# Glossary

**\*aggregation –** independent items in a memory image group.  
**Examples:** memory images associated to a peg system, files in a filing cabinet.  
Synonyms: containment.

**associate** – to store an image in your memory using an association.  
**Examples**: a tie makes me think of a man with a suit, a man with a suit makes me think of a person doing business, doing business makes me think of making money, making money makes me think storing it in a bank, a bank makes me think of having armed guards with arm patches.

**association –** the narrative logic between an image key and an image value.   
**Synonyms**: the glue, mortar, a pointer, a hook, storing an image value, a curtain-line between play acts.

**association value** - a measure of an item’s meaningfulness which helps you to learn to associate it with a second stimulus, or to recall it during decoding.

**background** – the surrounding details for a group of locations.   
**Synonyms**: a room, a locus (the original definition), the context, the environment, a theme, a station, a stage, a scene, a milestone.

**\*composition** – memory images in a memory image group dependent on that group image.  
**Examples:** fingers on a hand, locations on a memory object.  
Synonyms: containment, parent-child relationship, nesting, Russian doll.

**\*data** – values that communicates no useful meaning.  
**Synonyms**: characters, digits, glyphs  
**Examples:** M O 5 G 6 A 3 W 4 / 6 / 2 0 2 1 ( 2 1 6 ) – 2 3 4 – 5 6 7 8 7 p m a b a 1101100 1101100

**\*encode –** to transform a type of data into a different type of data.  
**Synonyms**: to encrypt.  
**Examples**: A -> 1, a -> 32, a -> aah.

**encoding rule** – a description using variables and a result for transforming one data type to another non-image data type.

**encoding rule system** – a set of rules used to map one data type to another non-image data type or provide a traversal method  
Examples: The Major system

**encoding system** – a set of rules for encoding.  
**Examples**: the number-peg system.

**enhancing type** - imaginary details added to an encoded image.  
**Examples**: a person, an action, an object, location, a role/profession/costume, other qualities.

**image key** – an encoded image associated with one or more image values.  
**Synonyms**: a location, an anchor point, storage point, data point, an encoded image, a locus (improper use).  
**Examples**:

**image value –** an encoded image associated with an image key in a key-value system. An aggregated image value has many optional image values for one key. A composed image value is required to exist for an image key.  
**Synonyms**: a link.

**\*information** – aggregated data that has an implied association so that meaning can be derived  
**Examples:** MO 5G6 A3W, 4/6/2021, (216)-234-5678, 7 pm, a ball.

**journey** – an object traversed by an order.  
**Synonyms**: a theme, a songline.

**\*key-value system –** a type of memory system which uses a piece of information mapped to an encoded image traversed by their association.

\*knowledge – aggregated information that has value for making a decision.  
**Examples:** My license plate number MO 5G6 A3W will expire on 4/6/2021, call me on my cell phone at (216)-234-5678 at 7 pm about our baseball game.

**lukasa** – a memory board used by Aborigines.

**\*memory image** – a recalled visual depiction of a sentence with subject, verb, and direct object. **Synonyms**: stored image, stored key, stored value, a brick.  
**Examples**: a ball sits on the floor, a baseball hits the pitcher in the head, a gigantic ball rolls over the Empire State Building.

**memory image sequence** – multiple memory images with a memory image trigger that starts the traversal of the sequence.  
**Examples**: a narrative sequence, a rule-based sequence.

memory image trigger – the memory image that is first in the sequence of multiple memory images of a visualization system.

**memory grid**—a memory system attributed mainly to 12th century scholastic Hugh of Saint-Victor. Numbers in the boxes were the keys to the contents of the boxes.

**memory object** - a physical object with a traversal system other than a story.   
**Synonyms**: a pattern palace (@r30)

**memory palace –** an object made up of weakly associated backgrounds and no traversal system.  
**Synonyms**: method of loci (low’-sigh), Roman room technique (one background)  
**Examples:** a house with various rooms.

**mondegreen:** a word or phrase that results from a mishearing of something said or sung.

**narrative logic** – associations that act as either key or value and have meaning for establishing the connections. Actions, events, intentions, thoughts, beliefs, values, and feelings of characters and narrators, or otherwise elucidate details not included in the narrative.

**nested key –** an image key associated with one or more other image keys.   
**Synonyms**: a locus (improper use), composed key, Russian doll, zooming in.  
**Examples**: A museum, a room, a painting, a person, a piece of clothing.

**ordered list** - A naturally ordered set of elements.  
**Examples:** positive integers, any alphabet, places along a favorite walk.

**party** - any sort of person, group of people, or an organization.

**peg** – predetermined encoded images created from an ordered sequence for associating images  
**Synonyms**: a list item, a list key.

peg **system** - a type of traversal or encoding system based on an ordered list.  
Synonyms**:** map.  
Examples: PAO system.

**phantasmagoria** - a sequence of real or imaginary images like those seen in a dream.

**rich encoded image** – an encoded image with some type of enhancing.

**recall –** to restore the original information that produced encoded information.  
**Synonyms**: to decode, to decrypt, to remember.

**repeating pattern palace** – a memory palace where each background uses the same traversal extension.  
**Synonyms**: stencil palace (r30)

**\*rule -** a formal description of a decision made by using a set of variables and ending with a result for each unique combination of variable values.  
**Synonyms**: if-then statement, algorithm, policy item.  
Examples: if x is > 3 and y is < 5 then go right, if a word is alphabetically higher in value than the compared word and neither begin with a symbol then place it after the first word.

**scene** – a structuring principle of narrative logic where all associations revolve around an enhancing type.

**soundalike**: a mnemonic aid image purposely created to help associate to a less memorable word.  
**Synonyms**: Substitute Word, audionym (Dean Vaughn).

**story –** a type of visualization system where many pieces of information mapped to encoded images traversed by narrative logic. Image values are also image keys which support building associations.  
**Synonyms**: the mnemonic link system, the chain method, a doubly linked list.

**\*tautology** - saying the same thing twice in different words.  
**Synonyms**: synonym.  
Examples: First president and George Washington, the apple state and the state of Washington.

**translate** – to transform a type of information into a different type of information.  
Examples: English word to Spanish word, written word to visual image, narrative to song.

**\*traversal rule** –a rule for recalling the order of a sequence of encoded images.  
**Synonyms**: direction, equation.  
Examples: alphabetic, numeric, small to large, left to right, low to high pitch, clockwise.

**\*traversal system** – a set of traversal rules for a group of encoded images so that all of them can be completely recalled.  
**Synonyms**: completeness test, path.  
**Examples**: a narrative, an imposed sequence, hiking trail.

**\*traverse** – recalling an encoded image based on a known encoded image using a rule.  
**Synonyms**: changing focus, moving from link to link, traveling to the next locus.

\*visualization system – a memorization method for creating encoded images.  
Examples: Simple association, story, pegs, symbol, memory object or palace, and journey.

**\*visualization system extension** – a visualization system associated to another visualization system.   
**Synonyms**: a stencil, a template, a motif, a pattern, a portal.  
**Examples**: a Massive Memory Palace.  
References: @r30 on Art of Memory in RGB system May 2015

\*wisdom – aggregated knowledge that has value for helping other people make decisions  
**Synonyms**: governance, strategic decisions  
**Examples:** License plates are best renewed a month early, you should get in some extra baseball practice on bunts because of the pitcher that you are going up against.