# Overview of memory systems

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

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| *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. |
| **Symbol** | Shelving, pigeonholes. | Aggregate object, souvenir cabinet. |
| **Memory object (palace)** | Selected background, familiar locations, photo books. | Values suggest background, one scene of a play. |
| **Journey (a rule-based traversal of an object or location)** | Known path with locations having distinct backgrounds for multiple encoding types. Backgrounds with rules or complex objects. Winter counts. Songlines have sites which aggregate bottom-up stories and are connected by index stories. | Associated values suggest an imagined background or scenery for multiple encoding types in each scene. Layering of types. Lukasa. |