost** *of capital* - cost of producing additional units of a good or service produced by the project or system.
- **Operating (running)** *cost of capital* - continued cost of operating the project (or system).
- **Cost of labor** *of capital* - cost of human [psycho-physiological] effort.
- **Cost of materials** *of capital* - cost of materials for operating/running the project.

8.4.1.4 Balance sheet

There are three types of information showed on a balance sheet:

1. **Assets** - what is owned (e.g., cash, inventory, receivables, etc.)
2. **Liabilities** - what is being payed out (e.g., accounts payable, etc.)
3. **Owners equity** - the initial amount of money invested in a business.

8.5 [Plan] Financial funding

A.k.a., Funding plan.

Financial funding can come from multiple market-State sources:

1. **State funding** (e.g., grants, direct funding) - acquire funding from State entities.
2. **Crowdfunding sources** (many low amount inputs) - acquire funding from the public.
3. **Philanthropist sources** (high net worth sources) - acquire funding from high-net worth individuals
4. **Buy-in (purchase agreements)** - establish purchase agreements with members of the public who would like to buy into (i.e., purchase) the city. These purchasers would become the city's inhabitants (or members). It is feasible that once the project is complete up to site selection and preparation, that a large number of people who presently reside in the market-State would pay for the materials, tools, and effort, to acquire a place in the city.
5. **Business plan interface** - this proposed society maintains a business [plan] interface with the market, wherein products produced within the habitat service system are sold into the market-State (when required).

A broad funding plan may include the following funding sources [plan]:

1. Income plan for habitat service system.
   A. Income plan for land cultivation.
   B. Income plan for buildings.
   C. Income plan for product manufacturing.
   D. Income plan for services.
2. Government/State funding.
3. Crowd funding plan.
   A. Local population funding.
   B. Global crowd funding.
4. Personal and family funding.

8.6 [Plan] Market economic interfacing

NOTE: *The market-State is easily observed to prioritize market services at the expense of community, aesthetics, open spaces, etc. To those who believe in the market, the market becomes the priority.*

The planned societal design categories of a market-State societal system do not correlate with those of a

community-type societal system. The general notion of economic 'planning' in the market-State has no unified [life] orientation. As seen below, the community's plan only somewhat fits into the market-State categories of economic planning:

- **The highest-level market-State category of plan**
  - **Macro-economic Plan** - the breakdown of total production (i.e., the breakdown of total labour time) between various highly aggregated categories of end use.
    - A market/State-based macro-economic plan - must answer the following: How much to the provision of social goods such as health, education or socialised child-care? How much to the accumulation of means of production to augment the future productive capacity of the economy? How much (if any) to the repayment of debt or the acquisition of assets? How intensively the economy's given productive capacity should be exploited?
    - A community-based "macro-economic plan" - involves the transparent prioritization of material state reconfigurations (i.e., modifications to the material environment) from a life-grounded base of needs, which become engineering requirements. It must answer the following: What material configuration is required (for humans to flourish)? When is "it" required? In what condition is "it" required? What resources are available? How will those accessible resources flow into an optimized material state-dynamic consisting of aggregated services and objects of end use, prioritized by life need, and oriented through a value set?
- **Middle-level market-State category of plan**
  - **Strategic Plan**
    - A market/State-based strategic plan - concerns the changing industrial structure of the economy. Given that so much of the available labour-time is to be devoted to public provision, so much to consumer goods and so much to producer goods, which particular sectors should be developed, exploiting which technologies? Which types of goods should be imported, because they can be produced more cheaply elsewhere? Which industries should be phased out over the long run?
    - A community-based "strategic plan" - concerns the service support structure of the material system. This is the model for the habitat service system structure (i.e., life, technical, facility, etc.). How much of each individual service or object must be produced? When must it be produced? How must it be produced?
- **Lowest-level market-State category of plan**
  - **Detailed production plan**
    - A market/State-based detailed production plan -the precise allocation of resources: Which specific types of goods are to be produced in what quantities, using how much labour, and in which locations? Which productive units are to receive inputs from which others?
    - A community-based "detailed production plan" - a habitat service system (city) engineering plan.

8.7 [Plan] Market-State interface

The required sub-plans for existence in the Market-State (additional to nominal habitat plans) include, but are not limited to:

- A geopolitical-jurisdictional continuous analysis plan
- A business interface plan
- A State interface plan
- A marketing relationship development plan
- A 'crowd' relationship development plan

8.7.1 The market perspective

In order to engage effectively with the market, it is essential to understand the composition and affects of the market. It is essential to characterize the system in order to design an interface with the system that functions well.

The market perspective is highly characterized by:

- **Competition [at the societal level]** - Actions take reflect a state of competition (in the market); hence, a lack of recognition of the common resource base, and common human needs, of all individuals on the planet.
- **Trade** - There is a mandatory exchange of the self or of objects owned by the self (in the market); hence, competition [between individuals] is an incentive.
- **Profit** - This is a mandatory requirement for income as individuals and services (in the market); hence, gaining income [between individuals] is an incentive.
- **Security of future profit** - Actions taken reflect a state that competition will continue and future requirements will be met by taking more profit; hence competitive advantage and hoarding [between individuals] is an incentive. Personal resource acquisition facilitates the security of

future profit.

8.7.2 The money functions

Money (as a commodity) has three functions:

1. **Liquidity** - the currency, or cash (its presence with the ability to buy some thing).
   - How quickly (in time) can some current item of property (digital or physical asset) be converted into cash?
   - How quickly (in time) the item be bought or sold in the market?
2. **Exchange "value"** (i.e., exchangeable for value) - item produce to be sold in the market for a price (abstract value, not life value)
   - Was it produced to be sold in the market? Can it be sold in the market?
   - What quantity of something else will it exchange for?
3. **Store of "value"** - value is labor. Note here that hoarding is the result of money (or a commodity) as a "store of value".

Money is intrinsically linked the power of the authority. For example, a viable currency is a currency that can be used to pay taxes to the state. Thus, the State (as the "supreme authority of the land" has a interest in perpetuating the State money cycle:

1. When the competing players do commerce, money changes hands.
2. When money changes hands, taxes are paid.
3. When taxes are paid, the State party gets funded.
4. When the State party gets funded, "our utopia gets strong and everyone is better off for it".

8.7.3 Decisioning through ownership, governance

A.k.a., Decisioning via corporate governance.

Corporate governance is the system by which business corporations are directed and controlled. The corporate governance structure specifies the distribution of rights and responsibilities among different participants in the corporation, such as, the board, managers, shareholders and other stakeholders, and spells out the rules and procedures for making decisions on corporate affairs. By doing this, it also provides the structure through which the company objectives are set, and the means of attaining those objectives and monitoring performance.

INSIGHT: *People don't run corporations; corporations run people.*

8.7.4 The market mechanism under observation

Alternatively, the market is observed to behave like what it produces; the market observably produces the exploitation of scarcity, not overcoming it through design (abundance). Socio-economic inequality is a defining characteristic of the market model, which inevitably deprives some cross-section of society (obviously, because it isn't unified).

NOTE: *If there is no such thing as 'stealing', then 'money' doesn't mean anything; there has to be a rule-of-law to "steal from" in order for that 'money' to be meaningful.*

8.7.5 Market pareto rule

A.k.a., Market pareto rule.

The "pareto rule" is especially relevant in business and government. The pareto rule that says that these structures (market-State) are likely to form organizations of people in the ratio of 80 to 20 (80:20). The pareto rule is more often seen with larger organizations, with larger populations of people.

In the non-pejorative sense, eighty percent of the people in the organization will be dedicated to one type of issue (e.g., the survival of the organization), and twenty percent will be dedicated to the actual mission of the organization (e.g., making a product). In the pejorative sense, twenty percent of people are doing the actual work (or 20% of everyone's time is dedicated to actually useful work), and eighty percent of people are working to support the management/owners of the organization (80% of everyone's time is dedicated to non-useful work).

In the market-State, because of its structure and incentive system, the primary objective of any organization is the perpetuation of the organization itself. Here, the question that makes the organization need to perpetuate itself is: if the organization that allows people to earn money doesn't survive, then how will the people survive in the market?

8.7.6 Community versus the market perspective

Community and the market maintain two fundamentally different perspectives:

1. In the market, resources, services, and assets can be bought and sold, measured and organized.
2. In community, resources, services, and assets cannot be bought and sold, but they are still measured and organized. Things are produced for the purpose of being used, and not sold and used.

As a type-of society, relative to other potential organizations of society, community is:

1. A system that is *decoupled* from the market, and hence, market economic growth -- not a societal system that contains a market/transactional system

of societal relations.
2. A system that is *coupled* to real-time life and cooperative iteration; itself, coupled with a discoverable, affective (i.e., influential) real-world information-material environment. Community accounts for life and actions in an environment that may rapidly affect the life of all.
3. A societal system capable of coordinating a healthy habitat, as opposed to a societal system that incentivizes the mismanagement of the habitat.

8.7.7 Land assessment and the market

Land must be contracted, and significant contractual elements of land include, but are not limited to:

A. Eminent domain law
B. Freehold land versus leasehold land, and taxable land.

8.8 [Plan] Business sales

A business sale is an income stream for the continuation and/or duplication of a system. Although there are many potential income steams open to an integrated city system, regenerative agriculture provides a useful example.

8.8.1 Restorative agriculture sales

Restorative agriculture income streams include, but are not limited to:

1. Plants for food, fuel, and fibers.
2. Animals for food.
3. Vegetables and vegetable concentrates.
4. Bees and bee concentrates.
5. Agritourism (education, hunting, cuisine, etc.).

9 [Plan] Inter-societal State coordination

A.k.a., The governmental plan.

In the government, authority dictates choice. If you don't have the authority, you don't have the choice. For any interaction with the State there is the requirement for multiple authority-type relationships and interfaces.

A State coordination interface plan includes, but is not limited to:

1. A government interface.
2. A contracts interface.
3. A budget interface.
4. The financials interface.
5. The State interfaces
6. The relationship interface.

Note that in the market, management level personnel have some relative degree of authority to reward tasks (their completion or relative degree of). Coordination is the result of motivation and the integration of self (intrinsic) to social (Commons) to scientific (science without profit motive). In the market-State, money and power can significantly lessen social consequent for harmful action.

> **APHORISM:** *Under the State, authority dictates choice. If you don't have the permission of authority (or, authority itself), you don't have the choice.*

9.1 [Plan] Government interface

A.k.a., Political plan, jurisdictional plan, legal plan regulatory plan.

Effectively, there are only two forms of government (all other forms of government are just variations on democracy and monarchy):

- Democracy - rule by the majority, wherein a dictatorship is just an unstable democracy. Implicit power and explicit politics. Those in power become renters of the State apparatus.
- Monarchy - an anarchy is just an unstable monarchy. Explicit power and implicit politics. Those in power have ownership of the State apparatus.

9.2 [Plan] Relationship with politicians, bureaucrats, and other "policy makers"

A.k.a., State relationship building, authority

relationship building.

The transition team must develop positive working relationships government personnel. These persons are central to the decision taking processes associated with planning within a jurisdiction. Relationships between politicians, most especially local politicians, State politicians, and [jurisdictional] planning practitioners must be considered and planned for in the development and transition to community. A robust State-community interface strategy enables councils to build effective relationships that survive people changes and provides greater opportunities for long-lasting success. "Political capital" enables effective work within a jurisdiction.

These relationships include, but are not limited to (note: some of these labels mean the same thing):

1. Elected officials
2. Unelected officials
3. Politicians
4. Bureaucrats
5. Ministers
6. Chairmen
7. Dictators
8. Administrators

A strategic approach to building relationships with these persons is essential.

The following key questions should be considered when developing a plan of action:

1. Who has influence?
   - Audit and map the authority hierarchy, prioritising them around who has the greatest influence on whether and how objectives may be achieved.
   - What is the relationship between:
     - Central authorities
     - Local authorities
2. What is your case, argument, and means of influence?
   - Develop messages, winning arguments, and means of influence which can then be tailored to different authoritative audiences.
3. How can they be reached?
   - Develop an engagement plan that identifies how to reach the target authorities, such as through one-to-one meetings and participation in conferences and events.
4. How will the State interface strategy be carried out and by whom?
   - Who in the organisation will be involved, what role will they play, and which other organisations can be worked with in partnership.

There are five primary abilities/factors required to develop effective working relationships with State authorities:

1. **Intellectual abilities (a.k.a., intellectual capital/ assets)** - your degrees, experiences, credentials, and the skills that you bring to your job, as well as those that probably got you the job. Intellectual capital comprises what you know.
2. **Psychological abilities (a.k.a., psychological capital/assets)** - how you relate to others, including traits such as curiosity, empathy, emotional intelligence, learning ability, integrity, and coachability. These are often described as "soft skills," though since they are highly sought-after qualities, we prefer to call them "power skills."
3. **Professional/social reputation (a.k.a., reputation capital/assets)** - who you know and how you are perceived.
4. **Financial status (a.k.a., financial capital/assets)** - how much money can be used for influence.
5. **Political capital** - this factor rests on your reputation for displaying each of the prior factors.

9.3 [Plan] Jurisdictional-geopolitical viability

A.k.a., Jurisdictional plan, geopolitical plan.

The primary purpose of any geopolitical plan in the market-State is to:

- Create a plan to sustain peace (reduced violence) where you are.

A geopolitical plan is a plan for acquiring authority (relationships with political currency) in order to operate and duplicate a standardized societal system across the planetary population, under conditions of authoritarian rule [of law]. Here, the geopolitical plan is not to gain authority from others, but rather to enhance the fulfillment of individuals through interfacing with the State, but not participating in the State.

A jurisdictional and geopolitical analysis will determine possible locations for placement of the first experimental community city on this planet. It will also determine the possible rise in uncertainty of a city due to geopolitical changes in the location. The analysis will compare between locations. It will provide (given current trends) a feasibility/viability determination for the experimental city for each location. What is 'risk', and how much 'risk' is acceptable?

> **NOTE:** *The purpose of evidence in the market-State is persuade, not to explain.*

9.4 [Plan] Contractual agreements

A.k.a., Plan contracts, legal agreement plan, legal declaration plan.

In a non-corrupt market-State jurisdiction, all that matters is what was in the contract, because the State will use what is in the contract to reason its final opinion. Agreements are made between competing entities, for which a 3rd party (e.g., the government) holds the parties accountable. Contractual agreements include legal, regulatory, etc. Entities in the market-State may have to make contractual agreements with other market-State entities in order to access resources. These agreements may be made with any of the following organization, or mixture of organizations:

1. Local government
2. State government
3. Global government
4. Business contracts

9.4.1 State [access] deliverable

1. Operating jurisdictional compliance
   - The operational community will need to maintain compliance with required State regulatory bodies, requiring an operating jurisdictional compliance plan.

9.4.2 Financial [access] deliverable

1. Relationship development
   - 1-3 High Net Worth individuals (or equivalent) for funding initial operations.
   - 3-10 High Net Worth individuals (or equivalent) for funding comprehensive operations. Develop relationships with those with the resources to see the project through to completion.
   - Relationship development in the geo-jurisdictional area where the community network is planned and/or under construction or operation.
2. Financial escrow account
   - Finances for the construction and operation of the societal system will be maintained in escrow.
3. Cost budgeting
   - The market cost to construct and/or operate a given state of the societal system.
   - Calculated cost of living

9.4.3 Market [access] deliverable

1. The Business Plan (Market-Interface Strategic Plan)
   - A market-interface business plan (sub-project plan) and accompanying analysis to ensure the continued financial viability of the community within the larger monetary market. The first version of the community [at least] will require significant resources from the market, and hence, the community will require some balance of [angel] donations and business interaction. The Community will have to interact with the market [to some degree], and this will have to be planned and accounted for.

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TABLES

Table 14. *Different types of credit/token system, separated by categorical criteria. The different configurations form the columns, and the criteria and type-categories form the rows.*

Credit-Market Systems	Org 1.	Org 2.	Credit (certificate, token, reward)	Social-credit system (reputation, benefit system)	Exchange-type credit (currency)	Debt-type credit (money, credit fees)
Properties/Rules of Credit (it = credit)						
Form (Reification)						
Is it a raw resource (e.g., salt, gold, etc.)?						
Is it a fabricated physical product (e.g., metal coins and paper bills)?						
Is it a fabricated software product (digital coin, digital cryptocurrency)?						
Fees (Priceability)						
Is there a fee for storage?						
Is there a fee for making a purchase (purchase transaction fee)?						
Does the exchange for another type [of credit] have fees (currency exchange fee)?						
Is there a fee for giving an amount to another person or group (taxation, transaction processing fee)?						
Is there a fee for control and regulation (taxation fee)?						
Is there a fee for the production (production fee)?						
Is there an interest debt fee (a bank loans credit, inquiring the in-debted asset owner who provides payments [on "interest"] over time? Are there debt[or] fees; is there "interest" (interest fee)? Is there a fee for lending?						
Is there a fee for assistance with ownership and regulation (financial and legal services)?						
Is there a fee for replacement of a purchase if it breaks or is damaged (insurance)?						
Resources (Materials)						
Requirements for material resources?						
Requirements for human resources (administration)?						
Requirements for electrical power?						
Producability (Printability)						
Is the amount producible fixed (finite) or infinite?						
Is it inflationary or deflationary?						
If fixed in quantity produced, does the structure require taking salary from some workers to pay other workers?						
If flexible in quantity produced, is it produced and deleted as required by an algorithm?						

TABLES

Is it printable by a central bank (fiat currency)?						
Is it printable by each agent in a distributed network [bank] (holochain coins)? Is there a fee for sharing storage and computation?						
Is it printable by the first node to solve a computational problem in a distributed [digital] network (blockchain coins)? Is there a fee for proof of work/stake?						
Is it printable while being stored/ staked ("planting", hex and seed coin)?						
Is there a cost to the producer of the credit?						
Is it a commodity produced for profit?						
Exchangeability (Tradeability)						
Can / cannot be exchanged for credits of another type?						
Can / cannot be exchanged for another purchase (can be used to purchase again)?						
Can / cannot be given freely (without price) to another human or group?						
Is / is not a commodity (can it be bought and sold; priceability)?						
If price is present, is price disconnected from the total volume (quantity) available?						
If it is loaned, can it be loaned again (re-loaned)?						
Receivability						
Is acquisition by means of a payment (Read: salary) determined by private owner ("boss"), or by an open source, common algorithm?						
Is / is not connected to work?						
Is / is not connected to hours?						
Is / is not connected to work results (reputation)?						
Can it be bought by another currency?						
Storability						
Can / cannot be stored over time?						
Does amount reduce over time of storage?						
Does amount increase over time of storage (e.g., "staking")?						
Deletability (Eraseability)						
Can / cannot be deleted?						
Is deleted after what?						
Is deleted by who?						
Rewardability						
Is there a credited reward for joining?						
Is there a credited reward for having prior assets (i.e., the prior assets are converted to the credit)?						
Is there a credited reward for explicated behaviors?						

TABLES

Decidability						
If algorithmic, who decides the algorithm?						
If algorithmic, what data is input into the algorithm?						
Recorded accountability						
What can be bought with the credit?						
Is the ledger public (open to everyone) or private (closed to those not explicitly permitted)?						

TABLES

Table 15. *Table shows a comparison between a market-State type of society and a community-type society formed through habitat systems. The market-State is formed from abstractions, whereas a habitat in community is formed from the requirement to meet real-world human needs for fulfillment without overlaying non-required and non-desirable abstractions.*

STATE ABSTRACTIONS	MARKET ABSTRACTIONS	HABITAT SYSTEMS			
Authority, Coercion	Property, Trade	Data Objects	Habitat Elements	Device Elements	Application Elements
State (a police role)	**Market (a trade role)**	**Projects**	**Habitat [Project]**	**Hardware [Project]**	**Software [Project]**
State component *Political enforcement role in: authority over life*	Market component *Business role in: trade of life*	Communications	Habitat component	Technology component	Application component
State interface *Political enforcement role in: authority over life*	Market interface *Business role: in trade of property*	Locations	Habitat interface	Technology interface	Application interface
State process *Political enforcement role in: authority over life*	Market process *Business role: in sales and purchases*	Materials	Habitat process	Technology process	Application process
State function *Political enforcement role in: authority over life*	Market function *Business role in trade of human labor for credit for purchase for profit/ trade*	Equipment (devices)	Habitat function	Technology function	Application function
State interaction *Political enforcement role in: authority over life*	Market interaction *Business role: in ownership*	Allocations	Habitat interaction	Technology interaction	Application interaction
State service *Political enforcement role in: authority over life*	Market service *Business role: in trade of usage*	Occupations	Habitat service	Technology service	Application service
State event *Political enforcement role in: authority over life*	Market event *Business role: in trade of operations, and when operations occur, there is profit*	Operations	Habitat event	Technology event	Application event
State issue *Political enforcement role in: authority over life*	Market issue *Business role: in trade of maintenance and problems, and when there are problems and maintenance, there is profit*	Resolution (Solution issue)	Habitat issue	Technology issue	Application issue

The Auravana Project exists to co-create the emergence of a community-type society through the openly shared development and operation of a information standard, from which is expressed a network of integrated city systems, within which purposefully driven individuals are fulfilled in their development toward a higher potential life experience for themselves and all others. Significant project deliverables include: a societal specification standard and a highly automated, tradeless habitat service operation, which together orient humanity toward fulfillment, wellbeing, and sustainability. The Auravana Project societal standard provides the full specification and explanation for a community-type of society.

This publication is the Project Execution for a community-type society. Project Execution is a subset of the Project Plan to construct and operate community at the societal scale. This document separates out project execution lists and significant plans from the core Project Plan publication. A societal-level project plan describes the organized thinking and execution of a socio-technical environment. This Project Execution publication identifies the executable projects lists and significant plans to create a community-type society for global human fulfillment and ecological restoration. The project execution has three core sections: (1) the project lists, (2) the contribution service plan, and (3) a transition proposal plan. In part, this document proposes a transition to a community service operation at the societal scale.

Fundamentally, this standard facilitates individual humans in becoming more aware of who they really are.

All volumes in the societal standard:

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