# Overview of memory systems

## Encoding 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 |

## System construction method

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| *System construction method* | **Top-down, key first** | **Bottom-up, value first** | **Traversal style** |
| **Key-value** | Dictionary | Tradition driven systems suggesting link. | by association |
| **Story** | Pre-written narrative | Keys become values to link to next key suggesting narrative. | by narrative logic |
| **Pegs** | Peg system | A personal implied order of items. | by natural order of attached sequence |
| **Symbol** | Shelving, pigeonholes. | Aggregate object, souvenir cabinet. | by association |
| **Memory object (palace)** | Selected background, familiar locations, photo books. | Values suggest background, one scene of a play. | by rule (see below) |
| **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 are encoded sacred sites connected by an index story expressed in other art forms constrained to the index story. | Associated values suggest an imagined background or scenery for multiple encoding types in each scene. Layering of types. Lukasa. Free-form art forms – plays, movies. | by path, by time, by attached pegs |

## Common object traversal rules

* **pre-existing path** or road
* path by proximity, alignment, contrast, or repetition of markers
* front to back
* left to right
* top to bottom
* external POV outside to inside
* internal POV low (starting near your feet) to high
* external POV high (starting near your head) to low
* internal POV: inside to outside
* **clockwise** (north, east, south, to west or 12, 1, 2, etc.)
* **6-sided die** - turn right, rotate forward