# Memory systems summary

## Visualization systems

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| *Visualized by* | *single association* | *narrative sequence* | *rule-based sequence* |
| **Words / digits** | Simple association | Story | Peg system |
| **Objects** | Symbol | Memory object or palace | Journey |

## Visualization system construction method

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|  | **Top-down, key first** | **Bottom-up, value first** |
| **Simple association** | Key-value pair | Tradition driven systems suggesting links. |
| **Story** | A prepared narrative structure ready for details. | Each new detail drives a narrative that does not follow a set structure. |
| **Peg system** | Traversal by a standard set of rules. | Traversal by a custom set of rules. |
| **Symbol** | Shelving, pigeonholes. | Aggregate object, souvenir cabinet, |
| **Memory object or palace** | A prepared background, familiar locations, photo books, an unordered method of loci that needs a story to follow. v | A composite memory image where chunked values suggest a background or a scene of a play, |
| **Journey** | Locations having a common and distinct background(s) for encoded images or other systems. Winter counts, songlines, an ordered method of loci. | Associated values suggest an imagined background or scenery for multiple types of knowledge in each scene. Layering of types. Lukasa. Free-form art forms – plays, movies. |

## Common traversal rules

* **pre-existing path**
* **sequence** (alphabetic, numeric, etc.)
* **peg system** (imposed sequence)
* path by proximity, alignment, contrast, or repetition of markers
* small to large
* 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
* low to high pitch