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). All goods and services can be made available without the use of money, credit, barter, debt, or servitude of any kind. 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.

Planned & Proposed Direction (Vision):
1. Global human need fulfillment.
2. Global human well-being.
3. Global human quality-of-life.
4. Global human flourishing.

A community-type society based upon (Vision):
1. <u>Socio-technical standards</u> of conception and operation.
2. <u>Socialist economic calculation</u> and production planning.
3. <u>Human needs</u> and requirements accounting.
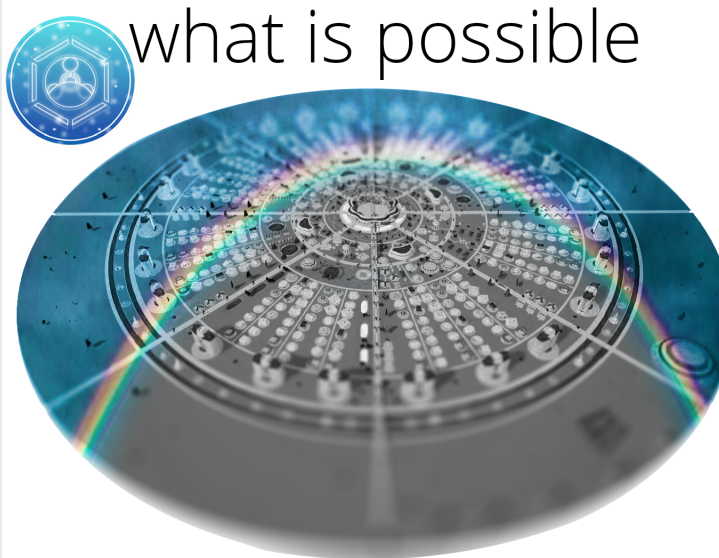4. <u>Access to common heritage resources</u> through a habitat system.

A community-type society is without (Vision):
1. Markets, money, trade, or barter (moneyless).
2. State coercion (stateless).
3. Labor employment (laborless).

Auravana delivers a unified information system (AURA) in the form of a set of socio-technical standards:
1. Overview and Project Plan
2. Social System [AURA/SSS-SS-001]
3. Decision System [AURA/SSS-DS-001]
4. Material System [AURA/SSS-MS-001]
5. Lifestyle System [AURA/SSS-LS-001]

A community-type society distributes resources to create a regenerative habitat system and a contribution sharing network where all human needs are fulfilled, globally. Through the network we share equal access to all that humanity has to offer. We are building a highly automated, moneyless society oriented toward human fulfillment and ecological sustainability.

what is possible

societal simulation

auravana.org

Online and Open Sourced Standards for our Community

Creative Commons 4.0 (CC by 4.0)

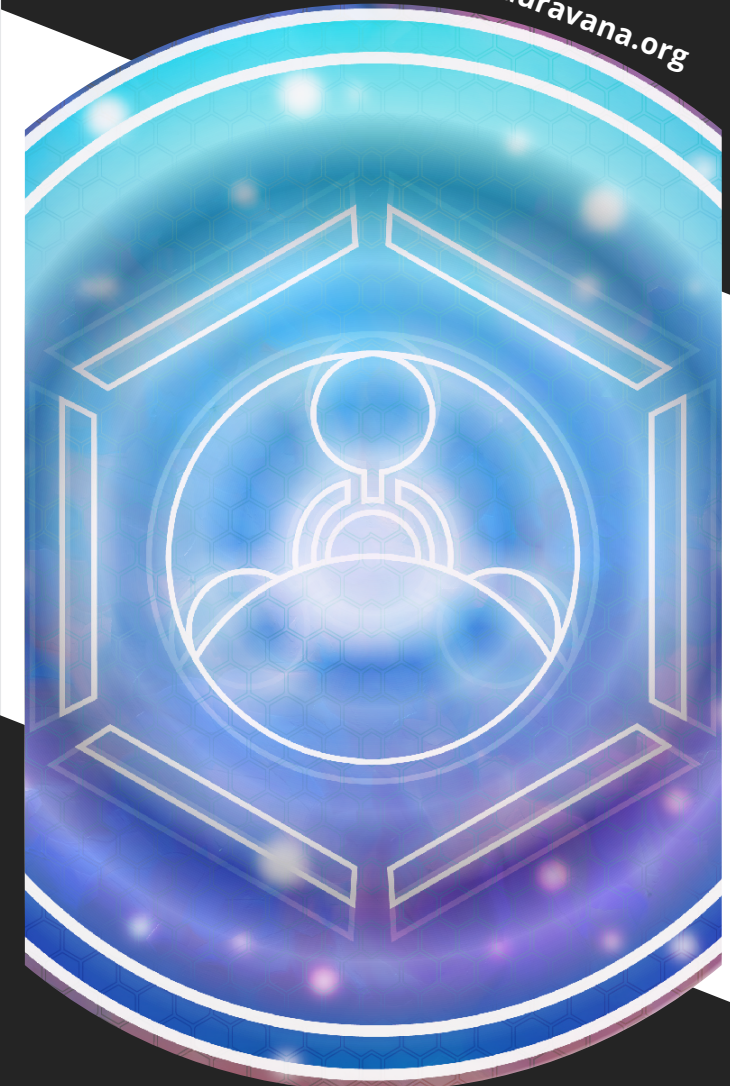**Visit us on Instagram**
auravana.project

Auravana Project

Complete
Project Proposal

Community-Type Society: Material and Information Systems Network

The Real-World Community Model

Encoding spatial and informational objectives via prioritization into our habitat network of cities

City Systems and a City Network

Note the technical name for a city is a habitat service system (HSS)

A community-type society uses [in a city]:

1. Common heritage resources.
2. An integrated information service system.
3. A coordinated human contribution service.
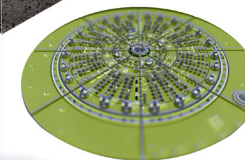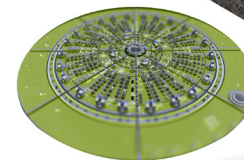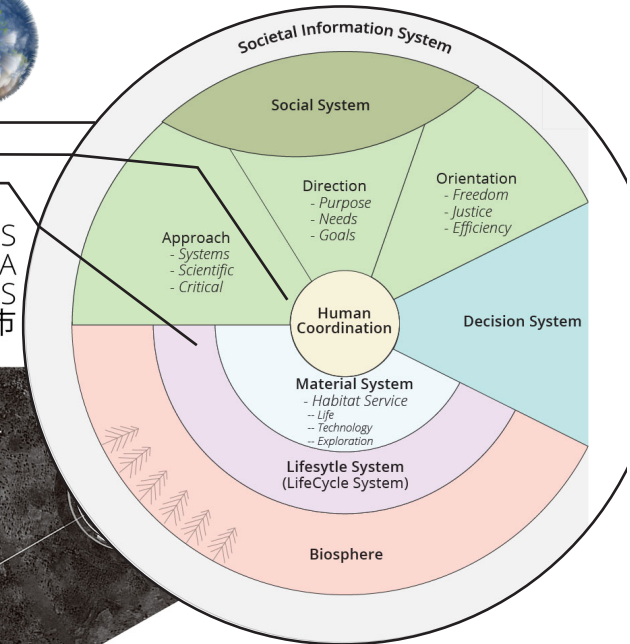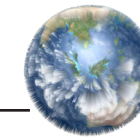4. A material access and habitat service operation.

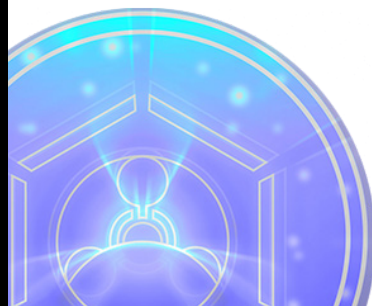ONE DESIGN, MANY CITIES
ОДИН ДИЗАЙН, МНОГИЕ ГОРОДА
UN DISEÑO, MUCHAS CIUDADES
一個設計，許多城市

COMMUNITY-TYPE SOCIETY
ОБЩЕСТВО СООБЩЕСТВА
SOCIEDAD DE TIPO COMUNITARIO
社區型社會

WILD COMMON HABITAT
ДИКИЙ ХАБИТАТ
HÁBITAT SALVAJE
野生生境

INTEGRATED CITY SYSTEMS
КОМПЛЕКСНЫЕ ГОРОДСКИЕ СИСТЕМЫ
SISTEMAS CIUDADANOS INTEGRADOS
綜合城市系統

EARTH BIOSPHERE
ЗЕМНАЯ БИОСФЕРА
BIOSFERA DE LA TIERRA
地球

SOLAR SYSTEM
СОЛНЕЧНАЯ СИСТЕМА
SISTEMA SOLAR
太陽系

Societal modeling for societal engineering

Societal Information System

Social System

Direction
- Purpose
- Needs
- Goals

Orientation
- Freedom
- Justice
- Efficiency

Approach
- Systems
- Scientific
- Critical

Human Coordination

Decision System

Material System
- Habitat Service
-- Life
-- Technology
-- Exploration

Lifesytle System
(LifeCycle System)

Biosphere