# Overview of memory systems

|  |  |  |  |
| --- | --- | --- | --- |
| *Encoding systems* | **no grouping** | **encodings grouped by association** | **encodings grouped by order** |
| **Words / digits** | Key / value | Story | Pegs |
| **Object** | Memento | Memory object or palace | Journey |

|  |  |  |
| --- | --- | --- |
| *System construction method* | **Top-down, key first** | **Bottom-up, value first** |
| **Key-value** | Dictionary | Tradition driven systems suggesting link. |
| **Story** | Pre-written narrative | Keys become values to link to next key suggesting narrative. |
| **Pegs** | Peg system | A personal implied order of items. |
| **Memento** | Shelving, pigeonholes. | Aggregate object, lukasa, souvenir cabinet. |
| **Memory object or palace** | Selected background, familiar locations, photo books. | Values suggest background, one scene of a play. |
| **Journey (rule-based traversal of an object or location)** | Known path with locations having distinct backgrounds for multiple encoding types. Winter counts. Songline? | Associated values suggest an imagined background or scenery, multiple encoding types in each scene. |