

# Joseph A. Sprute: Research Profile

## Introduction

This document provides a comprehensive overview of Joseph A. Sprute's research, publications, and academic contributions, primarily focusing on his work with the ERES Institute for New Age Cybernetics and sustainability. The information presented is synthesized from various online sources, including his Medium articles and public search results. While direct access to his ResearchGate profile was limited, alternative sources have provided significant insights into his areas of expertise and key initiatives.

## Key Research Areas and Contributions

Joseph A. Sprute, through the ERES Institute, is a prominent figure in the fields of New Age Cybernetics and sustainability. His work aims to develop a "1000-year roadmap for a thriving, resilient civilization" [1]. His research and initiatives are characterized by an interdisciplinary approach, integrating advanced cybernetics, real-time adaptive learning, and ecological frameworks to address global challenges.

## ERES Institute for New Age Cybernetics

Co-founded by Joseph A. Sprute in 2012, the ERES Institute is the central hub for his research and development. The institute focuses on leveraging "Solid-State Sustainability principles to develop scalable solutions, grounded in holistic energy dynamics, bioenergetic analysis, and sociocratic governance" [1].

## Core Initiatives and Concepts:

- **Relative Energy Equal Pay (REEP):** This model proposes a balanced approach to energy access, utilizing bio-electricity principles to equalize energy consumption across various ecosystems and societies. It aims to establish a foundation for sustainable economic practices [1].
- **New Age Cybernetics (NAC) and PlayNAC:** These adaptive cybernetic systems are designed to bridge interactions between human, environmental, and technological elements. They incorporate Kirlianography and aura-analysis for bioenergetic research, with practical applications in health, wellness, and ecological monitoring. PlayNAC, in particular, is described as a "symbolic decision-making simulation system used to resolve conflict, optimise governance and..." [2, 3].
- **User-GROUP Service Level Agreements (SLA):** This framework promotes collaborative governance through sociocratic voting and AI-driven models, fostering equitable

societal structures and resilient decision-making systems [1].

- **Smart-City Innovations:** Sprute's work extends to dynamic urban planning, integrating real-time media and environmental monitoring systems to ensure adaptability to urban challenges and Earth changes [1].
- **Empirical Realtime Education System:** This autonomous learning model is designed to foster resilience by adapting to real-time data and feedback, thereby empowering communities through continuous learning [1].
- **Scalable Bio-Ecologic Economy:** Through TRUE-Sustainability frameworks, ERES promotes an economy that scales with ecological dynamics. This is supported by models like Bio-Electric Signature Time (BEST), which monitors bioenergetic impacts on environmental stability [1].
- **Sustainable Living Solutions:** Practical applications include initiatives such as Tiny Homes on Wheels and innovative Fly & Dive RVs, envisioned as versatile, minimal-impact terrestrial and marine-friendly 'spaceships' [1].

## Civilization 2.0

Sprute's vision for "Civilization 2.0" is a "bio-ecological, meritocratic model driven by advanced cybernetics and personal accountability" [2]. This concept is further elaborated in his writings, suggesting a future where technology, sustainability, and human advancement converge to address global crises in energy, economics, and governance. Key aspects of Civilization 2.0 include:

- **Green Solar-Sand Glass (GSSG):** A revolutionary technology emphasized in his research, focusing on harnessing solar energy in desert ecosystems [2].
- **EarnedPath:** A system that aligns individuals with societal goals within the ERES framework [2].
- **Department of Government Efficiency (DOGE):** A concept for a trickle-up accountability model in governance [2].
- **ERES Bytecoin Blockchain:** A proposed initiative for crowdfunding and supporting the ERES movement [2].

## Publications and Scholarly Contributions

Joseph A. Sprute has disseminated his research through various platforms, including ResearchGate and Medium. While direct access to some ResearchGate publications was restricted, the search results and his Medium articles provide a clear picture of his published works and their themes.

His publications often delve into the theoretical and practical applications of New Age Cybernetics, sustainable development, and innovative governance models. Notable themes include:

- **White Papers on New Age Cybernetics:** Several of his works, such as "Three Nations, One Path: A White Paper on the Global Adaptability of New Age Cybernetics (NAC) from Tiny Homes to Spaceships," explore the global applicability of NAC principles [4].
- **Game Theory and Cybernetics:** Publications like "PlayNAC-KERNEL: New-Age Cybernetic Game Theory Engine" and "PlayNAC: A Framework for New Age Cybernetic Game Theory" highlight his focus on using game theory for conflict resolution and optimizing governance [3, 5].
- **Sustainability and Economic Models:** His writings frequently touch upon bio-ecological economies, sustainable living solutions, and new economic frameworks like the Adaptive Tariff Offset Modeling (ATOM) [6].
- **Philosophical and Societal Frameworks:** Sprute also explores broader societal implications, as seen in his work on "Civilization 2.0" and the "Open Letter to Civilization 2024" [2, 7].

## Cross-Referencing and Synthesis of Findings

Despite the initial access issues with ResearchGate, a comprehensive picture of Joseph A. Sprute's work emerges from cross-referencing his Medium articles, other ResearchGate entries, and general web searches. His consistent focus on "New Age Cybernetics" and "sustainability" is evident across all platforms. The ERES Institute serves as the central framework for his diverse initiatives, all aimed at achieving a "thriving, resilient civilization."

His work is highly conceptual, often presenting frameworks and models for future societal structures, economic systems, and technological advancements. The recurring themes of bio-electricity, sociocratic governance, and adaptive learning underscore a holistic approach to global challenges. The emphasis on "PlayNAC" as a game theory-based system for conflict resolution and optimization highlights a unique, perhaps gamified, approach to complex societal problems.

While some of his concepts, such as "Kirlianography" and "aura-analysis" in the context of bioenergetic research, lean towards less conventional scientific domains, they are integrated into a broader vision of sustainable and cybernetically optimized living. The proposed "Civilization 2.0" serves as an overarching goal, with specific initiatives like "Green Solar-Sand Glass (GSSG)" and "ERES Bytecoin Blockchain" providing concrete examples of his forward-thinking proposals.

It is important to note that many of his publications, particularly those on Medium, appear to be conceptual outlines or proposals rather than traditional peer-reviewed research

papers. However, their consistent messaging and interconnectedness demonstrate a coherent and ambitious research agenda. The frequent mention of a "1000-year roadmap" further emphasizes the long-term, visionary nature of his work.

## Conclusion

Joseph A. Sprute is a visionary researcher and systems-thinker whose work, primarily through the ERES Institute, focuses on developing innovative solutions for a sustainable and resilient future. His contributions span New Age Cybernetics, bio-ecological economics, and advanced governance models, all aimed at charting a long-term roadmap for human civilization. While some of his concepts are unconventional, his holistic and interdisciplinary approach to complex global challenges is notable. His prolific output on platforms like Medium and ResearchGate provides a rich body of work for understanding his unique perspective and ambitious goals.

## References

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