# 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

|  |  |  |
| --- | --- | --- |
| Type | **Key first (using and teaching)** | **Value first (learning)** |
| **Sentence** | **Logical sentence**. Subject performs relevant action with relevant object. | **Nonsense sentence**. Any subject acting in any way with an object. |
| **Story** | **Legend**. Imaginary subjects and actions perform narratives on objects to achieve an outcome. Fable. | **Improvisation**. Subjects and objects follow narrative logic with relevant actions without knowing 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. Method of loci without a traversal rule. | **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. A method of loci with a narrative backing. 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? Songlines. |
| **Journey** | **Marked path**. An ordered set of locations within a real background are associated with actions and objects. An method of loci that follows traversal rules. | **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. |

The difference between the two styles of visualization systems in the bottom chart are distinguished when the system is created. If the knowledge that is being stored is known beforehand, then it is what I used to call a top-down system or a key system based on using a memory system as keys to provide storage locations for the knowledge. People impose a rational order on top to retain for use and to **teach** others about the knowledge. It’s more of a scientific approach.

The other style of visualization system is the bottom-up style where information is stored as it is acquired and blended in to a system. When too many pieces of information or values are needing to be stored, they have to be understood and chunked using the imagination to provide a way to organize it. It is a **learning** process as new pieces of information are blended in and the ordering can change. You could call this the analytic approach.

## 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