# Memory systems summary

## Visualization systems

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| --- | --- | --- | --- |
| *Visualized by* | *single association* | *narrative traversed sequence* | *rule traversed sequence* |
| **Words** | Sentence | Story | List |
| **Object or location** | Symbol | History | Journey |

## Creation methods

|  |  |  |
| --- | --- | --- |
|  | **Key first (you reason)** | **Value first (you imagine)** |
| **Sentence** | **Logical sentence**. Subject performs relevant action with relevant object. | **Nonsense sentence**. Any subject acting in any way with an object. |
| **Story** | **Improvisation**. Subjects and objects follow narrative logic with relevant actions without knowing an outcome. | **Legend**. Imaginary subjects and actions perform narratives on objects to achieve an outcome. |
| **List** | **Pegs**. An ordered list of subjects perform relevant actions to a sequence of objects. | **Pattern**. Seen as a whole, a group of objects suggest an order for imaginary subjects or actions of a sequence. |
| **Symbol** | **Feature**. A natural or created part of a background is associated in a relevant manner with an object. Monument, memento, icon, tag. | **Projection**. An object acts on a natural or created part of a background for an imaginary reason. |
| **History** | **Adventure**. An existing background controls the narrative logic to the actions and objects without knowing the outcome. You are standing in an open field west of a white house, with a boarded front door. There is a small mailbox here. What does the mailbox do? | **Dreaming**. A background is the result of a narrative of locations with imaginary actions and subjects to achieve an outcome. People or gods did stuff here to this object, who and what was it? |
| **Journey** | **Marked path**. An ordered set of locations within a real background are associated with actions and objects. Songlines, an ordered method of loci. | **Art form.** An ordered set of locations using an imaginary background develops out of imaginary subjects doing actions on a group of objects. Plays, movies, dance. Lukasa, winter counts. |

## Common traversal rules

* **pre-existing path**
* **sequence** (alphabetic, numeric, etc.)
* **peg system** (imposed sequence)
* path by proximity, alignment, contrast, or repetition of elements.
* 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