Ω MANIFESTO

These ideas are integrated by Sociamancer

"…this machine must be kept going while it is being repaired."

"Philosophy and the Social Problem" - Will Durant (1917)

Psihesion - Social cohesion resembling the philosophies of Stoicism, Daoism, Asabiyyah, and Ubuntu

Forecasting - the process of making predictions based on past and present data. Later these can be compared (resolved) against what happens. For example, a company might estimate their revenue in the next year, then compare it against the actual results. Prediction is a similar, but more general term. Forecasting might refer to specific formal statistical methods employing time series, cross-sectional or longitudinal data, or alternatively to less formal judgmental methods or the process of prediction and resolution itself. Usage can differ between areas of application: for example, in hydrology the terms "forecast" and "forecasting" are sometimes reserved for estimates of values at certain specific future times, while the term "prediction" is used for more general estimates, such as the number of times floods will occur over a long period.

Risk and uncertainty are central to forecasting and prediction; it is generally considered good practice to indicate the degree of uncertainty attaching to forecasts. In any case, the data must be up to date in order for the forecast to be as accurate as possible. In some cases the data used to predict the variable of interest is itself forecast.[1]

Simulation - the imitation of the operation of a real-world process or system over time.[1] Simulations require the use of models; the model represents the key characteristics or behaviors of the selected system or process, whereas the simulation represents the evolution of the model over time. Often, computers are used to execute the simulation.

Simulation is used in many contexts, such as simulation of technology for performance tuning or optimizing, safety engineering, testing, training, education,[2] and video games. Simulation is also used with scientific modelling of natural systems[2] or human systems to gain insight into their functioning,[3] as in economics. Simulation can be used to show the eventual real effects of alternative conditions and courses of action. Simulation is also used when the real system cannot be

engaged, because it may not be accessible, or it may be dangerous or unacceptable to engage, or it is being designed but not yet built, or it may simply not exist.[4]

Key issues in modeling and simulation include the acquisition of valid sources of information about the relevant selection of key characteristics and behaviors used to build the model, the use of simplifying approximations and assumptions within the model, and fidelity and validity of the simulation outcomes. Procedures and protocols for model verification and validation are an ongoing field of academic study, refinement, research and development in simulations technology or practice, particularly in the work of computer simulation.

Win Win game - a special case of a non-zero-sum game that produces a mutually beneficial outcome for two or more parties.[1] If a win–win scenario is not achieved, the scenario becomes a lose–lose scenario by default, since all parties lose if the venture fails. It is also called a positive-sum game and is the opposite of a zero-sum game.

Interdependence - all sides care about every other side. In large part, this is due to their own internal forecasting and simulation techniques. If they cooperate, then they participate within the 'Win-Win game' effect of certain systems. If they defect, then they risk isolation from the community.

Centrism - a political outlook or position that involves acceptance and/or support of a balance of social equality and a degree of social hierarchy, while opposing political changes which would result in a significant shift of society strongly to either the left or the right.

Three-body problem - the problem of taking the initial positions and velocities (or momenta) of three point masses and solving for their subsequent motion according to Newton's laws of motion and Newton's law of universal gravitation.[1] The three-body problem is a special case of the n-body problem. Unlike two-body problems, no general closed-form solution exists,[1] as the resulting dynamical system is chaotic for most initial conditions, and numerical methods are generally required.

Historically, the first specific three-body problem to receive extended study was the one involving the Moon, Earth, and the Sun.[2] In an extended modern sense, a three-body problem is any problem in classical mechanics or quantum mechanics that models the motion of three particles.

Eleutheric - relates to cultural protection and arbitration, with moral and ethical duties to improve, and to serve society as a foundation of expressive pursuits. Some roles include artists, philosophers, and magistrates

Auxonic - relates to expertise within industrialization and related processes, with mastery of physics as the basis of engineering and scientific progress. Some roles include materials engineers, physicists, and industrial engineers

Psionic - relates to ongoing progress with consistent and repeatable cultural techniques for coordinating the systems of intelligence. Some roles include oracles (thought leaders, etc.), cultural scientists, and advisors

Kubernetic - relates to the mastery of computerized, automated, and other emergent information systems and to serve society through further advancing information systems. Some roles include: cyberneticians, hackers, logicians

Biotic - relates to granting genetically and chemically altered life to society, and building of bonds with natural systems, like eternally blooming lotus flowers with infinite diversity. Some roles include biologist geneticist and ecologist

Genic - relates to superorganisms and transformational movers, like curators, administrators, and de facto but emergent/ephemeral rulers (like governments), but with ancient and limitless reach in historical cases due to the consensus of time. Some roles include leviathan (governments, and other multi-centric organizations), administrators, and drones

Denizen - no one within a psihesive community is a citizen because the treatment towards the weakest member reflects the ethics of the community

SHORT TERM GOALS

Local R&D Center

Research Hubs allow denizens to trade labor for skills

“Socrates proposed to prove that if a man were intelligent, he would see that those same qualities which make a man a good denizen — justice, wisdom, temperance, courage—are also the best means to individual advantage and development.“

How

Goals

- ☐ Research novel logistic solutions
- ☐ Develop new infrastructure (physical, digital, etc.)
- ☐ Automate the development of infrastructure
- ☐ Integrate pre-existing craftsmanship
- ☐ Renovate truly historical locations
- ☐ Host networking opportunities with local industry partners
- ☐ Increase supply channels for funding skill retrain programs
- ☐ Increase connections between existing educational institutions
- ☐ Supplement public digital resources

Constraints

- ☐ In local areas between 500 - 50000 people
- ☐ Local political view tendencies gravitate or trend towards centrism.

Stakeholder motivations

Global civil society	
Governments	
Educational	
Cultural	
Religious	
Business	
Individual	

Public Common Spaces

Social Hubs allow denizens to trade time for fun (and networking)

“You see all these agitated, pompous men, making laws at the rate of some ten thousand a year; you see those quiet, unheard of, underpaid seekers in the laboratories of the world; unless you can bring these two groups together through coordination and direction, your society will stand still forever, however much it moves.”

How

Goals

- ☐ Goal 1

Constraints

- ☐ Constraint 1

Stakeholder motivations

Global civil society	
Governments	
Educational	
Cultural	
Religious	
Business	
Individual	

Automated Cultural Relations

Cultural Hubs allow denizens to trade time for attention

“For to preach intelligence is not enough; there remains to provide for every one the instrumentalities of intelligence. What men needed, what Athenian statesmanship might have provided, was an organization of intelligence for intelligence, an organization of all the forces of intelligence in the state in a persistent intellectual campaign.”

How

Goals

- ☐ Goal 1

Constraints

- ☐ Constraint 1

Stakeholder motivations

Global civil society	
Governments	
Educational	
Cultural	
Religious	
Business	
Individual	

LONG TERM GOALS

21st Century Public Safety Force

Safety Hubs allow denizens to trade privacy for dignity

“The moral, answered Socrates, is to get better morals, to find an ethic immune to the attack of the most ruthless skeptic. The Sophists were right, said Socrates; morality means more than social obedience. But, the Sophists were wrong in opposing the good of the individual to that of the community…”

How

Goals

- ☐ Goal 1

Constraints

- ☐ Constraint 1

Stakeholder motivations

Global civil society	
Governments	
Educational	
Cultural	
Religious	
Business	
Individual	

21st Century Recycling Center

How

Goals

- [ ] Prototype MVP of Auxon

Constraints

- [ ] Constraint 1

Stakeholder motivations

Global civil society	
Governments	
Educational	
Cultural	
Religious	
Business	
Individual	

21st Century Network - called Psihesion.Systems

How

Goals

- [ ] Engineer psihesive systems for coordinating omega manifesto
- [ ] Provide SSO for every user to every other digital platform
- [ ] Secure data with top-level security technology
- [ ] Sacrifice total privacy
- [ ] Embolden dignity for every denizen

Constraints

- [ ] Constraint 1

Stakeholder motivations

Global civil society	
Governments	
Educational	
Cultural	
Religious	
Business	
Individual	