2. To project treasury.

3. **Receivability:** How do users receive tokens?
   A. Exchange fiat for token.
   B. Exchange another token for Project's token.
   C. Contribute and receive token.
   D. Pass education experience and receive token.
4. **Valuability over time:** How will the "value" of the token change over time:
   A. **Remain stable.**
      1. If it will remain stable, will it be stable to:
         i. **Fiat** use stable coins issued by the DHO and *backed/redeemable by your the treasury, services, and assets*.
         ii. **Buying power** use "Constant Seeds" (SEEDS/Hypha model), or make the Project's own stability protocol *backed by the treasury and assets*.
   B. **Increase** (over time):
      1. If it will increase, then how does the token determine a value/price?
         i. **Market-based** the "market" decides the price.
         ii. **Asset-based** the total assets decide the price.
         iii. **Protocol-based** it is algorithmically set with a redemption/issuance price (ABC).
         iv. **Policy-based** the DHO is used to manually decide the price.
   C. **Decrease** (over time).
5. **Investability (loanability, leveragibility, intrestability):** Will the tokens be leveraged (leverageable, loanable, stakeable, investible)? How to gain more of that token back from temporarily allocating a token to a specific use/production?
6. **Redeemability (demandability)**: What is the token redeemable for [to provide its value]?
   A. May be shown or exchanged for:
      1. Treasury assets.
      2. Products and services (an access pass).
   B. **Project assets** (if liquidation) redeemable for project assets value.
      1. Token = proxy.
      2. Only if value is *planned to increases over time*.
   C. **Project access** redeemable for the value of staying at the project.
      1. Token = proxy.
      2. Only if value is *planned to increases over time*.
   D. **Revenue share** redeemable for the value of any profits generated.
      1. Token = proxy.
      2. Only if value is *planned to increases over time*.
   E. **Decisioning rights (governing rights)** redeemable for the value of *making* decisions.
      1. Token = proxy.
      2. Only if value is *planned to increases over time*.
   F. **Treasury assets** redeemable via exchanging $1 in token for $1 in another asset.
      1. Only if value of token is *stable or linked buying power*.
   G. **Products and services** redeemable within the project economy.
      1. Only if value of token is *stable or linked to buying power*.
7. **Distributability:** How are tokens distributed? Tokens may be distributed in the following ways:
   A. Among users of the platform.
   B. To those providing capital.
   C. To those providing labor.
8. **Deletability:**
   A. If this token can be deleted, then how?
      1. After use/purchase.
      2. After certain amount of time stored.
      3. After certain amount of time staked.
      4. After individual leaves role.
      5. After individual moves out of a local habitat.
9. **Fungibility (a.k.a., interchangeability, divisibility, replacability with another of the same kind, uniqueness, individuality, scarcity, ownership):** Will the tokens be fungible (divisible)? Fungibility is the ability to exchange one [token] with another [token] of the same kind. The fungibility of a token is determined by its degree of divisibility. Everything in an economy is either fungible (many of the same kind and replaceable) or non-fungible (one of a unique kind and irreplaceable), or somewhere along the spectrum between the two. The equivalent in a community type society is personal access is non-fungible, and common access is fungible.
   A. There are two types of fungibility (in terms of one-to-one conversion possibility):
      1. **Interchangeable tokens, fungible tokens (crypto-currency, divisible assets, interchangeable money, digital money, etc.)** tokens that are not unique; they are identical and dividable, and can work like currency. Money is fungible tokens. Fungible tokens have many identical units, like money. Fungible tokens are mostly used as crypto-currencies. One token in a set of fungible tokens can be swapped for any other token in the same set.
      2. **Non-interchangeable tokens, non-fungible tokens (NFTs, cryptographic assets, non-divisible assets, unique assets)** are cryptographic assets on a blockchain with unique identification codes and metadata that distinguish them from each other. With NFTs,

each token is unique, in the same way many objects in the physical world are unique. An NFT is a unit of data stored on the blockchain and certified as a digitally unique asset. These are tokens that are 100% unique and have only one owner; they are not interchangeable on a one-to-one basis. Non-fungible tokens are units of data that represent a unique digital asset stored and verified on a blockchain. These types of tokens are non-interchangeable; they cannot be replaced with another non-fungible token of the same type. They can represent assets ranging from collectible items to real estate in blockchain games. NFTs can be bought or sold online and represent digital proof of ownership of any given item. An NFT is a blockchain record, in which a digital asset is anchored into a smart contract; it relies entirely on a blockchain network.

i. NFTs can represent ownership/access to (i.e., have actual uses; by showing the NFT, someone gets):
   1. **Access to unique physical items**, such as: artwork, real estate, and events, subscriptions, or forums. It is possible to buy and sell real-estate property, such as land and houses, using NFTs (tied to LLCs) to transfer ownership and keep a record of transactions, similar to a deed/title. Anything physical can become an NFT, and owned. NFTs act as a digital twin of a physical object.
   2. **Access to a unique event or group.**
   3. **Access to unique digital media** (any digital work), such as: digital art, videos, music, GIFs, games, text, memes, and code. Anything that can be copywrited can become an NFT, and owned. However, when someone buys an NFT representing an creative image they may or may not being buying the copyright along with the unique digital "asset/code" that they are buying. Buying either is possible - it just depends on the design of the token ("smart" contract). When someone buys a physical painting, that person is typically not buying the copyright. Instead, s/he is buying the physical object and a license to use and display it.

ii. NFTs can be used to:
   1. Purchase and redeem for ownership of:
      a. Physical assets.
      b. Digital assets.
      c. Title/deed assets.
   2. Present and gain access to some-place, some-event, or some-thing.
   3. Track transactions, such that creators can receive royalties from secondary sales.
   4. In computer games, NFTs can represent objects, skills, and experiences that give players abilities and items.

iii. NFTs have the following characteristics:
   1. Individuality (one user).
   2. Ownership/access tied to an individual.
   3. Uniqueness tied to an individual (cannot be interchanged with another).
   4. Possible scarcity due to unique tie to individual. However, they would not be considered scarce if everyone can get one (i.e., everyone getting access to a personal dwelling, represented as an NFT).

In the digital economy, fungible tokens (FTs) function as the elemental units of currency on the Internet, akin to digital cash. Each unit of a fungible token is equivalent and divisible, allowing for precise, seamless transactions in the digital marketplace. Each unit holds equivalent value to another of the same unit, ensuring consistency and fungibility, essential features for any medium used in financial exchanges. While FTs are a fundamental part of the transactional infrastructure on the blockchain, they are distinct from non-fungible tokens (NFTs), which are unique and not directly exchangeable on a unit-to-unit basis (because, they represent unique physical objects or digital "objects"). Non-fungible tokens (NFTs) are digital "atomic" units of ownership on the internet; they are verifiable ownable digital assets. Here, the word "ownable" represents the market-based view; whereas, the word "associable" represents a non-market-based view of an NFT. Non-fungible tokens (NFTs), by definition, are unique digital assets that cannot be interchanged on a one-to-one basis due to their unique properties. An NFT represents a unique item with distinct attributes that make it different from other tokens, hence it is "non-fungible" - not replaceable by another token on a like-for-like basis. However, the concept of fractional ownership of NFTs does exist. This involves breaking down the economic interest in an NFT into smaller pieces, allowing multiple individuals to hold a share of the ("own") an NFT. While the NFT itself remains indivisible in terms of its digital representation and ownership recorded on the blockchain, the economic/access rights associated with it can be distributed among more than one owner. An NFT is just the idea of a token; then, there is the idea that a single token can be fractioned and have pieces of it acquired by more than one entity. This fractioning is typically managed through "smart" contracts and

requires legal and digital structuring to maintain the integrity of the NFT. Hence, tokens could be categorized as follows:

1. **Non-fungible tokens (NFTs):** Each NFT is unique and serves as an atomic unit of ownership for a specific asset. The NFT cannot be divided into smaller units that represent the original asset.
   A. **Fractional ownership of NFT structure:** This concept allows multiple people to own a portion of the rights associated with the NFT. Although the NFT itself remains a single, indivisible item, the value it represents can be fractioned. Each fractional share is fungible within its fraction class (meaning each share of the fraction is identical to the others), but each fraction is still part of the broader, unique NFT. Access to a group may not be fractionable, but ownership of land or a building is fractionable.
2. **Fungible tokens (FTs, financial tokens):** In contrast, fungible tokens are interchangeable because they do not have unique attributes that differentiate one token from another. Examples include cryptocurrencies like Bitcoin or Ether, and all State currencies are examples of fungible currencies, where each unit is identical to another and can be exchanged on a one-to-one basis. Funglible tokens do not represent ownership of a physical asset directly. However, they can be used as a medium of exchange or a store of value and may facilitate the acquisition or sale of real property through their conversion into fiat currency or by being accepted as payment. It's important to note that the value of FTs can be applied to transactions involving real property, but the tokens themselves do not embody any claim or title to real-world assets. This distinction separates them from tokenized real estate or other asset-backed tokens that directly represent an interest in tangible property.

To clarify, some tokens (fungible and non-fungible) can be transferred (traded, gifted, etc.) to other accounts, and some tokens once assigned to an account can never be transferrred to another account (a.k.a., "soulbound", non-transferrable tokens). Marketplaces are locations where there are tradable things (including things only made for trade, "commodities"):

1. fungible tokens are traded for other fungible tokens (on financial exchanges) or for goods and services, and/or
2. non-fungible tokens are traded for fungible tokens or other non-fungible tokens.

Here, scarcity (including supply and demand) maintains the price of tradeable things in a market. This means, the owners of tradeable things have an incentive not to allow copying (i.e., the creation of the abundance of digital things and/or currently "owned" information). Here, copying becomes bad for owners, for "creators". On the one hand, it distributes creative work to a wider audience (which is the goal for intrinsically motivated creatives). On the other hand, the abundance of media (by allowing copying) creates competition for attention and an increase in supply (thus reducing income/profit). MFTs and the supply of FTs can be designed to make something scarce, thus carrying on the auspices of the market.

Herein, in the market, there are fungible token sub-structures (i.e., digital currencies and "smart" contracts) that allow for :

1. **The purchase of non-fungible tokens**, through NFT marketplaces.
2. **The payment for computational labor** (a.k.a., computation or computational effort), commonly known as "gas", a measure of computational effort.

Hence, there are blockchains that:

1. Requiring token payments to purchase computing resources.
2. Do not require token payments to use computing resources.

Table 19. *Fungible versus non-fungible tokens.*

Category	Fungible Tokens	Non-Fungible Tokens
Primary Features	Divisible	Indivisible (non-divisible)
	Non-unique	Unique to physical object or software "object"
	Interchangeable	Not interchangeable
Market uses	Payment system	Intellectual property
	Store of market "value"	Academic title
		Artwork
		Music composition
		Gaming
		Utility
		Assets such as stocks or shares
		Access to a service (i.e., subscription)
Examples of tokens	Bitcoin, Litecoin, ERC-20 standard	ERC-721 standard

Category	Fungible Tokens	Non-Fungible Tokens
Unique value	Do not have unique value	Do have unique value, because each token has a unique ID
Content stored	"Value"	Data

The following types of tokenization structure are possible:

1. **Safety net & labor ("contribution")** tokens activate if holders vote to close the project all assets are sold and proceeds are distributed.
   A. Token tracking: Tokens track total project value.
   B. Demand side: Project assets.
   C. Supply side: Project assets.
2. **Land stewardship ("kins domain")** members earn/buy and lock an equal % of tokens for the % of land stewarded.
   A. Token tracking: Tokens track total project value.
   B. Demand side: Project assets or Project access.
   C. Supply side: Project assets.
3. **Community labor (community "contribution")** members earn/buy and burn N tokens every N for membership.
   A. Token tracking: Tokens track a day's stay. For example, $5 in tokens or 5 tokens.
   B. Demand side: N/A.
   C. Supply side: N/A.
4. **Owner access** members lock N and burn N tokens every N to access the project assets.
   A. Token tracking: Tokens track a day's stay, revenue, and total value.
   B. Demand side: Project assets, Project access, or Revenue share.
   C. Supply side: Project access or to Reciprocate labor (contributions payment).
5. **Shares / revenue sharing** shares in legal entity. % profits proportionally to token holders (whatever isn't reinvested).
   A. Token tracking: Tokens track land ownership.
   B. Demand side: Project assets, Revenue share, or Decisioning rights (Governing rights).
   C. Supply side: to Reciprocate labor (contribution payment).
6. **Debt / liabilities** tokens to be bought back and burned over time (repay).
   A. Token tracking: Tokens track debt obligations.
   B. Demand side: Project assets, Decisioning rights (Governing rights), or Treasury assets.
   C. Supply side: to Reciprocate labor (contribution payment).
7. **Contribution accounting** no other legal or expected function established at the onset.
   A. Token tracking: Tokens track contributions.
   B. Demand side: N/A.
   C. Supply side: to Reciprocate labor (contribution payment).
8. **Fiat-stable currency** tokens to be used as a medium of exchange within the project.
   A. Token tracking: Tokens track economic (buy & sell) activity.
   B. Demand side: N/A
   C. Supply side: N/A.
9. **Free floating currency** tokens to be used as a medium of exchange within the project.
   A. Token tracking: Tokens track economic activity.
   B. Demand side: Products and services.
   C. Supply side: Products and services.

2.3.4 Market demand manipulation

INSIGHT: *Demand is directly related to population.*

In a community-type society, there are no for-profit entities are trying to maximize or otherwise manipulate human consumer demand for their advantage (e.g., profit). Instead, a community-type society is organized to maximize the fulfillment of human needs and individual preferences ("wants"). A community-type society is not designed to stimulate wants for brand-based commercial products, particularly those that would otherwise not be wanted (if not for the propaganda). The ways for-profit entities in the market maximize and manipulate human consumer demand include, but may not be limited to:

1. Advertising and marketing, propaganda are a set of psychological manipulation techniques to get people to make purchases, and to believe biased information.
2. Manufactured scarcity production strategy of producing less than demanded, in order to raise the price and make the final product rarer (Read: produce in less than abundance protocol).
3. Manufactured obsolescence production technique to produce products that fail and/or have an accident on purpose, in order to force replacement (Read: use more resources than necessary/efficient protocol).
4. Recommendation services to facilitate other similar and or needed products/services. (e.g., book and video recommendations).

Many (if not all) market demands are manipulated statistics. To maximize power and profit, market-State organizations do the following to maximize sales:

1. State propaganda is what governments do to conceal harmful behaviors.
2. Advertising is what corporations do to gain

consumer demand and increase purchases of their products. Note here that advertising is propaganda, and some languages, like Portuguese actually use the word "propaganda" to mean "advertising" (i.e., they call advertising, propaganda).

3. Marketing is what individuals and organizations do to make themselves known in the market.

NOTE: *Conversely, cooperation and the sharing of resources and of access is what the population of community does to maximize global human fulfillment.*

In terms of economic calculation, what is most relevant is the aggregate demand for a needed product(s), as well as its prioritization and any preferences associated with it. For instance, what is most relevant for production is how many of a specific type of size 6 shoes are required to meet total demand. Shoes are a life-support priority. The user will likely have a preference for shoe color, unless the shoe color is determined by some functional specification (e.g., white shoes for a special lab-type work environment). Here, a different preference will have a model identifier associated with that preference of specific product (e.g., a red preferred shoe).

Here, it is essential separate what is essentially needed in type and quantity (e.g., size 6 hiking-type boot), from what is a customizable preference (e.g., the boots color). The boot represents a needed life-support, architectural-clothing service object. The color of the boot represents a particular user's preference.

The total number of a product required [by users] can be acquired in two ways; it is possible to know the total demand for an object by acquiring data on:

1. The total number checked-out of the community library (i.e., how many are being purchased now and have been purchased in the past).
2. Survey data for how many people need (or, prefer) access to the object(s). Surveys are extremely useful for the collection of preference-type demands. Depending on context, survey results can differ from final consumption results, particularly under social influence.

Herein, the number of products in the economy is bounded by the number of people in the society (and therein, in each local habitat service system). There is a one-to-one (one person to one product) or a many-to-one (many people to one product) relationship between the number of products and the number of people. For instance, whereas one person may use a toothbrush, many people may use an airplane.

Community design does not trying to maximize consumer demand (want); instead community engineers to maximize human need fulfillment, and not, stimulate want[ing]. From the standpoint of knowing what to produce in aggregate, what one individual prefers is not particularly relevant. What is relevant is the aggregate demand for a product (e.g., X Life Support service, simple t-shirts, mountain boots size 10, etc). These are the endpoints that have to be balanced with demand; the user's actual need for objects and services. That number can be determined by what people purchase (market), by what people freely take (community access), and by surveys of human needs/issues/demands, their current fulfillment, and the surveyed preferences of people who are educated and understand community. Clean and robust data is hard to acquire when information surveying working groups don't understand community standards and/or when the surveyed users don't understand their own needs. Input/outputs systems aggregate similar things together for purpose of computation-planning.

2.4 The simplified structure of the State

A.k.a., The simplified structure of authority.

The State is a special organisation of force persisting to defend; it does the work of the monopolization of force, violence, and coercion. In a competitive environment, it is frequently used as an organisation of violence for the suppression of some class and the optimization of access of another class, where classes/users compete. The State may provide services, physical need fulfilment, financial, and also, dispute resolution services. Every State is a territorial "authority" with power of coercion and force over a population. The "market" is free to disregard the needs of those unable to participate sufficiently. Whereupon, a State (social service organization) is needed to provide a base of life support to help those unable to participate, survive (and thus keep the system relatively stable). In many ways, the "State" exists as an extension of the market's inherent basis in competitive advantage. The State can be used as a tool for powerful market and military entities, and it can be used to facilitate transition to community. In a context where there is a market-State, what decreases profits is less preferred and what increases profits is preferred. The early 21st century society is driven by business and military authority. State and business collusion at all time. The State arose with the development of private property. Throughout the ages, its outward form varied (e.g., monarchic, aristocratic, republican, etc.), but at all times its purpose was to secure those who had property (primarily, of the wealthy, who were few from the many who had less, or even, none). The State represents power that can be wielded and controlled by force (as in, power > control > force; power through control using force-over-others). In the market-State, there are citizens of States, and everyone on the planet is expected to be a citizen somewhere. Here, a "citizen" is a subject of the authority of a State.

At a basic level, the modern State functions for a population as:

1. **A law business** that maintains a high-level of

control over society through the creation and enforcement of law (and where present, the creation and operation of social-services). Governments come to power to create and enforce law (based on their political ideologies). In other words, governments are established with the mandate to formulate and implement laws, which are often influenced by their underlying political ideologies.

2. **A security business (conflict resolution business)** to protect the people and their private property using courts, police, and military. As a security business, the State is a private (from authoritarian private through to democratic private and then voluntary private) conflict resolution authority, a private conflict resolution agency. Governments come to power to protect socio-economic entities within the jurisdiction (e.g., businesses, citizens, etc.).
   A. **A security production business** department that handles the research, design, manufacturing, production and roll-out of highly sensitive/classified security-type technologies and weapons.
3. **A utility and social service business** that provides essential services where the market is insufficient and/or non-optimal, or where the State has assumed control (note: the pure ideal of socialism is where the State assumes control of all economic functions). Governments come to power to provide essential services to the citizenry.
4. **A fixed-property management business** that provides land rental management services. All property within a State territory technically belongs to the State (or, at least the State sees itself as having oversight), and unless someone has an "aloidial title", that person does not own the land, which is the reason the State can tax the land owner for using (renting) the land. Within a State's territory, the ultimate ownership of land rests with the State itself, and private ownership is subject to State authority and conditions. The term "alodial title" refers to the concept of absolute ownership of land, free and clear of any superior landlord or sovereign (i.e., free of a greater State). In practice, allodial title is rare; most property held by individuals is subject to some form of taxation or regulatory control by the State. This is the principle that underlies property taxes: individuals and entities hold and use land that is technically under the dominion of the State, and in return for this right to use (rent), they are subject to taxation on that property.

Typically, all States in the 21st century have all the following elements:

1. A border/perimeter: A clearly defined territory/jurisdiction.
2. Population: One or more "nations" of people that live within that territory.
3. Central government: The ability to create and enforce laws with that territory.
4. Domestic monopoly on violence: The ability to maintain martial-order inside the territory.
5. Interstate sovereignty: In theory, control over domestic affairs without interference by other States.
6. Recognition: Diplomatic recognition by other States, through treaties.

The governance of a territory is "owned" (i.e., managed, conducted, has "right" to be controlled) by some select political individual (more authoritarian) or select political group (more democratic). The common names given for this individual/group of owners [of decisioning] over a State territory (with "lawful authority" over the land/assets) include, but are not limited to:

1. Authority.
2. State.
3. Government.
4. Nation.
5. Country.
6. Council.
7. Office.
8. Committee.
9. Board.
10. Commission.
11. Department.
12. National staff.
13. Royalty (imperiality, monarchy, dictators).
14. Territorial officials.
15. Jurisdictional officials.

Government's apply and create legal systems for purposes. Different States have different means by which governments achieve the power of the State. The State is the Structure, the government is the political-economic organization in control. The State maintains power through personnel populating a set of primary roles:

1. **Law administration (i.e., the politicians, policy makers)** those with the ability create, modify, and re-configure law.
   A. Military enforcement workers those who enforce the commands of the politicians, where violence need be applied.
2. **Legal administrators (i.e., the workers)** those who carry out the decisions of politicians and

administer the law.
   A. Public service workers those who do the socio-technical work of social and technical urban services.
   B. Public enforcement workers (a.k.a., the Law enforcement workers) those who enforce the law in order to acquire, penalize, and criminalize offenders.
3. **Crime (a citizen violator)** is a harm, a violation of the social values and rules in which we live together. The State interfaces with citizens to investigate crime and punish the criminal (market-State), or restore fulfillment to all harmed (community). All criminal law refers to the coercive control of behavior, because there are consequences that affect an individual's human need fulfillment after a crime has been committed.

Law is a State structure for control over society. Law is a type of decision system, as is governance. The law is dictated substantially in the market-State on someone's influential place in the socio-economy and their wealth. Law has traditionally been used by those with power-over-others to maintain power and act upon their wants. In this way, law has traditionally be used by rulers to keep subjects under control. The State exists because of unequal distribution of optimized access to human need fulfillment given what is known and available. Because detrimental effects come from unequal distribution (and advantage, profit), the State exists to identify harm, and to punish or restore harm after it has occurred.

The State (where there is a market) is financed through taxes that come from the market. Taxes are collected coercively; if someone does not pay required taxes, then there is serious punishment. Hence, the State is funded through coercion, leading to an obvious reduction in freedom.

The State operates on a double scale in relation to authority (coercive control) and planning (centralization of design and operation):

1. From more, to less, authoritarian: More coercive, or less in control of the Law/Justice State. Here, laws are decided and justice is executed.
   A. Where, "State" application of force is based less, or more, on violence as force. Here, force comes into play when an "authority" [of the State "authority"] says anyone cannot do the opposite of a command from a "lawful authority" of the "State".
      1. In the traditional market-State, and in application in the punitive-criminal justice system, the force of the State is based more on violence. Violence as:
         i. Abuse of power-over-others (i.e., abuse of authority).
         ii. Physically arresting the movement of, or killing, another human.
      2. In community, there is a restorative justice system in which medically trained InterSystem team personnel seek to restore well-being after a violation has occurred and the community (contribution working groups and habitat residents) seek to design better configurations of society without harm. In community, where force is required, it is based least in violence.
2. From more, to less, centralizing in production: More centralized production in control of the Planning State. Here, economic plans are decided and habitats/cities are executed. In concern to the market-State. There is either more market economic planning (with less State planning), or more State economic planning (with less market planning).
   A. Where, State planning of socio-technical (a.k.a., socio-economic) society is more, or less, controlled by the State. Here, standards and economic calculation come into play, developed by collaborative working groups.
      1. In the traditional market-State, there is always a mixture of economic plans:
         i. family economic planning,
         ii. State socio-economic planning, and
         iii. market-profit planning (business plans as project plans with the addition of moneyut, .
      2. In community, there is a unified information system, in which there is a global decision system within which there are InterSystem working groups and local resident participation, to evolve customized habitats that meet the human need fulfillment and preferences of their local residents, within a globally networked habitat service system.
         i. Unified, global contribution coordinated service system consisting of an:
            1. Information system.
            2. Decision system.
            3. Habitat[ion] system.

In the early 21st century, States require money (tokens) to pay their conflict resolution employees (i.e., pay their politicians and the State administrators. The State may be funded by expropriating (taking by force or threat of force) and/or creating money:

1. **Tax (a.k.a., economic coercion, taxation, forced taking, coerced taking, theft, violent acquisition, money appropriation; because it is**

under the threat of punishment) is the collection of money through threat of force, as payment to the State for rent and service usage. Tax creates demand for the currency of a State; because it reduces the quantity of currency available.
   A. **Individual static-property owner tax** (e.g., land tax, building tax, etc.). These are land-fixed taxes.
   B. **Service static-property owner tax** (e.g., operating permits tax, construction permits, etc.). These are non-land fixed taxes.
   C. **Individual dynamic-property owner tax** (e.g., any tax on trade or commerce, including sales/purchase tax, income tax, etc.). These are trade taxes; for any/every trade of a specific type, the State takes a cut of the price of the transaction.
   D. **Fines to citizens and businesses** for non-compliance with a law/regulation. These are law violation taxes; where crime has occurred the guilty are taxed (a.k.a., fined, penalized).
2. **Sale of purchased and/or expropriated assets** (i.e., undefendable asset seizers).
3. **Financial currency production** (i.e., money "printing", financial quantitative easing).

From an financial accounting perspective, there are two operations that the State can engage in:

1. Link a token's creation to it being spent -- creating linked to spending: A State can spend money into existence. This would involve the central bank typing in a number designating a certain amount of money into a computer so that it appears either on the State's account at first or directly on the account of a payment recipient. This is simply a matter of changing the numbers on the central bank's digital record sheet.
2. Taxing: The State can tax money out of existence by having the central bank delete money from the accounts of taxpayers.

All real-world government maintains two dimensions (i.e., two properties) in society, as a model:

1. **A spatial dimension (Read: objects and mechanisms)** spatial territory (a.k.a., physical territory, land and ocean).
   1. Land as territory (inclusive, or not, of undersurface area and atmospheric area).
   2. Ocean as territory (inclusive, or not, of undersurface area and atmospheric area).
2. **A decision dimension (Read: plans and solutions)** decision statements and directives. In a sense, the decision dimension has two distinct events on a continuum:
   A. **A coercion dimension** (a.k.a., military command; including, the use of violence for autonomy restriction; military applied sciences) enforced by violence, a military and/or police criminal justice (punitive, retributive) system organization.
   B. **As scientific dimension** (a.k.a., technical principle; including, the use of science for human fulfillment; medical applied sciences) all operations are based on evidence, because they are all based on engineered master-plans of engineered and socio-technically configured habitats. In enforcement operation in community, under a science-based operation, medical service InterSystem teams coordinate the restorative justice system.
   C. **A personal dimension** (a.k.a., demand) what do the individual resident state the individual resident needs and prefers (what do "I" state "I" need and prefer)? Surveys are sent to all citizens to determine needs and preferences in habitats.
   D. **A control dimension** (a.k.a., project control and coordination) the ability to coordinate [optimally; if not, not at all] all information and people required to solve for a contextual decision and then fully execute upon that decision, and then, monitor the results (Read: control; projects control).

In the early 21st century, the common law legal framework of government is:

1. **Code coordination** (defined base on purely technical actions) more technical code creation, modification, and deletion, by an intelligence.
2. **Code management** (defined based on control-of-others) legislation, by State politicians and State administrators).
3. **Code enforcement** (defined based on use-of-force) to use force to stop the breakage of serious laws and to investigate and hold law violators accountable to the consequences of their behavior. This is the ultimate power-over-other type of relationship; because, it is the touch-point for physical force/violence and the location where there is the potential for the escalation of physical force/violence.

Under the general early 21st century conditions of the State, the "code" is the "authority", and is enforced via the methods of:

1. **Coercion via law and law enforcement** (i.e., law and surveillance for violation by neighbours and/or State).

2. **Investigation of violations of law** (i.e., looking for breakage of law).
3. **Punishment of violations of law** (i.e., criminal punitive consequences for violation).
   A. **Violence** (i.e., pain, isolation, up-to-death for resistance), in order to conform behavior in the context of a socio-economic market-State hierarchy of environmental signals.
4. **Restoration after violation of law** (i.e., restorative justice as practice in community and by few States in the early 21st century as an alternative to the criminal-punitive justice system).

There is a common saying, "Power-over-others corrupts, and absolute power over other corrupts absolutely". A good way to gain power over others is through government (i.e., the State). In a competitive, scarcity driven [market-State] environment there is no end to people seeking the control of, and power over, other people. In other words, in the market-State, there is no end to people seeking to use the State to control other people for their own ends. And yet, a State represents a "nation" of aligned people who through service of some national kind could transform them nation into community together. With more intelligence, trust, and transparency, the State could coordinate the transition to and operation of community.

2.4.1 The market's requirement for the State

I.e., The market's requirement for regulation and enforcement.

The way the market-State works in terms of wrongdoing, is that the citizens and consumers sue businesses that violate laws. The business then does everything they can to prevent having to pay. The business owners would desire to defend themselves from any legislation that would make it easier to sue. The way business has always resolved these issues, is either lose in a court of law and pay, or pay (e.g., lobby, bribe, etc.) to change the law so that the people have no legal right to sue in the case of damage caused by a business. Fundamentally, States in the market have evolved to protect property rights.

NOTE: *In the market-State, it is often easy for industries (of business), who are intimately tied in with the economics of the State, to use State law makers as a cover to create laws and gain/ maintain advantage.*

There are two primary market-social State contracts (a.k.a., "social contracts" for the documented role of a governmental State):

1. State (government) mediates (regulates) the relationship between labor and business. Because the classes are in conflict (due to scarcity and competition between families), mediation (contract enforcement) is required.
2. State (government) as the caretaker (i.e., defender and services provider) of citizens. Because poverty is the inevitable consequence for competition for scarcity of access, the State must provide social[-ized] services to maintain a stable society.

Significant market players want a State for several reasons, including:

1. **To legalize their methods of profit gain (exploitation).** Capitalists have legalized their methods of exploitation through the State by influencing legislation and regulatory frameworks, zoning codes and property law, to favor their interests. They may, where legal, lobby for laws. Capitalists may utilize their economic power to shape tax policies and regulations in a way that benefits them.
   A. **Reproduction of capitalism:** The State plays a crucial role in reproducing and perpetuating the capitalist system. It provides the legal and political framework that upholds private property rights and enforces contracts, which are essential for capitalist accumulation. The State acts as a mechanism to maintain the power and dominance of the capitalist class by protecting their interests and suppressing potential challenges from the working class.
   B. **Class domination and hegemony:** The State helps maintain the dominance of the capitalist class (or, other class wit power) by exercising control over the means of coercion and maintaining a dominant ideology. Through mechanisms such as the police, military, and legal system, the State enforces capitalist interests and suppresses dissent or revolutionary movements that might threaten the capitalist order. Additionally, the State helps perpetuate a dominant ideology that justifies and legitimizes capitalist exploitation, creating a system of consent and compliance among the population.
   C. **Capitalist expansion and imperialism:** The State plays a role in facilitating capitalist expansion and imperialism on a global scale. It supports capitalist enterprises in accessing foreign markets, acquiring resources, and establishing economic dominance abroad. The State's military power and diplomatic efforts are often utilized to secure favorable trade agreements, protect investments, and assert capitalist interests in other countries.
   D. **Crisis management and stabilization:** The State is often called upon to manage and stabilize

capitalist crises. During periods of economic downturn, the State may intervene through fiscal policies, monetary interventions, or bailouts to prevent widespread collapse and social upheaval. By acting as a stabilizing force, the State helps safeguard the overall capitalist system and prevents its complete unraveling during times of crisis.

E. **Mediation of class conflicts:** The State acts as a mediator between the capitalist class and the working class, attempting to manage and mitigate class conflicts. It may enact labor laws, establish minimum wage regulations, or negotiate labor disputes to appease and control the working class. The State's role in addressing certain worker grievances or providing limited social welfare benefits can serve as a means to maintain social order and prevent mass uprisings.

2. **To prevent the inevitable violence that occurs when there are unsane conditions.** To clean up and serve punishment when inevitable violence ensues. Capitalists need the State to prevent and address the inevitable violence that can arise when social and economic conditions become unsustainable, which inevitably occurs under capitalism (Read: the boom and bust cycle of capitalism). By maintaining law and order, the State helps create a stable environment for capitalist activities to thrive. It can intervene to quell riots, protests, or labor strikes that might disrupt the functioning of markets and businesses. Additionally, the State's judicial system plays a crucial role in administering punishment to those who engage in violence or criminal activities, thereby maintaining social order and protecting the interests of capitalists.
   A. **Courts and police protect property rights:** Capitalists rely on the State to enforce and protect their property rights. Without a legal system that protects [private] property, it would be difficult for capitalists to maintain ownership of their assets and investments. The State provides a framework of laws and regulations that safeguard private property, ensuring that capitalists can engage in economic activities without constant fear of theft or expropriation of their property.
3. **To provide some degree of a safety net to those unable to find work or are to unwell to work.** This safety net can come in the form of social welfare programs, unemployment benefits, healthcare coverage, or disability support. By ensuring that basic needs (only) are met for those who are economically disadvantaged or facing health challenges, the State helps to mitigate social unrest and maintain a level of social stability. This, in turn, benefits capitalists by reducing the risk of widespread poverty, inequality, and potential disruptions to the overall economy.
   A. **Socialized services:** Capitalists rely on the State to construct and maintain various infrastructural and public services, where the market fails to provide sufficiency. These include transportation networks, communication systems, utilities, and other essential facilities that enable businesses to operate efficiently. Note that in some countries, the capitalists control infrastructural and public services also.
4. **To maintain economic stability in a dynamic and reasonably chaotic system** where most people are taking decisions based on their subjective life circumstances without regard to the larger population.
   A. **Fiscal economic services:** The State plays a role in maintaining economic stability through fiscal and monetary policies. Capitalists rely on a stable macroeconomic environment to conduct business and make informed investment decisions. The State manages factors such as inflation, interest rates, and fiscal policies to maintain stability, which in turn provides a predictable economic environment for capitalists to operate within.
   B. **International economic negotiation services:** The State often negotiates international trade agreements, resolves disputes, and represents the interests of domestic capitalists on the global stage. Capitalists benefit from these diplomatic efforts as they can access foreign markets, participate in international supply chains, and expand their business operations globally. The State's involvement in international trade and diplomacy can open up opportunities for capitalists and protect their interests abroad.

2.4.2 The coercion dimension (of the State)

The State behaves coercively through its use of "legal" (a.k.a., legitimized) force/violence and authority to enforce laws and maintain order within its territory. A State that lacks any coercive powers would face significant challenges in fulfilling its fundamental functions, and its ability to govern effectively and maintain order would be severely compromised. Coercive powers are essential for a State to enforce laws, "protect its citizens", and "ensure social stability". A State might struggle to function without any coercive powers.

Some ways in which a State exercises coercion include,

but are not limited to:

1. **Monopoly on violence (authority and code enforcement):** The State [authority] holds a monopoly on the [definition of the] "legitimate use" of force within its territory. This typically means that individuals and entities are not legally allowed to use force independently of State protocols, and never against State official authorities; instead, they must rely on State authorities to address disputes/ conflicts.
2. **Enforcing laws:** Without the ability to enforce laws through coercion (threat of pain), the State would struggle to deter and respond to violations of behavior (a.k.a., criminal activities). This could lead to a breakdown of law and order, with individuals or groups disregarding legal norms. Hence, coercive powers to both create and enforce law are crucial for maintaining socio-economic order. A State lacking such powers-over-other roles and activities would be less effective in handling such situations and preventing violence. A core function of the early 21st century States is to protect the "rights and freedoms" of its citizens. Without the ability to enforce these protections, individuals might be vulnerable to violations of their "rights" by others.
3. **Legal system (law system, jurisdictional system):** The State operates a legal system that includes decision makers (e.g., courts, judges), and "legal" documented procedures. It can use the legal system to prosecute individuals or organizations that violate the law, imposing fines, imprisonment, or other penalties as determined by the judicial process. Coercive mechanisms, such as courts, are used to settle disputes between individuals and entities. Under market conditions without access to these mechanisms, resolving conflicts could become chaotic and potentially lead to vigilantism.
4. **Police and prisons (law enforcement justice system):** The State maintains police forces (law enforcement) teams tasked with investigating violations of the law. They have the authority to arrest individuals, use force when necessary, and impose penalties for criminal activities, the two most serious of which are prison and the death penalty.
5. **Military (force, aggression / defense system):** In matters of State authority defense / aggression, the State employs its military forces to protect its perceived interests and sovereignty. This includes the ability to wage war or engage in conflict to achieve strategic objectives. States need coercive powers to defend their territorial integrity and sovereignty, and often, to maintain power-over the citizenry. Without military, police, security and intelligence forces, a State and its citizens could be vulnerable to external and internal threats. In this way, most States have the power to diminish (through force) every citizen "right", but the inalienable/fundamental individual "rights", for the good of the "State".
6. **Taxation (debt collection system):** The State may collect taxes from its citizens and entities within its jurisdiction. Failure to pay taxes can result in legal penalties, including fines or asset seizures, and prison, thereby coercing compliance with tax laws. Under some economic models of the State, the State does not rely on taxation to fund other projects, but deletes the token after usage. Under other economic models of the State, the State relies on taxation to fund public services and infrastructure [spending tokens collected]. Without the power to enforce tax collection, it would struggle to generate revenue, hindering its ability to provide essential services. States need a coercion mechanism (an obligation) payable only in that State's unit of account. Taxation is a coercion mechanism required to direct and provision society. The citizen, in order to get this unit of account to make the payment to access and continue to access objects, must do what the government wants (e.g., build a business, build a bridge, print more books, buy more corn, pay someone). Tax is a mechanism of coercion. The State created scarcity the moment it put a tax on the land, home, and trade. The story goes: the government wants people to do specific things; the people don't want to do those things; the government puts a tax on things, now that thing has to be done at the consequence of punishment if not. The belief causes people to think that there are certain types of people; those that are deserving, and those that are not. Most people in the early 21st century believe incorrectly that the tax payment is meant to pay for the government's spending. In fact, for most States, the incoming money does not pay for any service; instead, it is deleted.
7. **Regulations and licensing (operations control system):** States regulate themselves, as well as have the potential to regulate all aspects of public and private life, including all constructions, productions, operations, and uses (on a scale from more State-regulated, to less State-regulated). States can require licenses/permits for certain activities, and non-compliance can lead to fines, closure of businesses, and imprisonment. A

regulated job (a.k.a., regulated industry) is one where, in order to perform it, certification or accreditation is required by the State, or the work product (deliverable) needs to be inspected and approved by a State regulating body (food and drug agency, medical board, etc.). The State often implements policies related to public health, safety, and welfare. Without the ability to enforce these policies (via a population of people willing and trained to use force escalation), their effectiveness could be limited, potentially resulting in public health crises or other issues.

8. **Emergency powers:** During times of crisis or emergencies, the state may expand its coercive powers, potentially limiting normally allowed activities, in the interest of "citizen security". This can include curfews, martial law, or other extraordinary measures. It's important to note that the state's use of coercion is typically constrained by legal and ethical principles, as well as the "consent of the governed" in democratic systems.

   NOTE: *The degree and manner of coercion can vary widely between States and their respective legal systems and political structures.*

The use of coercive powers must be carefully regulated and subject to legal and ethical constraints, they are considered a necessary aspect of state authority. In democratic societies, the legitimacy of coercive powers is often derived from the consent of the governed and a system of checks and balances to prevent abuse. However, even in authoritarian regimes, coercive powers are central to the state's ability to govern and maintain control.

State power rests ultimately on an armed hiearchical dominatory force (i.e., better weapons). States maintain standing armies, not only to prosecute wars against other States, but also to put down internal threats to those in power and those with property. The power of the State includes the power to:

1. Command professional soldiery (Read: police and military).
2. Detain and arrest.
3. Detect, investigate, and conduct forensic services.
4. Convict, sentence, and imprison.

Authorities generally have the power and/or sufficient influence to do what is allowed at their level of government (within the State apparatus). Authorities generally have the power to do the following (i.e., their controls are):

1. Legally call for the use of State resource to physical detain and/or imprison of a physical person, in order that they be physically held as accountable for a past behavior or association. The common roles in a government that can make petitions on behalf of the State to hold citizens (and State employees) accountable are called: directors, attorney generals, officers of the law, etc.). Under most early 21st century State structures, to call for someone and have them not respond, means the justified escalation of force (given the context of the crime) up to death if resisted. Those granted the power by the State to accuse, investigate, and charge criminally have the power of life-and-death over others where actual resistance means death.
2. Investigate who should be held accountable for a violation, simultaneous with an inquiry into what a violation is and if a violation even occurred. Here, there several roles (areas of investigation):
   A. a role that investigates who committed a behavior (police investigations) by collecting, analyzing, and submitting "evidence";
   B. a role that analyzes the submitted collection of evidence and reason, by using intelligence;
   C. a role that follows decides individual accountability and consequence, based on intelligence and standards;
   D. a role that investigates the standards themselves (standards working group investigations) in order to better conceptualize a legal system for community operations.
3. Detain and escalate force to arrest the movement of a person suspected to be held accountable.
4. Imprison a person admitted or suspect of a sufficient violation of the law to be arrested permanently.

2.4.3 The authority dimension (of the State)

A.k.a., the authority dimension, the command dimension, the execution dimension, the rights-over dimension, the power-over dimension, the force-over dimension, etc.

The structure of the State is significantly composed of:

1. **Authority (State)** refers to someone with control power (which may or may not be coercive power) some socio-technical system or human(s). Where authority represents power-over-others (Read: violence, force, coercion, punishment, criminality, etc.), then the most powerful is the one who has power over the military (or, highest police force), at any given time.
2. **Jurisdiction (territory)** refers to the area of land and water an authority occupies.
3. **Objects of State property** refers to State employee(r) controlled objects in their jurisdiction.
4. **People in public offices** (a.k.a., State jobs, officers

and politicians) are those established by, or in furtherance of law.
5. **Law (coercion)** refers to the rules of what may or may not be done (and sometimes thought), and when to engage violence. Here, policy refers to law.
6. **Contracts (agreements)** refer to the written and "signed name" agreements made by citizens to the State, to market organizations, and to one another. The State is a contract-enforcement organization (note: enforcement means force and violence).
7. **Administrators** are the people who do the socio-technical work of the State.
8. **Taxation** is the process of collecting money due (payments) for presence and/or [in-]action, in order to control the monetary system and/or pay for State operations.
9. **Protection** refers to the government's use of force to protect "legal" property owners and members.
10. **Violence** refers to direct (and then, possibly continuous) restriction on someone's access to that which is required to fulfill human needs, after an initial arrest of bodily autonomy (liberty, autonomy, sovereignty, etc.) into encagement of bodily autonomy, and possibly, the further diminishment of the fulfillment of human needs (in some cases, up-to-death).
    A. For the State to function, people have to follow the law, or they will be punished with violence.
    B. For the State to function, all people must be treated equally before/under the Law (a.k.a., the "rule of law" means that everyone is treated equally before/under the Law).
    C. For the society to function, the Law(s) must (or, ought to be) certain (and clear), necessary (for reasons), and perpetuate predictable conditions (to safely transition these conditions must persist).
    D. For markets to function, property has to be protected [by and up to means of violence] from those without property, and for those that are due their property by "court" conflict resolution.
    E. Contract-enforcement decisions have to be followed up with violence if there is a lack of compliance.

The bi-polar methods of the version of the State where coercion is applied is:

1. **[Apply] Pain** cause pain to conform behavior. Punish when behavior does not conform. The punitive and retributive justice and policing system is a method of pain application. Where the State touches the citizen, a potentially painful operation ensues. There is the pain of the bureaucratic document service as well as that of punitive justice. Judges, soldiers and police are the prototypical public servants of pain. They are practitioners of the 'painful' aspects of the State; professionals of pain, because they interact with the public where there is pain; either creating it themselves or taking control when it becomes excessive of accepted cultural/State ethics.
2. **[Do] Benefit** give some service to someone without the requirement for their direct reciprocation (note that trade is always still present). Many social-State services formed to do significant and real-world benefit. Where the State touches the citizen some potential need fulfillment gets met (Read: welfare, architecture, etc.). Employees in the welfare State are not practitioners of pain, but practitioners of some real-world human benefit.

In general, there are three layers of jurisdictional State authority (note: here, the States are embedded in one another):

1. **National-State (Federal Jurisdiction Federation of States)** Federal Market Incorporation. Federal government. Covers all territory within the jurisdiction.
    A. **Sub-National State (Local State Jurisdictions)** Sub-National State Market Incorporation. State government. Covers some territory within the next higher State jurisdiction.
        1. **Municipality (Sub-Local State Jurisdictions)** Local Population Density Market Incorporation (generally claimed as a form of self-government, because it is more localized by its representatives than the other State-governments. Covers less of territory within the next higher State jurisdiction.

The general conditions of the State of authority as power-over-others are:

1. **Coercion** if behavior doesn't conform to law then there is punishment.
2. **Delegation** refers to the transfer of responsibility for specific tasks from one person to another.
3. **Secrecy** individuals are hiding useful information.
4. **Competition** in the market, the State maintains and regulates conditions of competition..
5. **Coercion** if "I will not", then there is punishment with removal of access to need fulfillment.
6. **Property** personal and State resource accumulation.
7. **Trade** mandatory reciprocal exchange, which over time leads to individual/personal resource accumulation. That which is real (i.e., objects and humans) as well as that which is not real (i.e.,

abstractions, money) can all be traded. In the market-State individuals, businesses, and States do their own planning and trade is the interface between them. In community, there is production planning at the global habitat as well as local habitat levels, which necessarily involves producers (InterSystem team members) and users (locally and globally).

8. **Corruption** because corruption flourishes mostly in "muddy waters" in conflicting objectives, shifting priorities, and secrecy.
   A. If an official identifies his/her loyalties with his/her department (including material benefits, promotion prospects and salary), s/he will very possibly be eager to further its policies and appear loyal to authority.

2.4.4 Types of government (controlling a State)

All States (i.e., governments) are designed to control people. Governments control people through language (in the form of rules, regulations, and laws), and then, they rely on the population (in part) policing themselves, wherein the people follow, reinforce, and self-police.

There are only two forms of government, all forms of government are just variations on democracy and monarchy. Democracies and monarchies are the two forms of government. Democracies and monarchies are two types of control of people:

1. **Monarchy (a.k.a., family dictatorship, tribe dictatorship, religious dictatorship, god-like dictatorship)** generally, rule by birth, but could also come from merit in advancement of religious authority. Anarchy is just an unstable monarchy. Monarchy has explicit power and implicit politics. Those in power have ownership of the State apparatus explicitly, and they take decisions implicit to input of their own, with no input/control by those outside the family, tribe, or monarchic theocracy.
2. **Democracy (a.k.a., majority dictatorship, majority rule)** rule by the [opinionated] majority [sample of the whole population], wherein a dictatorship is just an unstable democracy that values punishment. Then, those who get State power become controllers of the State (police, military, and jurisdictional court) apparatus. Here, there is implicit power and explicit politics. In a more democratic environment, there is explicit power and explicit politics (public politics, political decisions). In a more dictatorial democratic environment, there is explicit-implicit politics ("do as I say explicitly or implicit harm to life will occur"), where people can be harmed if their implicitly or explicitly expressed opinion does not agree with a ruler's opinion dictator.
   A. **"Democratic" Planning (a.k.a., rule by trade and price, liberal democracy, market democracy)** rule by users who vote on representatives and plans that are linked to price, and somehow, linked to their own bank accounts. In a democratically planned environment where there is price, people are going to vote to fund their own bank accounts using the State.
   B. **"Democratic" Social Planning (a.k.a., rule by some majority of the public)** rule by users who vote on plans (for cities/habitats) developed by the State apparatus. Here, the majority is a majority of the public. A user can vote in two ways:
      1. **Citizen votes in a poll-candidate competition** for a candidate representative to take decisions in the future for the voter (i.e., such as, about the development of a new potential final master plan, or the creation/deletion of a law).
      2. **Citizen votes in a poll-referendum competition** where the public together votes to take a decision with some degree of unity (of voting) and quorum (of selection) for the execution of a pre-drafted solution.
   C. **"Democratic" Corporate Planning (a.k.a., rule by big businesses)** rule by the production technology owners who may develop and facilitate self-benefiting voting on plans. The corporations that produce are seen as the ones who should take decisions because they know best what to produce, when and how. Here, the majority is those technology owners with the most power and influence. Business can create plans for the State and can influence State decision makers (a.k.a., politicians) to take decisions that benefit business in general, as as well as specific and individual businesses.
   D. **"Democratic" Scientific Planning (a.k.a., rule by merit)** rule by scientists who have relationships are the knowledgeable and sufficiently skilled ones to take decisions. This is effectively, rule by merit. Those with the experience and/or certifications are the ones to take decisions; they are the ones out of the many who are recognized as being the most capable ones to take the decisions because of their own hard work. Here, the majority is those merited with the responsibility of having accountability over decisioning.

Democracies are significantly characterized by the public voting:

1. Voting occurs in the market through people paying prices to buy (and own) products.
2. Voting occurs in the State by the election of representatives and selection of legal plans.

2.4.5 Types of work (controlling a State)

A.k.a., The State powers; the Law, branches populated by "government".

Employment positions in the State are as follows (Read: State employment-based authority classes; note: each of the three jurisdictional layers have some combination of the following):

1. **Politicians** (A.k.a., State executive workers and their counsels, State politicians) are employed by the State and acquire their position by either election or appointment by another politician. State politicians are generally elected by the electorate; wherein, they may or may not carry out their mandates. These people often have the most decision (policy-making) power. Politicians are typically not required to have any level of education, qualification, or to have taken a test. These people carry out the policy setting function of the State. Politicians are positioned at the top of the three branches/ of the State/government. Politicians exist in the upper echelon of the three "branches of the State" (Read: executive, legislative, and judicial).
2. **Administrators** (a.k.a., State non-executive workers, State workers, civil servants, public servants, public administration, bureaucracy, administers, etc.) administers are the supporters of those who minister (take) State decisions. They administer the workings of the State. In some States in the market-Sate, the administrators are also the policy makers, and in other State's administrators carry out the decisions of decision-makers (a.k.a., policy-makers, politicians). Most States follow the latter description of administration, wherein everyone who is employed by the State and is not a politician is an administrator. These people carry out the administrative function of the State (and set some policy lower down). State administrators are responsible for translating decisions higher in the authoritative hierarchy into practice. Administrators may also be tasked with making policy at their level. State employed professionals apply their specific knowledge to problems. These people are often employed for life, unlike most politician-type positions that have regular elections. Administrators have some decision (policy-making) power, for which their is a spectrum of authority. Administrators could be viewed as the means by which those in higher authority have their goals carried out. From this view, the "policy makers" set the goals with decisions and the administrators are the means by which those goals are carried out. In general, public administrators are required to have a specific education and take one or more certification tests. In specific cases, power in the hands of some senior civil servants may in fact exceed that of some politicians. Contextually, administrators too may make, carry out/interpret rules and regulations.
   A. Different Statist ideologies see the employment of administrators differently:
      1. In some ideologies, administration is supposed to be the "neutral instrument" of policy decisions made by those higher in authority. Here, the administration domain is not supposed to take a political party side. However, in general, administration is always filled with political party politics and the ideal of a possible "neutral" administration is untenable. Civil servants respond to policy and politics as well as to administration.
      2. In other ideologies, the administrative branch is supposed to be political such that one party dominates everywhere (the politicians and the administrators are of the same party). Does someone have to be a member of a specific party before they can become an administer? If they do, then this is their ideology. Here, experts may or may not be employed as administrators based on ideological grounds. In this case, political skills would be necessary to succeed in administration, like in top-level policy making.
   B. There are many different administrator roles, including but in no way limited to:
      1. Human resource administration.
      2. Socio-technical work, from that of social services to municipal water processing.
      3. Policing citizens.

CLARIFICATION: *Of course, the ideal public servant is one who operates automatically for citizens' wants. An example would be a traffic light. A traffic light performs a public service of high sophistication. By producing colours with well-understood meanings, traffic lights convey messages of great sophistication. The traffic light fits traffic to traffic, traffic to people, people to people in a matching exercise of impressive skill. In short, the ideal public servant would be one*

who requires nothing except to be plugged in.

The common market-State categorized users of the State [apparatus] are:

1. Politicians (and their counsels) the executive salary and decision takers.
2. Administrators and other State workers (a.k.a., civil servants, public workers, etc. the workers for the executive salary decision takers who maintain the actual socio-technical functioning of the State (and market, in concern to regulation).
3. Corporations organizations of buying and selling owners in the market.
4. Citizens those who are accepted and then subjected to the jurisdictional authority of the local Nation-State-Union territory.

> **NOTE:** *In some States, the State/government is the largest employer. In other States, incorporated market businesses/enterprises are the largest employer.*

In concern to the State, the keeping of records and monitoring of State activity allows the "State" to communicate with the "citizen". The communication is one way, from the "State" giving information and commands to the "citizens". The "citizen" then communicates to the "State" by voting in elections for popular representatives and completing surveys. Occasionally, there are 'referendums', where citizens vote directly on law. There may also be poles and surveys. Authoritarian regimes by definition reject the easy flow of communication from "citizen" to the "State". The two-way flow of communications from "citizen" to "State" as well as from "State" to "citizen" is seen in different terms in authoritarian/totalitarian States as from those of the democratic-State variety, and different still, in community.

States as territorial land organizations can do several things with land in their territory:

1. The State can not touch or use the land.
2. The State can rent the land to legal persons (yearly land tax).
3. The State can preserve and/or caretake the land and not allow public human access.
4. The State can preserve and/or caretake the land and allow humans to have common access, such as a national forest or State park.
5. The State can build State property on the land.
6. The State can sell the land into the market (residential, commercial, industrial including agricultural), typically after some master zoning city/director plan.

In general parlance, the idea of "administration" mostly refers to social coordination/management. However, in the context of the State, "administration" refers to carrying out policy/law; hence, it refers to more than just coordination of social organization, it also refers to execution of orders, programs, and projects, and technology oversight (possibly even, development).

> **NOTE:** *In some States (particularly small municipalities and developing States), distinction between politics and administration is not always clear.*

The primary branches of most States are:

> **NOTE:** *It is important to note that the organizational structure and division of responsibilities can vary across different countries and contexts. The following is a common organization of the branches of State, however, some States have slightly different configurations of these branches and sub-branches; some States may also not have one or more of these branches.*

1. Executive (Read: figurehead leader, law maker, diplomat, etc.)
   A. Executor (usually one person), who is labeled a "President" or "Prime Minister".
   B. Ministries (Read: policy creators and law appliers.
      1. A.k.a., Departments of State, cabinets, secretariats, etc.
   C. Military.
2. Legislatory (Read: law/bill makers).
3. Judiciary (Read: interpretation & enforcement).
4. Regulatory (Read: business and technology code/rule creators and enforcers).

The general divisions of responsibility in a State structure are (a.k.a., governmental bodies, State bodies):

1. **Executive *of the State*** (a.k.a., president, prime minister, queen, king, etc.) carries out (execution) of laws (secondary policy-maker). The Prime Minister Officer (a.k.a., President Officer) in a government is so called because s/he as the first minister (prime officer), and typically, exercises overall authority with the right to 'hire and fire' other ministers. But, it is a central feature of all market-State organizations, especially political organizations, that they employ subordinates, advisers and technical staff to support the supreme policy-makers. In general, officers run the State through decisioning, and most significantly, the decision to hire, promote, demote, and fire. In some States, the actions of the prime officer may be more transparent than the other branches of the State, because the prime officer is famous public figure.

This is a politician-type position.
The executive branch of the State can be positioned in different locations, under the total structure of the State.

A. **Sub-Executive** ***Departments of the State*** (a.k.a., ministers, chiefs of staff, etc.) these individuals are like the CEO (chief executive officers) of a company. They run State departmental organizations through decisioning, and most significantly, the decision to hire, promote, demote, and fire. There is generally a lot of secrecy here. There is more secrecy in high authoritarian States, and more transparency in high community-transition States. Here, civil servants administer the ministers and help the executive carry out the law. The officers in these positions are typically in politician-type positions.
   1. **Departments of the State:**
      i. Federal-State department organizations go by many names, including but not limited to:
         1. Ministry, department, council, commission, board, etc.
      ii. City-State department organizations go by many names, including but not limited to:
         1. Council, commission, board, etc.

B. **Departments** ***of the State*** the administers of the sub-executives who create [political/scientific] organizational working groups that create regulatory law over different factors of society. These factors are grouped into the State's conception of how work is completed in society (i.e., the controlling political/scientific perception of how to divide societal operations). The political "leaders" of the departments are the "sub-executives", and then, those who do the internal work are the "administrators" of the departments.
   1. For example, in the market-State, many States divide their departments (boards, secretariats, etc.) of the State into something similar to:
      i. Ministries, departments of State, etc.
         1. Ministers, chiefs, etc.
      ii. Wherein, the departments of "federal-State service" administration are:
         1. Defense (i.e., military control association).
            a. Illicit objects control associations (a.k.a., illegals, controlled substances that often including: guns and other weapons, chemicals and drugs, nuclear material, etc.).
         2. Finance and business-specific control association, include but may not be limited to:
            a. Taxation (i.e., income control, as in, the internal revenue service).
            b. Finance (i.e., currency/monetary control).
            c. Economy (i.e., job control, etc.).
            d. Customs (i.e., import and export control).
            e. Immigration (i.e., residency and visitation control).
            f. Regulation (i.e., business/enterprise control).
         3. Technical public service (production) regulation control associations include, but may not be limited to:
            a. Transportation control association.
            b. Medical control association.
            c. Retirement control services.
            d. Food and drug control association.
            e. Electromagnetic signals control association.
            f. Construction control association.
            g. Transportation control association.
            h. Education control association.
   2. For example, in the market-State, many cities divide their boards and commissions into something similar to:
      i. Mayor (i.e., the executive, president or prime minister, same as a corporation or other partnership).
      ii. City council (i.e., the executive board, same as a corporation or other partnership).
      iii. Then, the departments of "city-State service" administration are:
         1. Transportation.
         2. Neighbourhoods (e.g., safety, construction, zoning, etc).
         3. Economic development (e.g., commerce and trade board).
         4. Public services (e.g., public library, homeless shelters, etc.).
         5. Public utilities (i.e., water, gas, electricity, etc.).
         6. Urban planning (e.g., zoning, building codes, etc.).
         7. Human resources (e.g., employment administration).

C. The following are the different locations the executive branch may be positioned within the State:
   1. Presidential systems: In States with a presidential system, the executive branch is typically lead by a president [officer] who

serves as both the "head" decision taker of State and the head of government. The presidential office is usually located in the "capital" city, where the president's official residence and office, such as the White House in the United States, the Élysée Palace in France, or the Presidential Palace in Turkey, are situated.

2. Parliamentary systems: In States with a parliamentary system, the executive branch is headed by a prime minister [officer] or a similar position; while, the "head" of State may be the prime minister, a separate president, or a constitutional monarch. The executive's offices are typically located in the "capital" city, where the prime minister's office and official residence are situated. The "head" of State may have a separate official residence or palace.
3. Federated (Federal, Union of, etc.) systems: In States with federated systems, such as the United States, Germany, or Australia, the executive branch exists at both the central and regional levels. The head of the executive branch at the central level, such as the President or Chancellor, typically has their office in the national capital. Regional executive branches, which may include governors or chief ministers, have their offices in the respective states or provinces, often located in their designated capitals.
4. Monarchies: In constitutional monarchies, the executive branch is typically led by a monarch, who serves as the "head" of State, while the "head" of government [of the State] may be a prime minister or a similar position (e.g., president). The monarch's official residence and office are usually located in a royal palace or residence, such as Buckingham Palace in the United Kingdom or the Royal Palace in the Netherlands. The "head" of government may have a separate office in the "capital" city.
5. Hybrid systems: Some States have hybrid systems that combine elements of both presidential and parliamentary systems. The executive branch may be structured with a president and a prime minister, with varying degrees of power and responsibilities. In these cases, the president's office is usually located in the capital city, while the prime minister's office may be situated nearby or in a separate location.

2. **Legislative (primary State branch)** these people primarily make laws. These are the primary policy-makers; who make laws where delegated. These are politician-type positions. The legislative branch of the State can be positioned in different locations, under the total structure of the State. The following are the different locations the legislative branch may be positioned within the State:
   A. **Unicameral system:** In some States, the legislative branch consists entire of a single organization of select people. The entire legislative power is vested in a unicameral parliament, which is the sole legislative body. Examples of countries with a unicameral system include Sweden, New Zealand, and Ukraine. In these cases, the legislative branch is usually located in the capital city, where the parliament convenes.
   B. **Bicameral system with a single location:** Some States adopt a bicameral system, consisting of two separate legislative organizations of select people. In these cases, both law creation working group organizations (Read: "chambers") are typically located in the same building or complex. For example, in the United States, the Senate and the House of Representatives meet in the Capitol Building in Washington, D.C. Similarly, the British Parliament, which includes the House of Commons and the House of Lords, is located in the Palace of Westminster in London.
   C. **Bicameral system with different locations:** Some States have a bicameral system where the two chambers of the legislative branch meet in separate locations. This approach may reflect historical or regional considerations. For instance, in Germany, the Bundestag (lower house) meets in Berlin, while the Bundesrat (upper house) convenes in the Bundesrat building in Bonn. Similarly, in India, the Lok Sabha (lower house) meets in New Delhi, while the Rajya Sabha (upper house) convenes in the Parliament House in New Delhi.
   D. **Federated systems have a federal-legislature system with separate state-level legislatures:** In federated systems, such as the United States, Germany, or Australia, legislative power is divided between the central State-government and the individual-states or provinces (then, into counties, townships, and cities, or some other labeling). In these cases, separate legislatures exist at both (or, all) levels. The central State-legislature is usually located in the national capital, while individual-state legislatures operate in the respective states or provinces. For example, in the Brazil, state legislatures

convene in state capitals, such as Rio De Janeiro, Mato Grosso, or Minas Gerais.

E. **Virtual or remote legislative sessions:** Some States have implemented virtual or remote legislative sessions due to various factors, including emergencies, technological advancements, or cost considerations. Members of the legislative branch participate in sessions remotely, using technology to connect and conduct legislative business. This approach allows for greater flexibility and reduces the need for a specific physical location.

3. **Judiciary (primary State branch)** these people interpret laws, investigate breaches of law, as well as convict and apply consequences to breaches of law. In most cases, the "judges" in the judiciary branch act in a politician-type position, and the remainder of the personnel act as administers of the branch. The judicial branch of the State can be positioned in various ways, depending on the State's structure. The following are the different locations the judicial branch may be positioned within the State:
   A. **State unified court system (a.k.a., unified court system):** In some States, the judicial branch is organized under a unified "court" system (a.k.a., unified legal decisioning working group). Under this method, there is a hierarchical structure of courts that use investigatory, argumentative (lawyers, advocates), and the police/military to handle different levels/contexts of cases [as issues that involve the State legal system]. district, or local (even, city or village) levels.
      1. **Federated State court system:** In federal systems (group of semi-autonomous sub-States) there is a division of judicial power between the federal-State and state-/local-State levels. The judicial branch is composed of both federal "courts" and separate "courts" for each state or province. Federal courts typically handle cases related to federal laws and constitutional issues, while state courts have jurisdiction over state laws and matters within their respective states. The highest "court(s)" of criminal/civil [argumentative] appeal (a.k.a., the constitutional "court") are typically located at the national/federal/State/governmental level, while lower-level courts may be established at regional, local levels (there may even be separate religious-State courts).
      2. **Specialized courts:** Some States establish specialized "courts" to deal with specific areas of law or particular types of cases. These specialized courts operate alongside general courts and provide expertise in specific legal matters. These specialized courts typically include such sectors as: family courts, administrative courts, commercial courts, labor courts, and environmental courts. The positioning of these specialized courts can vary depending on the country's legal system and administrative structure.
      3. **Constitutional court:** In some States, a separate constitutional "court" is established to interpret and uphold the constitution. The constitutional court ensures the constitutionality of laws and resolves disputes related to constitutional matters.
      4. **Mixed systems:** Some States adopt a mixed system where the judicial branch is divided into multiple levels or types of "court"s with varying scales of jurisdiction. These systems may include elements of both common law and civil law traditions, incorporating features from different legal systems.

4. **Regulatory (generally, a secondary State branch)** the regulatory branch is sub-composed into associational control groups that control various aspects of society by making, applying, and enforcing code. The regulatory branch of the State can be positioned in various ways, depending on the State's structure. The following are the different locations the regulatory branch may be positioned within the State:
   A. Ministry independent regulatory agencies/associations: The Ministries contract with independent State budgeted regulatory branch organizations to perform regulatory functions. This official regulatory organization is entrusted with independent regulation separate from the ministries. These agencies are designed to have autonomy and expertise in specific sectors.
   B. Ministry-integrated regulatory branch: Regulatory functions can be integrated into Ministries (or, primary State Departments). This approach consolidates both policy-making and regulatory responsibilities within specific ministries. The ministries can conduct the regulation themselves, or they can sub-contract it to a sub-ministerial organization or a market-entity.
      1. Ministry sub-centralized regulatory authority: In some cases, States establish a sub-ministry sub-centralized regulatory authority responsible for overseeing multiple sectors. This authority operates independently and under the supervision of a specific ministry.

C. Regional or local regulatory bodies: Note that it is also possible to delegate regulatory tasks to local workers of authority in the InterSystem Team, who create specific codes/rules and consequences in order to optimize human fulfillment, safety and production.

5. **Administration (support service)** generally, these people administer the organization and follow through with decisions taken by the first primary three divisions of responsibility. These people do the work delegated to them by the other three management classes of the State. This is the position of the State administrative workers. Whereas politicians mostly just take decisions, administrators do the real-world work of maintaining and operating the State (and take decisions at their level of authority). The administrators of a State are also known as: civil servants, public servants, public administration, bureaucracy, administrative officials and officers, etc. Administrators are present wherever policy needs to be implemented. Therein, there are also a set of administrators who do the tasks of social administration. Some administrators also make some policies, but to a lesser degree than the politicians. The question is, what is the support service for? Is the support service for human need fulfillment, or is it for some other end? Is it for profit, trade, power?
   A. There are different types of State administrators, including but not limited to:
      1. Social administration of human resources refer to the administration of the employees.
      2. Enforcer administration refers to the full-time State administrative employees who carry out judgement (court) and enforcement (police).
      3. Judges are judicial administrator's of the court(s), and they have subordinates. Judges take dismissal or remedy decisions in law as dispute resolution.
      4. Business and technology regulators (the regulatory branch) may also be seen as administrators, or they may be more of their own separate branch when regulation is highly politically biased and not based on the science of human fulfillment.
      5. Socio-technical administration (socio-technicians) are those skilled and certified personnel who do the actual work. The socio-technical administration category is the largest populated category of administration and ranges from:
         i. Those who work solely with information (e.g., standards developers and researchers), to
         ii. those who work with information and tools (e.g., technicians), to
         iii. those who do mostly social work, and have access to tools and information (e.g., social workers, counsellors).

In a way, all these bodies share the similar function of creating and administering policy (law and the legal system). Everyone in the State is to some degree a policy (law, rule) decision maker, because all these user categories to some degree make, keep, and break policy. In most organizations of the State, both the politicians and the administrators can promote or defeat projects (Read: policy/law projects).

2.4.6 State policy and bureaucracy

A.k.a., State law, State statements of control.

Policy refers to (Read: often, the word policy is just another word for) a legal system; policy means:

1. **Law (instruction)** to be administered through administrators, and in particular, enforcement administrators (e.g., police). The most common type of policy that citizens interact with are laws (i.e., what they must do/not do).
2. **A decision:**
   A. Decisions of people high/-er up in the hierarchy of the State. Policy is just another word for legal decisioning regarding aspects of a State organization. A policy is a directional statement or command by someone or a group of people within the State. Decisions by authority. A "policy decision" is a decision by State authority who has the "right" to take the decision and have others apply/follow its dictates. These decisions generally involve: the creation of law, State projects, and the ratification of budgets. There are many other contextual policy decisions.
   B. Decisions made by corporations and handed as documents and/or directions to politicians to implement at the State level (i.e., special interest policy reports and other documentation).
   C. Decisions to create, spread, and/or enforce, commands (must do) and/or guidelines (should do).

Market-State writers have the following obtuse definitions of policy:

1. "[Policy is] a set of decisions taken by a political actor or group concerning the selection of goals and the methods of attaining them, within a given specified situation. These decisions should be

within the power of the policy-maker to achieve" (Roberts, 1971: 152).
2. "Policy may be defined as a deliberate course of action or inaction taken by those in office under the influence of values and pressures on the way resources/expenditure and coercion are to be used in pursuit of objectives or in support of other policies." (Smith, 1976: 15).
3. "A purposive course of action followed by an actor or set of actors in dealing with a problem or matter of concern." (Anderson, 1975: 3).

CLARIFICATION: *These are unclear definitions. Firstly, what is this "political actor" this spoken of? A political actor is the role of an authority who takes decisions, and has others "act out" (take) expected actions. In some ways, the word policy is just another word for decisioning related to any State project.*

Bureaucracy can have several meanings and generally refers to:

1. Type of society with a political economy (a.k.a., politicized economy).
2. Party-state bureaucracy.
3. Military dominated bureaucracy.
4. Ruler dominated bureaucracy.
5. Ruling.
6. All actions by the anyone in the State, except the "citizens".
7. As administration refers to decisioning and operations by State full-time employees (not temporary representatives) whose salary is paid by the State. A bureaucracy is characterized by legal rules, a salaried administrative staff, a well-developed specialization of function, the authority of the (non-hereditary) office, and the keeping of written records and documents.
8. To describe a person or process as 'bureaucratic' is to denounce it harshly as inefficient and ineffective. In the literature, there is even a "law" given to the notion that work expands in order to fill the time available for its completion (Parkinson's Law). When employment is coerced and not intrinsically rewarding, likely, most posts in the hierarchy will be occupied by employees who are incompetent to carry out its duties. Ultimately we must face, if not solve, the problem of administrative incompetence within community standards and intrinsic motivation. Here, the word bureaucracy is synonymous with mis-management.
9. Bureaucracy can mean different things in different places in a market-State type of society.

2.4.7 Executive State factors

A.k.a., State control factors.

In the market-State, the executive president/prime minister can generally take the following actions:

1. Make treaties with the approval of the legislative.
2. Veto bills and sign bills (note: a bill is a law).
3. Represent the State in talks with foreign countries.
4. Enforce the laws that legislatory passes.
5. Act as commander during a war.
6. Call out troops to protect a territory against an attack.
7. Lead a political party.
8. Entertain foreign guests.
9. Choose advisors.
10. Recognize foreign countries.
11. Grant pardons.
12. Nominate legislative members and justices and other high officials.
13. Appoint ambassadors.
14. Talk directly to the people.
15. Represent the best fulfillment of all the people.

Generally, said executive officer cannot take the following actions

1. Make laws without the consent of another branch of the State. Note that when a president can make laws, the type of government may be called a dictatorship.
2. Declare war.
3. Decide how federal money will be spent.
4. Interpret laws.
5. Choose cabinet members or justices without legislative approval.

In the market-State, the typical roles and functions of the ministries (a.k.a., departments, cabinets, etc.) of the State are:

1. Policy formulation and implementation: Ministries are responsible for developing policies and plans related to their respective socio-economic/socio-technical sectors [of society]. The ministries analyze issues, gather data, consult with stakeholders, and formulate policies that align with the current government's overall vision and goals. Ministries then oversee the implementation of these policies, ensuring their effective execution.
2. Regulation and oversight: Ministries often play a regulatory role, establishing rules, standards, and guidelines to govern activities within their sectors. They monitor compliance, enforce regulations, and take corrective actions when necessary to maintain

public safety, protect the environment, and ensure fair practices.
3. Service delivery: Ministries may provide essential services directly to the public. For example, the Ministry of Health may be responsible for coordinating medical facilities and delivering medical services, while the Ministry of Education may oversee schools and educational programs. Ministries ensure the efficient and effective delivery of services to citizens.
4. Resource allocation and budgeting: Ministries manage and allocate financial and human resources within their sectors. They develop budgets, allocate funds, and prioritize spending to achieve their objectives. Ministries also monitor expenditures, assess the impact of resource allocation, and adjust plans as needed.
5. Stakeholder engagement and collaboration: Ministries engage with various stakeholders, including other government entities, non-governmental organizations, businesses, non-business organizations, and citizens. They collaborate with stakeholders to gather input, foster partnerships, and ensure that policies and programs address requirements.
6. Data collection and analysis: Ministries collect and analyze data related to their sectors to inform decision-making, monitor progress, and evaluate outcomes. They conduct research, surveys, and studies to gather information and utilize data-driven approaches to improve policies and programs.
7. International engagement: Ministries often participate in international forums, negotiations, and collaborations related to their sectors. They represent the country's interests, contribute to international discussions, and seek opportunities for cooperation and knowledge-sharing with other nations.

Administrative recruitment (a.k.a., hiring, employment, career staffing) to a bureaucracy, other than election or military takeover and military placement in administration, could be (i.e., selection/hiring to administrative position generally occurs in the following ways):

1. Elitist (traditional British, United State of America, Japan) is based on only hiring those who have attended the right universities and/or have the right background certification(s).
2. Experience (expert) based is based on ones expertise through experience at a role or skill, and the facilitation of mentoring to expertise. Of course, without a socio-technical engineering vision, determining who is or isn't an expert becomes difficult. Here, the public servant is seen as an expert, because of significant experience with some particular tasks to perform.
3. Reputation is based on who holds sufficiently high reputation. How much reputation and influence do they have; do they have enough for the position. Reputation can come from many domains (e.g., popularity, technical experience, etc.).
4. Meritocratic is based on a exams concerning a common intellectual training and understandings, and it typically involves of a code of behavior and discipline training (traditional French meritocratic model).
5. Open employment, which would be a more democratic approach (Sweden model).
6. Party-based is based on only hiring those who are part of a particular party. The hire must be a member of a specific political party (more socialist leaning). Are rulers, politicians, and/or administrators expected to be ideologically, rather than professional experts (i.e., "red" or "blue" rather than 'expert at some socio-technical subject')? Are non-experts preferred, provided that they are ideologically sound?
7. Neoptist-based in that relatives are hired, because they are relatives (more tribal leading).

2.5 The simplified structure of a production system

A.k.a., Socio-technical production, habitat/city service production, political economy, socio-political production, etc.

Production (all) is a combination of two axiomatic factors where people, objects, and processes come together to do work:

1. **An office:** Information system, standards development, working groups, etc.
2. **A factory**: Production system, habitat productions, habitat teams, etc.

The results of production may be used/consumed via at least two methods:

1. Free for access (no cost/price/trade; no exchange for access).
   A. Community is present; there is no market (societal level).
2. Exchange for access; cost/price/trade for access (not free; mandatory exchange for access).
   A. Market is present, there is no community (societal level).

All production involves the following elements:

1. **Means of production:** Objects and information useful for production. The means of production refer to the physical and non-physical inputs used in the production process, including: 1) land; 2) machinery, tools, and technologies; and 3) knowledge. Note that the means of production typically excludes the resources that go into the final product, even though they are an input into production, they are not a means of production directly.
2. **Mode of production:** The mode of production refers to the specific social and economic organization through which goods and services are produced and distributed within a society. Different types of society have different ways/modes of producing:
   A. In the market, the means of production are privately owned, and there is competition between owners. The dominant way of producing in the market is characterized by the private ownership of the means of production, wage labor, price, and the pursuit of profit. Under the State, the means of production are owned by those who own/control the State.
   B. In community, the means of production are either common unowned or commonly owned, and all production is coordinated via a contribution service in a cooperative and transparent manner. The primary unit of production is the habitat (city) in which human life, technology, and exploratory needs are met through the production and distribution of service-objects therein. All access to produced products and services is free.
3. **Social relations of production:** The social relations of production encompass the relationships and interactions between different classes within a given mode of production.
   A. In capitalism, the primary social relations are between the owner of production (employer) and the wage laborer (employee), the employee and themselves as a consumer, and the employer as a seller of some object/service to a consumer. The relationship between capitalists (who own the means of production) and workers (who sell their labor power) is characterized by the extraction of surplus value (i.e., exploitation).
   B. In a community-type society, the primary social relations are between common heritage users and contributors. The relationship users and working InterSystem team members is characterized by shared responsibility and stewardship. Users directly participate in production as contributors and as valid input stakeholders. Common heritage owners are custodians of resources and assets that are collectively unowned/owned by everyone (i.e., by the whole community population). Users and contributors hold the responsibility to ensure the sustainable use and preservation of these shared resources for present and future generations. Here, it is recognized that the well-being of the population (and future generations) is intertwined with the responsible coordination of a common heritage, and that actions are guided by common fulfillment, rather than individual gain over others.

MARKET APHORISM: *Who owns the production machines owns the economy, and in turn, the politics.*

Simplistically, there are several ways of producing a socio-technical society (and allocating resources therein through production):

1. Market-only allocation of capital (to production).
2. State and market (mixed) allocation of capital (to production).
3. State-only allocation of capital (to production).
4. Community-only allocation of resources and production together as a common heritage.

There are two types of incentives to produce society (or, re-produce society):

1. In the case of community, there is [intrinsic] contrition as a duty to society.
2. In the market, business uses the [extrinsic] terms profit and wage incentive (i.e., use money as an extrinsic reward to incentivize work). The market incentivizes extrinsically with money (as profit or wage), and product/service access.
3. In the State, governments use the [extrinsic] terms subsidies, grants, and coercion. The State incentivizes extrinsically with money and/or no-punishment as the reward.

There are the following possible options when it comes to the organization of socio-technical production (how is societal production organized at the high-est level):

1. **Cooperative market industry (outcome)** internally cooperative and externally competitive; production owned-enterprise who compete to sell products at a price in a [service-object] market.
   A. Many offices and factories in competition (i.e., not free).

   B. [many offices] [many factories] [many markets]
2. **State industry (outcome)** territorially cooperative and extra State/Union competitive; production by State coordinated enterprise who has no territorial competition and sells products at a price into a single labor-accounted [service-object] market.
   A. One office, one factory, sale of priced product into a market (i.e., not free).
      1. [one office] [one factory] [one market]
3. **Community habitats (outcome)** "territorial" community with a unified, living community standard and network of free-access habitats, produced through coordinated contribution to global and local resource configurations (in the form of local habitats; and human-need support services therein).
   A. [one office working on and with one integrated information set; standard] [globally coordinated and localized habitat production operations; habitats] //no market
4. **Political-State (condition)** territorial condition where there is representational opinion in the [political] State decisioning about regulations and productions in society. It is simply common standard to allow others (other people) to represent oneself while they take legal (already) decisions based on their subjective (internal-opinion) that concern the flow of resources in society.
5. **Social-State (condition)** territorial condition where resources and people are flowing into a community-type configuration of society (informationally, legally, and/or physically). It is simply common standard to help move people and resources into a community configuration by understanding and adopting the current standard for a community-type society. All organizations can formally identify alignment potentially and adopt/adapt community standards.
6. **Scientific-State (condition)** territorial condition where the flow of resources and people into specific configurations of society occurs through the green "go / no go" result of a whole societal decision system in order to produce scientifically aligned decisions about what is most likely to produce optimal states of fulfillment, given what is known and available, now and well into the future. There is a scientifically informed and standardized solution to producing master plans and equivalent operational habitats for a global network of human need fulfillment [habitat] services, provided freely for access through contribution.
7. **Eco-State (condition)** the proposal is for an **eco-social State territory (special economic zone)** wherein the State plans the material habitat system network within its territory, under scientific engineering and community standards conditions. An eco-social State is a political-economy State that includes the ecology in the administrative processes of society. And, a social-State is a State that includes the fulfillment of common human needs through habitats composed of common heritage resources. Herein, the State has power over the material system and the government uses its power to create and enforce law to decide the flow of resources and work into a community-type configuration of society by materially reconfiguring market-State territories into community habitat-networked configurations. In this case, an "eco-social State" is a configuration of the State with policies that facilitate transition to a community-type society via the implementation of community-type socio-technical standards. This configuration of the State uses the legal system (laws, policies, courts, regulations, etc.) to move people and resources into a "community" (standards) aligned configuration of society. With the will of the population, an eco-social State may reorganize the decisioning and material environment to improve the life conditions of all of humanity, by building the life conditions of those in greatest need while raising the life conditions of all, so as to forget none. An eco-social State is one potential method of transitioning to community at the societal scale; there are a variety of other potential ways to achieve a community configuration of society.

In this sense, one might label a "scientific-eco-social-State" a State organization that develops and adopts standards that are restructuring the geo-political landscape to those of conditions representative of community [standards]. The -State does this through the adoption of social, ecological, and scientific standards that are likely to create community conditions. These social, ecological, and scientific standards are produced and distributed as a unified social, decision, material, and lifestyle standard (with a scientific knowledge database behind).

In community, habitats (urban environments) are made with every individual human-need user, and contributor, in mind (as a product). In the market, urban environments are made with some target market-sale audience in mind; whereupon, then the fixed/chattel property is sold into the market, again.

Production in community happens differently than production in the market/State:

1. In community, no one private individual or group of individuals owns the means of production. Instead,

production is composed of people working with common heritage resources to provide fulfillment to other people in the form of socio-technical services offered through a habitat service structure. Wherein, standards based on non-competing contribution to the means of production, and decision working groups therein, coordinate production master plans that are executed continuously by InterSystem habitat service team members. The core assumption is that humans and computation can do the work of optimizing human fulfillment.

2. In the market (the core assumption is that only the market can do, or can do best, the work of human fulfillment):
   A. Centralized competing enterprise [private] ownership of the means of production (standard private capital ownership with fewer owners).
   B. Decentralized collective [private] ownership of the means of production (standard private capital ownership with more owners; "stakeholder capitalism").
3. In the State (the core assumption is that only the authority can do, or can do best, the work of human fulfillment):
   A. There is ownership of the means of production through State politicians and administrators who have access to two State authority control mechanisms (both of which are coercive):
      1. Money as reward incentive.
      2. Punishment as avoidance incentive.

2.5.1 Simplified differences in production between different configurations of society

Decisioning occurs differently (is practiced) differently, in different configurations of society. A base question when inquiring into the decisioning of different configurations of society is, "What is the unit of commensurate (homogenizing) value in each configuration of society?"

1. In the market, the units are "currency" and "profit" (greater currency).
2. In the State, the units are "political power" and "influence".
3. In community, the unit is the habitat [service system] as a human fulfillment and ecological service platform. Herein, the common unit of value is the planetary ecological service system, the "common heritage".
   A. In community, the heterogeneous outputs of society are the habitat services and objects (Read: human fulfillment), classified according to some combination of:
      1. Life, technology, exploratory service support.
      2. The second dimension to the heterogeneity of fulfillment outputs involves common and personal access.
   B. In community, "labor" is structured as contribution to a single, unified InterSystem team consisting of (i.e., the labor inputs of community personnel as part of the InterSystem can be reduced to two mediums):
      1. Information working groups working with information, producing standards and resolving master plans.
      2. Habitat service teams working within physical, localized socio-technical habitat services.
      3. The second dimension to the heterogeneity of labor inputs involves educational qualifications and professional contribution interests.

Table 20. *Table shows the high-level difference in decisioning between a market-State and a community-type society. Decisioning in society involves agreements and decisions. In the market-State, it involves civil and State agreements.*

SOCIETAL CONCEPTIONS	Market-State Society	Community Society
Actions	Trade & bureaucracy	Contribution & free access
Agreements	Contracts (civil & State; laws)	Community, residency, and contribution service agreements
Decisions	Business enterprises & state-governments	Systems science standards and decision working groups
Repercussions	Punishment-criminal justice orientation	Restorative justice orientation

Each configuration of society has it own prototypical, ideal type:

1. **In the prototypical, idea socialist society** the means of production are "publicly" owned by the State, the nation, or the people working at them; controlled by one or more "publicly" owned organizations (a.k.a., collective producers). Hence,
   A. Production organizations are administered by the people and/or institutions accountable on their behalf. Since all production organizations under socialism are owned by the same people (i.e., the public), there is no need for producers to trade goods, as the public would remain the owner of those goods either way.
   B. In-kind planning refers to the "cost" of production as evaluated in purely physical terms.
   C. Labor-kind planning refers to the "cost" of

production as evaluated in purely human labor hours.

2. **In the prototypical, idea capitalist society** the means of production are privately owned by individuals among the public; controlled by private owners of capital.
   A. Production organizations are administered by people with a profit incentive.
   B. Finance-kind planning refers to the "cost" of production as evaluated in purely financial/ money units.

2.5.1.1 Socialist State

A.k.a., Social-State, socialism.

In the early 21st century, and prior to it, socialist State activities have had to be financed out of tax revenue extracted from the market (capitalist) sector, which has meant that the opportunities for expansion of "social welfare" measures and the "free" distribution of basic services have been dependent on the financial success and growth of the capitalist sector and the strength of the tax base. Note that any State seeking to plan its economy democratically would have to take into consideration its integration in the larger global supply chain; particularly for power and semi-conductor purposes.

There are two broad categories of socialist States, those where there is:

1. **Non-market economic planning** - occurs where economic-habitat/-city planning is integrated with engineering and socio-technical human need criteria, and calculation of local and global master-resource configuration plans are tooled to allocate and distribute goods and services optimally, without any form of price. In this type of social[ist] State, there is the "State-of-free" services.
2. **Market-based economic planning** - occurs where market entities trade objects and abstract commensurate units (Read: currency) to allocate and distribute goods and services according to priced labor time, or some other priced value that users (citizens, consumers) must pay for access (as in, trade and participate in a market). Here, under "socialist" conditions, only consumer-type products will be distributed with price; the means of production remain under public control and there is no trade (price) for resources within production. This is claimed to create a distinct economic system (i.e., "social-" State system), because it means no distinct ruling economic class, which privately owns the means of production (because there is no trade, only cooperation, within the means of production). Here, tokens are only assumed to be used in the distribution of end-user "consumer" goods, and not in production itself. Wherein, token prices are adapted towards market clearing rates does thus not stand in the way of addressing the ills of capitalism, which I think are a result of its class character and the anarchy of production. Instead, flexible token prices are necessary for a sensible and equal distribution of consumer products. "Socialists" do not shy away from such solutions due to a mere superficial resemblance to the capitalist institutions they seek to transform.

CLARIFICATION: *Market clearing prices are the "clearing prices" at which a product(s) is sold-purchased entirely, such that the supply [from the producer] equals the demand [from buyers] in a market. It is the price at which all available units of a product are bought or sold, and there is no excess supply or demand. This term is primarily used in the context of pricing in markets, especially in economics. It refers to the price at which supply equals demand, resulting in an equilibrium where there is no excess supply or excess demand. In a social-State, this comes on the demand-side from education (and good starting conditions), and on the supply-side from cooperation and sharing, and financing.*

The discussion here concerns the conceptualization of an alternative socio-economic system that diverges from traditional capitalist-nation frameworks, by eliminating the private "ownership" of the "means of production" and replacing competitive [trade] markets with cooperative production standards and methods. This envisaged system, which could be aligned with socialist principles, emphasizes the absence of a distinct ruling economic class that derives its power and wealth from the ownership of production resources. Instead, the focus shifts towards a community-centric approach where cooperation and common [un-]ownership are encoded, fundamentally altering the dynamics of production and distribution within society.

In this model, tokens or similar instruments serve as a medium for distributing user products ("consumer goods"), rather than playing a role in the production process itself. This approach seeks to retain the market mechanism of "matching" supply (production>price) with demand (need>wallet>buy) for end-users, without introducing market-driven inequalities and inefficiencies into the production sphere. The token prices would be adaptable to ensure that consumer goods are distributed equitably and efficiently (i.e., they are priced to community variables), mirroring the concept of "clearing rates" in markets, but applied within a non-capitalist framework, to mitigate the adverse effects commonly associated with capitalism, such as economic inequality and production anarchy. Here, by keeping the distribution of "consumer goods" responsive to "market" signals through flexible token pricing, this model aims to achieve a more rational and equitably optimal allocation of resources.

Here, the capitalist token system is re-purposed as a socialist token-based distribution systems; to serve togetherness goals. The inclusion of this approach introduces the potential for separating from capitalist market dynamics, thereby removing the exploitative relationships and competitive pressures that drive much of capitalism's externalities ("ills"). Instead, by focusing on collective [un-]ownership and cooperative production, while utilizing efficient distribution mechanisms (habitats) for consumer goods, it is suggested that a more just and stable societal system could emerge—one that serves the needs of all members of society without the inherent inequalities of societies that emerged during the agricultural- and capitalist-industrial ages (from the agricultural revolution to the mid 21st century).

Here, the tokens share some characteristics of a contemporary money system. Both are an "I owe you" (IOU; a.k.a., debt) issued by the "State" or "distributed autonomous network" (as the representative of society). The representative then has decision control over the token system:

1. The State promises to accept money as tax payment (creating the potential for two different types of token economy):
   A. Private token economy circulation (Read: market-capitalist economy).
      1. Here, the debt-token circulates among a population; fractioning and spreading "debt". A key difference between the base idea of a "token", and "money" is that money is a "token" that circulates in a private economy.
   B. No-private token economy circulation (Read: market-socialist economy).
      1. Socialised production inquiry: The promise behind "market socialist" tokens is that they can be redeemed for a share of the "social supply" of consumer products out of "socialised production", directly (in that, there is neither circulation at all):
         i. No circulation between users of the token [service] system.
         ii. No circulation between the users and the token service system after price-paid usage.
            1. Tokens are deleted upon usage by price-paid -- the IOU is paid and the "debt" token is deleted).
            2. Here, debt/credit equivalence is achieved; wherein, the view could even be, instead of "debt/credit" (extrinsic), could be: "duty/service" (intrinsic).
         iii. Here, how is price set; specifically, how is it set?
            1. Price setting coordinated decision agents (deciders) that use: Feedback controllers and artificial intelligence to achieve the best possible convergence of actual prices with clearing prices. When setting prices, the price would factor in: changes in supply, expected changes in consumer demand, demand intensity, fixed production operations, working hours, etc.
         iv. Here, how close to common (abundant, and hence no price/tokens) is that which is being accounted for?
            1. Here, is it assumed that if one person has more tokens than another, that this is so because the person with more tokens is supposed to have a greater share of consumer products than another person?
         v. Here, are there life-phases being accounted for?
            1. Here, is it assumed that if one person has a unique token, and another does not, that this is so because the person with the unique token is in a unique phase of their life and is supposed to have a unique share of the consumer products?
2. The token system would likely include the following components:
   i. Tokens as a means of distribution: Instead of using money as it is understood in a capitalist economy, this system employs more accountable tokens. These tokens are not money in the traditional sense, but are representative of the labor-contributed and/or life-phase presence, by individuals to the collective effort of production.
   ii. Wallets for tokens: Individuals hold these tokens in a "wallet," which is a metaphor for a place where the tokens are stored. There would be two categories:
   iii. Lifespan-usable category: This could refer to a number of tokens that an individual is allocated for a certain period (presumably based on their lifespan or working life), used to access essentials and other products necessary for a good quality of life.
   iv. Non-lifespan wallet category: This might represent tokens that are allocated for other non-essential uses, possibly including luxury items or services that are beyond basic needs.
   v. Unique identity as a non-fungible token (NFT): Each person might have a unique

identifier, perhaps akin to a digital identity, that is non-fungible, meaning it is unique and cannot be exchanged on a one-to-one basis with another identity.

vi. Contribution-phase labor coefficient (fungible token): The labor contribution of an individual during the production phase is quantified in terms of labor coefficients, which can be fungible, meaning they are interchangeable and can be used to access a share of the social product. This is where the concept of labor-time calculation might come in, using those labor coefficients as a basis for distribution.

vii. Priced access through tokens: While there is no traditional buying and selling, the tokens represent a pricing mechanism to provide access to goods and services. This "price" doesn't reflect a profit margin but rather an equivalent measure of social labor contributed, intended to ensure a fair distribution based on participation in the socialized production process.

3. Tokens are not used in exchange, or at least not primarily in exchange (note: if the system is digital, it could be fixed so that secondary exchange was impossible). The State (or, "society"), as the issuer of the tokens, does not need to receive the tokens back. Instead, they are simply deleted, while new tokens are issued as required. Here, tokens act as semi-non-fungibles; they are earned, or acquired, in fractions, and spent on priced needs and preferences, in "priced" fractions. And, they are unique (non-fungible) to the individual (identity/profile/wallet).

2. And, the "socialized" production State provides tokens; because of any individual's involvement in any:
   A. Labor-time complex (including, labor complexity and hours worked).
      1. Actual work (InterSystem team work with information and habitat services). This is accountable labor, easily priced into habitat objects and services.
      2. Wallet amount:
         i. Will some people will have more dispensable fungible tokens, and thus, may be willing to pay more (in price) for the same want/preference/need than another?
      3. Creative entertainment-leisure work by public profile members of a State. This is difficult labor to account for; whether driven intrinsically or by profit, it is not so easily priced, because it is a leisure peripheral input into basic habitat life, technology, exploratory, and information services. Creative and artistic entertainment work is not so easily priced as an exploratory service within the habitat.
   B. Life-phase (including free of price access to nurturing, education, and leisure-life phase services.

The capitalist and social-State models can be compared more precisely:

The capitalist model:

1. Tokens that circulate (i.e., circulating tokens; a.k.a., money) - fungible demand-supply.
   A. Money is a circulating "I owe you" (IOU) to the State (i.e., I owe you, the State). Money is an "I owe you" (IOU) issued by the State, which circulates in the economy as it is used for exchange between private agents and for settling of payments in the private sector.
   B. Money circulates in the private sector. It is used to settle payments between private individuals or enterprises before it is returned to the State through coerced tax payment.

The social-State model:

1. Tokens do not circulate - the use of a token system where tokens do not circulate (i.e., non-circulating tokens).
   A. Tokens only (or, primarily) used to extrinsically mobilize labor for socialized production and to distribute goods, out of the social supply of goods, to individual consumers. The promise behind them is not that they are accepted as tax payment, but that they can be redeemed for consumer products.
   B. Non-circulating social production tokens are non-circulating IOUs to society (i.e., I owe you, the public).
2. Priced in the socially necessary labor time needed to produce them -- linking the token price of items to their labor value (a.k.a., labor token State socialism).
   A. The rates at which tokens can be redeemed for various products are fixed by their labor values.
   B. The tokens are linked to labor in several ways:
      1. They are provided to workers in proportion to their labor contribution.
         i. As hours of work: Workers receive tokens corresponding to the amount of time they have spent laboring, in hours.

ii. As work role/description: Workers receive tokens corresponding to the role they are accountable for work..

2. They can be redeemed for consumer items that take an equivalent amount of labor to produce.
3. There may, or may not, need to be some adjustments to the number of tokens given out, for example due to differences in ability or need, or based on the kind of labor performed, of if non-contribution life-phases have tokens..

C. If, it is assumed, that token prices accurately reflect the "opportunity cost" of a product, then labour, and users, can directly proportion this labour to various product types. Labour which is used to produce one product could alternatively be used to produce some other product. The amount of labour necessary for any one product thus represents the "lost opportunity" when the product is produced and consumed. It is this labour that is no longer available for other purposes. Labour used to grow and harvest pears can no longer be used to grow and harvest apples and so on. With labour pricing, consumers can freely decide whether their share of the social supply of labour be used to provide them with apples or pears or something else entirely.
   1. However, labour values are an inadequate measure of the "opportunity cost" of a product at the point of distribution.
   2. That said, labour is not the only input required to produce various goods. This means that labour cannot necessarily be directly and freely portioned to various uses, as other input requirements like land, natural resources, raw materials, skills, and machinery are also required. Land in a climate able to grow apples might not be equally suited for growing oranges and so on. While some of these additional inputs, like machinery, can themselves be produced by labour, others cannot. Hence, labor cannot be absolutely, directly proportioned; however, labor is one calculated economic input.

D. Socialist labour token proposals suggest that products and services be priced through tokens (a.k.a., vouchers) denominated in labour time, that can be redeemed for consumer goods of equivalent value.

E. This is clearly reminiscent of the labour theory of value which Marx (1999) thought governs the capitalist economy. However, unlike under capitalism, there would be no capitalist class to appropriate the surplus value produced by workers.
   1. The labour tokens received by the workers differ from money in that they do not circulate (i.e., money circulates and these labor tokens do not). Labor tokens are issued to individuals by the [socialist] State, and holders then redeem them for products. It is possible to imagine under this scenario an exception for second-hand goods, which are no longer needed by their original owners.
   2. In this regard, socialist labour tokens are more like a theatre ticket (an analogy made by Cockshott and Cottrell 2002, p. 54). The ticket itself is worthless to the theatre. It does not, for example, need the ticket back in order to pay its staff. Instead, the ticket is simply deleted as a user enters to see a show, and new tickets are printed as demanded [by users]. Similarly, socialist society can issue as many tokens as necessary and delete them as they are redeemed for consumer products.
   3. Tokens are created at will by the institution (agency/office/branch) charged with keeping the record of the tokens, which could be called, like it is in modern monetary theory (MMT), the central bank (after its early 21st century equivalent). When private individuals use tokens to buy goods and services out of the social supply, the according number of tokens is deleted from their accounts, which is equivalent to what modern monetary theorists say is being done when taxes are paid to the government. In a socialist State, since people require tokens to obtain products, there is no need to create demand for these tokens through a tax burden. Taxes are also not needed to issue new tokens, as the number of tokens given out is not constraint by previously taking in tokens.
   4. In this case, a State issues tokens and demands that people use them in order to acquire what they need/want. Individuals in such an economic system would thus have an extrinsically rewarded interest in acquiring these tokens and would be willing to do labor for social production. This way people would be extrinsically motivated to do labor for the production of products and services.

F. A socialist society or State does not have tokens or vouchers before they are issued, and it does not need them back (in tax). The most influential discussion of this is found in Marx's Critique of

the Gotha Programme (Marx 1999, part 1).

G. The concept of "market clearing" rates is essentially market-based economic planning within a socialist framework. Market socialists (Dickinson 1930, 1939; Lange 1936; Lerner 1944), argue for the use of market clearing prices on the basis that these lead to a pareto-efficient distribution of goods based on individual wants. A distribution is "pareto-optimal" if it is impossible to improve anyone's condition by modifying the distribution of goods without making someone else worse off. While pareto-efficiency is not the only desirable property of a distribution, it is in principle possible to move from one pareto-efficient distribution to another by changing the distribution of income. While income and prices in this perspective usually refer to money, we can equally apply this to non-circulating tokens.
   1. The clearing rate of a product is the token price at which demand for the product corresponds to supply. The token prices of items are set so that they, as closely as possible, resemble clearing rates.
      i. This means that everyone that is willing to acquire an item at this price is able to do so. Not that they will do so; only that they have the requisite number of tokens in their wallet/account to do so.
      ii. It also means that anyone else is not willing to pay the same token price and could only be given one of the limited number of items by denying it to someone that is willing to pay more tokens for it than they are. At minimum, the person that would have to be denied the item would be willing to pay the clearing rate. Under this assumption the willingness to pay is a "reasonably reliable" indicator of the importance/want someone has for a product. This means that the clearing rate (a.k.a., want), and not labor value, is a more accurate end-user fulfillment measure of the opportunity cost at the time of distribution.
   2. What happens if the producer (Read: seller) deviates from the clearing price for an item in either direction?
      i. If the price of a product is above its clearing price, as could well be the case if token prices are set to labour values instead of clearing rates, then some apples will be left over. At this higher price, demand for the product remains below their supply, meaning that some of the product will not be purchased (and likely sit unused, or may even need to be wasted), simply because prices were not sufficiently adapted to demand (i.e., too high). This is wasteful and would mean the labor and final product would end up having little or no use. This, in turn, means that there would be little lost opportunity if consumers were simply allowed to acquire the apples at a lower price.
      ii. If the token price is below the clearing rate, then supply will be insufficient, if there is nominal demand. This means that some consumers willing to acquire an the product at its price will be unable to do so. Which consumers do end up getting the product will end up being determined by some factor other factor, which may or may not be influenced by tokens.
      iii. Importantly, if other factors (such as, token accumulation allowing for travel, or who gets there first in the morning), end up deciding who gets the product (and/or how many of the product) and who does not get any at all, then tokens lose their purpose in determining the fulfilling distribution of goods.
      iv. The concern here is that a society that ties the token prices of products and services to labour values might as well not issue these tokens at all, as they will not end up being the deciding factor in the bundle of goods any consumer will receive. The problem, which Marx does not seem to have considered, is that the supply of products will not always perfectly correspond to the demand for these products (at labour prices). Inevitably there will be instances were some goods are over- or underproduced. A labor-token accounted society will have to distribute the overproduced items, assuming they should not go to waste. It will furthermore have to find some way to ration products that are under-produced.
      v. It may be possible for an approximation of clearing rates to be achieved through a token model in a trial-and-error process, in which token prices are successively adjusted based on the observed deviations between supply and demand. Prices of items for which supply exceeds demand will have to be lowered, while items for

which supply falls below demand will have to be raised in price.

Modern Monetary Theory (MMT) is a theory of monetary economics where money is essentially an "I owe you" (IOU) that the issuer of the currency (a State) promises to accept as payment for taxes or fees (Wray 2015, pp. 48–50). In this case, the reason that money is valued is that people and market entities are required to pay taxes coerced by the State. The State issues and spends money, and can buy what is offered in the State's own currency. This does not mean that States will spend money at will, since anything that the State buys will not be available for the private sector to buy, and if the State purchases a large amount of market products, doing so is likely to raise prices. According to MMT, the purpose of taxes is not to generate monetary income for the State, as monetarily sovereign States (i.e., States which issue their own currency, can spend in that currency at will). Instead, taxes are primarily needed in order to create demand for the currency, so that the private sector is willing to accept the currency as payment. MMT claims that demand for money is created because people have to pay taxes and dues to the State.

The labor-time calculation model of planning is an alternative to traditional monetary-based economic systems. This model focuses on labor-time [accounting] as the primary unit of account rather than money/currency, with the intention to price the supplies of social production ("economy") through the direct measurement of individual human by/hour-time spent in production processes (i.e., working as a member of the InterSystem team).

In a system where labor coefficients are considered inputs, planning involves a detailed understanding of how much labor—measured in 'hour' units of time—is required for each type of work activity. These coefficients then become a basis for managing and allocating resources within the economy, aiming to achieve efficient and equitable distribution based on labor contributions rather than market-driven prices.

> **CLARIFICATION:** *Here, "coefficient" is a measure or a multiplier; it's applied in an economic framework. It quantifies the labor-time necessary for producing goods or services, serving as a sort of conversion factor that translates the amount of work into a standardized unit that can be used for planning and comparison (and pricing, if a pricing model is chosen).*

This model is different than the market mechanisms that determine value and efficiency through competition and competitive price-trade signals; instead, a social-State has price-labor signals. By standardizing the quantification of labor (to hours) across various industries and work activities, it seeks to integrate production and distribution according to the actual time and effort involved by humans (Read: Actual InterSystem Team work); thereby, reflecting a form of value based on socially necessary-labor time. By planning at the global and local levels, together, in this manner, the society might also focus more on meeting the needs and enhancing the welfare of its participants, rather than prioritizing profits, as in capitalist systems. However, implementing such a system would involve complex considerations; including, a requirement to address: how to account for differences in skill level, intensity of work, the qualitative differences between types of labor, location, and prior property and employment permissions.

Of course, it is important to note here that workers exhibit variations in their labor performance due to intrinsic interests, extrinsic motivators, physical and mental capabilities, technological situations, and family situations. In the early 21st century, individuals possessing physical or mental advantages have the potential to earn more tokens, achieved either through increased work intensity or extended working hours (all else being equal). Additionally, workers' family lives differ; for instance, some may have more children than others. Despite equal labor contributions, those with more dependents would still find themselves economically disadvantaged. These disparities are significant, persisting regardless of the configuration of the token system, and are one of many reasons why the goal of society should be to do away with tokens altogether. (Dapprich, 2022)

Complications with this model are numerous and include, but are not limited to (Dapprich, 2022):

1. People with a disability might be able to participate in the workforce, but be unable to fulfil the same amount of work that other workers can complete. Should this inability be apparent, it would be quite straightforward to reduce quotas for these workers or reduce the number of hours they are expected to work (while not reducing the tokens issued to them).
2. Workers who have more children than others would be poorer (Read: have less access overall) if given the same number of tokens. The assumption here is that parents would have to use their own tokens to provide for their children. This does not have to be the case, provisions could be made for life-phase. Provisioning for children could either be encompassed by the 'common satisfaction of needs' (Marx 1999, part 1) or by the funds for those unable to work. Education for the young could be part of the common satisfaction of needs. Here, tokens could be provided to children or their carers, similar to the child benefits paid in many modern capitalist welfare states. As long as these child benefits and common provisions for children are sufficient for the upbringing of new generations, the cost of raising children would not

be a source of inequality.

3. There is also a concern that the work of caring for children, and/or taking care of a household, might be a source of inequality. Working to maintain a household is a form of work to maintain the habitat; it is a completely uncompensated form of work in a capitalist society. Carers of children might also have less time available for other work and could thus lose out on tokens if no measures are put in place to address this. Again, there could be a common fund for this. Another possibility is to recognize the work done by carers at home as worthy of the same compensation through tokens. Of course, there might then be psychological issues. If caretaking and upkeep work is adequately compensated in this way, then it would no longer be a source of inequality.
4. Those who are sick may require significant medical resources to treat their condition, while those who are healthy do not. Under such conditions it is highly likely that there will be those who are not sick, but claim to be sick, in order to get out of doing tasks that they do not find intrinsically rewarding. Who makes the claim of someone being sick or not. Here, a socialized healthcare system provides treatment to those requiring it free at the point of use. While tokens may have to be redeemed for many other goods and services, the provision of healthcare would not require any tokens at all (i.e., it would be a universal basic and free service).
    A. *Note: From a habitat service system perspective, healthcare, food, and other habitat services ought not be differentiated between; they are all essential life support services. Everyone requires food, shelter, water, medical care, power, architecture, etc.*

2.5.1.2 Market-State socialism (outcome/production)

A.k.a., Market-socialism, market-socialist, reformist welfare-State politics, social democratic capitalism, a welfare State with a mixed economy, market-retained socialism, market-retained socialist, etc.

Market socialists often advocate for a form of socialism that retains elements of market-based allocation and resource distribution. They propose a mix of public ownership and market mechanisms.

1. The token prices of consumer products should be responsive to supply and demand, and not be linked to labour time.
2. Prices should be regulated towards the clearing rates, at which demand matches supply.

There are critiques of the market-State (a.k.a., capitalism) that have no plan for a new societal-economic system (are very metaphorically speaking, "vanilla"), in that they simply want to:

1. Tax the rich and redistribute the wealth of the rich to social programs (i.e., to State welfare programs).
2. Retain the market where objects and/or services are purchased for a price paid in credits from an individual's private [financial] account.

Here, the significant questions in response to these "plans" are:

1. Will wealth be (to what degree is consent necessary to take action):
    A. Exchanged for access to community?
    B. Traded for tokens to residences and products (possible transition)?
    C. Forced without access or trade (not community and not transition)?
2. Will there be a retention of punishment-based standards and criminalization practices, over transitioning to science-based standards and restoration practices?
3. Is there a retention of the market in the proposed (or, actualiz-ed/-ing solution)?

Is a requirement to know about planning:

1. Was the production of a product of planning for:
    A. Free access?
    B. Trade and profit?
2. Is the allocation of resources to production determined:
    A. Before end-user exchange (access)?
        1. User survey (end engineering to determine production).
            i. Access likely has no price.
            ii. Access may still have a price.
    B. After end-user exchange (produced to be sold after into the market)?
        1. Induced demand.
            i. Access has a price.

Then, the technical-operational questions are:

1. Is the State the owner?
    A. How does the State set the Price?
2. Are there individual owners, all of whom do work (or, have done work)?
    A. How do the owners set the price?
3. Are there any working non-owners (those who do work, but do not own; and is it possible in the structure to have non-owning workers)?
    A. How do the owners set the price?

Of production, it is necessary to ask:

1. Can production units (economic production units) match their production to the precise surveyed needs of the population, while simultaneously accounting for flexible production (a.k.a., preference inquiry)?
2. Are the economic units competing (market) or cooperating (community)?

Economic units produce intermediary and final products in the economic-production cycle of society, which include, but may not be limited to:

1. Habitat master plans significant re-formation, commonly every 3 to 5 years (a production cycle of 3-5 years, and material changes relative to what was decided). Common access, and team access, and personal access may all have significant material changes.
2. Sub-three year production cycle categories:
   A. Instantaneous, on demand.
   B. Timed production configuration cycle with some set degree of flexibility in terms of customization.

In the context of users, it is necessary to ask:

- Will the consumer (user) complete a consumer (user) questionnaire, which is the deliverable of a production organization, who inquires into, collects and accounts for data on what humans require on an individual, on-going, and planned multi-year (generally, 3-5 years) habitat master-planned basis? Are some production cycles also any duration less than 3 years?

In a market economy, allocation is determined after (a.k.a., ex-post, a-posteriori, etc.), once the commodity is exchanged in the market. The consumer decides the allocation after production. Alternatively, in community, habitats are master planned through a decision system that determines allocation beforehand (a.k.a., ex-anti, a-priori, etc.), with some accountable degree of flexibility.

The arguments for market-State enterprises are:

1. The argument that the market-State socialists make is that if the capitalist role/class was removed and there were only worker owned cooperatives, then all the surplus value that is produced would belong to the worker owners of those firms. Here, the claim is that there would be a full-cycle of value produced; commodities and surplus value (profit) produced by and for the workers, but not owned by a capitalist class.
   A. However, the enterprises owners that out competed other enterprises in success would be operating as the capitalist class.
2. With State firms, the argument is, the surplus value that is produced would go to the State, who would distribute it to the citizens through highly expanded social-service welfare currency-exchange programs. All workers become employees of one huge syndicate. Here, "syndicate" (a.k.a., business organization) as the label means that there is still a market present.
   A. A single office, a single factor, and a single market.
   B. However, the State would in this sense be operating as a capitalist, commodifying resources (and people) to be sold into a market for State profit (to delete or redistribute).
3. Note that the State could also have a program to transfer people and resources into a community configuration of society; which may be called many names, including names similar to the topic of State firms, *just above*).

There are likely versions of the market-State that lean toward need fulfillment, but don't go sufficiently far as to be unlikely not to revert back to the market-State. There are a set of Socialized (market-State) types of economy:

1. **Market-competing industries** run by private property owners for profit, regulated by the State, who are represented by the citizens. Some States have a high degree of regulation, and other States have a low degree of regulation.
2. **Retained enterprises that are competing** with each other (as cooperatives) to sell commodities (and services) in order to maximize their income and keep their costs down, which is still a profit seeking activity.
3. **State political parties run a State hierarchy** of enrolled position owners, who regulate themselves, and who may or may not be represented by the citizen population.
4. **Retained States (or Union of States) that are competing** with each other for resources.
5. **Nationalized industries run by the State** in a non-competitive way producing commodities (and services) that are priced and sold into a market.
6. **Collectively owned industries** that are competing with each other to produce and sell commodities (and services) in a market.
7. **Worker cooperatives that are collectively owned and competing** with each other in the context of a market to produce and sell commodities (and services).

The following are examples of production structures

that have retained a market:

1. Retained enterprises: cooperatively owned by the worker enterprises that are competing with each other to sell commodities, in order to maximize their income. Producers compete for every "socialists" purchase in a market. [many offices] [many factories] [one or more market]
   A. Retains operation based fundamentally on a profit seeking activity and will likely retain most of the behavior that goes along with capitalism.
      1. Collectively owned industries: collectively owned by their workers in the industry that are competing with each other to produce commodities in a market. [several conglomerated offices] [several conglomerated factory] [one ore more market]
      2. Worker cooperatives: collectively owned business cooperatives that are competing with each other to produce commodities in a market. [many conglomerated offices] [many conglomerated factory] [one ore more market]
2. Industries run by the State: in a non-competitive way, but still producing commodities.
   A. [one office] [one factory] [one market]

CLARIFICATION: *Community is a whole alternative type of society to the market-State.*

What are the expected results when families of humans have to produce and sell competitively (competitive firms)? If the businesses (families), themselves, are cooperatively owned (i.e., which is still a market), how will that lead to better outcomes than globally-distributed master habitat plans for a habitat network for the fulfillment of human need through societal service (InterSystem Team Service).

It may be possible that a population through patchwork may get rid of social exploitation, but (because it is patchwork) there is a likelihood over time of a reversion back to high-scale social inequality as some enterprises prosper over others.

Where is it possible to achieve vertical habitat supply chain [enterprise] integration:

1. Nation/state owned service supply system with full vertical integration from extraction to production to consumption to recycling.
2. Municipally owned service supply system with full vertical integration from extraction to production to consumption to recycling.
3. Worker owned service supply system with full vertical integration from extraction to production to consumption to recycling.

Questions that help to identify whether the market is being preserved:

1. Where is there still private property, and not free access?
2. Where is there still competition, and not cooperation?
   A. Nation/state owned productions competing or cooperating (as habitat network) with one another.
   B. Municipally owned productions competing or cooperating (as habitat) with one another.
   C. Worker cooperative productions competing or cooperating (as InterSystem team) with one another.
3. Where is there still price, instead of free access?
   A. Nation/State labor wage earned by workers who have to pay a price to access:
      1. Their productions sub-organizations.
      2. The productions of other sub-organizations
   B. Municipality labor wage earned by workers who have to pay a price to access:
   C. The services and objects in a local habitat.
   A. Worker cooperative labor wage earned, priced productions.

For market socialism, success looks like transitioning from price-system based on market "forces" and incentives, to price-based on actual users' needs, resource availabilities, and contributors' labor, specifically in working hours and years. Market socialism removes the capitalists initially, through centralization, but maintains the price and profits (a.k.a., "surplus value") structure, which is then distributed to (either, or all) the:

1. State (in the case of State enterprises) In the case of State enterprises, the profits (a.k.a., "surplus value") would go to the State. Here, it is actually the State that starts acting as a capitalist itself.
   A. The citizens who are legal residents in the jurisdiction.
2. Workers of the local cooperative (in the case of worker owned cooperatives). In the case of worker owned cooperatives (a.k.a., producer-owned enterprises), the profits (a.k.a., "surplus value") would go to the worker owners of those enterprises. Here, the workers become their own capitalists; they exploit themselves.
   A. The workers who are legal employees in the business.

2.5.1.3 Consequences for the retention of the market in the structure of society

A configuration of society that retains the market may temporarily get rid of direct exploitation, but social inequality is likely to rise over time as some enterprises

prosper at the expense of others. Environments generate behaviors, and environments where people are competing for economic access to fulfillment is likely to drive specific behaviors. When a market is retained (trade still occurs), it is assumed that the following are likely consequences:

1. Production units competing in a market value secrecy (or at least privacy) in their operations and their exchanges.
2. A concentration and centralization of economic (production) units, and consequently, the monopoly behavior associated with that concentration.
3. A concentration and centralization of criminal (power-over-other) units, and consequently, the authority driven behavior associated that centralization.
4. Worker cooperatives that were in danger of going out of business and/or not doing well, would be under the greatest pressure to take economic decisions based on, would up their competition, and there would be a tendency for economic decisions to be based on short-term goals and profit maximization, which would lead to gross distortions of use values and a tendency to ignore the environmental impact of production. Worker owned cooperatives that are not doing well and in danger of going out of business (i.e., those under the greatest pressure) would have a tendency to base decisions on short-term considerations.
5. Profit maximization would lead to gross distortion in the perceptions of individuals in concern to production of use values, including the ongoing tendency to ignore the environmental impact of production.
6. There would be a continuation of all the wasteful and unproductive activity regularly seen in capitalism, such as advertising, the financial sector and financial instruments that lead to economic cycles of booms and busts. And economic problems around unemployment when enterprises do go busts. And inflation.
7. A rise in social inequality as some enterprises prosper at the expense of others, and therefore, a concentration and centralization of economic units, and consequently the monopoly behavior that accompanies that.
8. Competition would impel economic units, even when owned by the work-force, to suppress the income going to consumption wages in order to compete more successfully.
9. Producer-owned enterprises would seek to employ wage labor to cover short term fluctuations, and even if they expand, the owners of the worker cooperatives would not want to expand the number of worker owners, and instead, employ waged labor (non-owners), and obviously, those workers would be directly exploited as before. Labor will be extracted from those who are workers working, but are not owners.
10. Above all their would be a tendency toward the restoration of full-scale capitalism; because, the members of a workers cooperative would have a big dis-incentive to take on new members. The owners of worker owned cooperatives would seek to maximize their own income and not hire more worker owners for the enterprise.

As long as there is competition within the economic system in which people have to operate, while maximization of value is the key goal, then the exploitation will continue, all the laws of the motion of capital that Karl Marx (1867) described will still be at play; regardless of whether or not it takes a very different legal form. The "laws of the movement of capital" that Marx described would simply persist, including (Marx, 1867):

1. **Value exchange:** the value of a commodity is determined by the amount of socially necessary labor time required for its production. Exchange occurs when two commodities have equivalent values.
2. **Surplus value:** in market-State (capitalist) production, workers are paid less than the value they create through their labor. The difference between the value produced by workers and their wages is called surplus "value" (profit, extraction, abstraction, etc.), which is appropriated by the capitalist as profit.
3. **Exploitation:** market-State (capitalist) production as inherently exploitative, as it relies on the extraction of surplus value from workers who do not fully receive the value they produce.
4. **Regression cycle (accumulation and crisis; boom, bust; tendency of capital accumulation):** those who seek accumulation over others strive for continuous accumulation of capital, to maximizing profits over human needs. This drive can lead to overproduction of what is needed, economic crises, and class conflicts.
5. **Law of the falling rate of profit (i.e., tendency of the rate of profit to decline):** because of competition, the reward to increase productivity, capitalists invest in machinery and technology. However, this leads to a decline in the rate of profit over time as the organic composition of capital (ratio of constant capital, i.e., machinery, to variable capital, i.e., labor) increases.
6. **Class division and struggle:** the inherent contradictions and inequalities of capitalism would

lead to class struggle between the capitalist class and the working class, ultimately resulting in a revolutionary transformation of society. Trade both mathematically and realistically creates a socio-economically class-divided society. There is a tendency for the concentration and centralization of capital (mathematically and realistically).

QUESTION: *In the context of the laws/principles of the motion of capital, does the solution proposed standard represent a break with the laws of the motion of capital?*

In this context, historically, labor (a.k.a., value) in socialist economic calculation has forms:

1. **Concrete Labor: Labor theory of value (a.k.a., direct physical labor, Ricardian theory of value, concrete value)** the value of a commodity (object produced for market circulation) is the amount of labor time that went into producing it. The exact amount of time that could be stamped on the object.
2. **Abstract Labor: Value theory of labor (a.k.a., calculated labor, socially necessary labor time, Marxian theory of value)** here, it is not the amount of labor time embodied in a product that determines it's value; instead, it is the average calculated amount of time that is necessary to produce that product on a world/global scale. And, that average calculated value (in hours, minutes, etc.) is something that is not determined by any agents of capital directly nor arranged by the producers who are subordinate to owners' demands at the point of production. In the real-world, currently and for the foreseeable future, the average amount of socially necessary human labor-time to produce an economy is changing depending upon, at least, the productivity of labor (i.e., workers who are healthy and intrinsically motivated will be more productive). The addition of new technologies may also reduce socially necessary labor time. The introduction of total city systems (i.e., integrated habitat service systems) strategically lowers the average amount of labor time universally across all material need sectors (as in, life, technology, and exploratory).
   A. For example, if the global necessary average to produce a given commodity is 20 hours; then, if one production unit is producing it at 30 hours, then from the standpoint of the value form, the extra 10 hours that your production unit is performing above the average is not creating any value. The workers can work all they want, but they are not creating/augmenting value unless it conforms to the social average. The average is what is called socially necessary labor time. Socially necessary labor time acts as a disciplinary mechanism behind the backs of both the workers and the capitalists. And, it compels them to adhere to the standard (number of hours). No body knows what the average is immediately, because as Marx says In Capital, value does not reveal it's secrets immediately, the commodity does not have it's value stamped on it. This is manifested through the laws of competition. For instance, if a production unit is producing a widget at 30 hours and the competitors are producing it at 20 hours, and 20 hours more closely corresponds to he socially necessary labor time, eventually the competitors will drive you out of business. State control mechanisms can protect businesses from going out of business when they have a much higher time frame for production than that which is socially necessary.

Above, there is a physical effort type of labor (human work), and secondly, there is a calculated total labor time (inclusive of human labor) as the average amount of time it takes to produce a product. Every act of labor involves both human work ("concrete") and calculated work ("abstract") moments of labor. The actual amount of labor some system puts physical effort into completing some task is labor. Socially necessary labor time is one measure of value, and therefore, it's a split between abstract and concrete labor that at the very instant of laboring the laborer is both laboring concretely, but also concrete labor is adhering to this social abstraction, simultaneously. However, without meta-information about physical labor, decisioning cannot fully resolve systematic solutions. Decisioning must also account for sex and cultural differences; it must account for the tools the workers are given and the state of technology they are working with; it must account for the workplace environment and life conditions. The average amount of time that is necessary to produce any product is constantly changing depending on human productivity and advancements/changes in technology. Real-time values are still acquirable.

Such values imply that there are two kinds of value temporality (i.e., what else can we do with the "time" in/of our lives). There is a temporality that is actual human/system labor time (i.e., "I worked" *this amount of time*), and then, there is another type of time, "you must work" *this many hours in order to augment this amount of value (demand)*, otherwise you are going to be pushed aside for someone else who will adhere to that standard. In other words, socially necessary labor time in a market-Socialist State. Marx talks about actual physical [concrete] labor versus [abstract] socially necessary labor time. There is a difference in the actual amount of hours a given individual works and the amount of hours

that individual must work that counts as valuable. In the market, all labor-time has cost; and therein, the market rewards those with lower socially necessary labor time (with cost reductions).

Here, there is labor-time as value, with duration (and intrinsically, human work present):

1. Working years (a.k.a., lifetime working years for contribution, contribution span, work span, etc.).
2. Working years (a.k.a., lifetime working years for sustaining self and household, health span).
3. Working hours per year (a.k.a., annual working hours).
4. Working days per year (a.k.a., annual working days).
5. Education hours per year (a.k.a., course hours, course credits, etc.).

A community proposal is a standards informed and overall-planned economy that determines the allocation of material resources and habitat services (and objects) prior (with some flexibility) to their production (the allocation with in a real-world, operational habitat). A social economy ought to be a planned economy. A community economy ought to use human-need (all) goal-directed economic coordination. A social economy ought to have some flexible production to allow for preference changes during production.

"On the on hand" these producing cooperatives are pre-figurations of some new and more equal society, but "on the other hand", as long as they remain within a market [capitalism], the workers/States in association become their own capitalists. Capitalism still exists, the workers are workers who are treating themselves as capitalist, essentially, exploiting themselves.

In the early 21st century, most States are a mixture of private-public, or private-State, agreements. The internal structures of the States on this spectrum lie between the State(s) owning everything to the private individual(s) owning everything, for trade to access. Some States in the early 21st century own everything, and blend that with some capitalist ideas of private property.

It is possible to imagine a society where workers are coerced, forced, or otherwise extrinsically motivated to work to receive/purchase life things for the price of their labor-time. Whereupon, the workers realize that it doesn't matter how hard they work, everyone ends ups with equal anyway access/purchasing power; so, there is no incentive to do your best at the work. If workers do more work and get more purchasing power, then that incentives the artificial elongation of work. Ultimately, there is no incentive to do more work, or better anything, when equalization comes at an price-cost. People effectively become very inefficient without intrinsic motivation. When this happens, States then, sometimes start punishing people for not being productive. The alternative to forced equalization (without community consideration) would be to: incentivize them with wealth.

Thereupon, in the early 21st century, some States governments have realized that they could incentivize people with some wealth; and still own everything. All they have to do is couple the wealth, social incentives and social credits, with violence (with a strong and coercive State authority). This is a hybrid/mixed model -if you do what the State party tells you to do, then we will incentivize you with likely wealth. Or, we will censor, jail, or kill you. Effectively, such a State does not have "human rights", though it might acknowledge and seek to meet some specific material human needs. Authoritarian models generally, and effectively, censor all dissent of the party.

3 [Plan] Execution of transition from market-State to community

A.k.a., Market-State [transition] interface plans, community transition program, societal transition plan, community transition plan.

By taking these steps and working towards a more cooperative and inclusively global configuration of society, it is possible to create a world in which the needs all humans are met, and the ecology is restored. A key to transition is to transition over a sufficiently lengthy time that the transition is peaceful with community living always accepted through explicit consent. Once there is a sufficiently conceptualized and simulated societal system for a community-based society (i.e., no money, coercion, or class divisioning), it is economically and politically (law) inevitable that said community standard will replace market-State standards (and community constructions will replace market-State constructions). Especially, if community standards are more scientifically based and achieve better outcomes, then it may be a moral/ethical imperative to replace out-dated market-State standards and socio-technical operations with more updated community-based ones.

Some potential steps and strategies for the optimal fulfillment of human need, and a transition to community at the global scale, include:

1. Promote international cooperation and collaboration: by working together and sharing resources and knowledge, States can more effectively address global challenges. This may involve creating international organizations and agreements to coordinate efforts and hold each other accountable.
2. Align the technical standards used by global entities to with those of community to proactively drive the integration of the various methodologies and the construction of a unified community information systems standard.
3. Prioritize well-being of the people: policymakers and governments should prioritize the well-being and needs of all people, rather than just a select few. This may involve redistributive policies and programs to ensure that resources are distributed fairly.
4. Ensure access to basic needs and conditions: all people should have access to basic needs and conditions from which to be educated about and contribute to community.
5. Protect human "rights": The protection of human rights is essential for the fulfillment of needs under market-State conditions, where States have the power of force, violence, and coercion, and trade creates a state of some having advantage over others.
6. Protect ecological "rights": The protection of ecological service rights is important under market-State conditions, where market entities have the power, incentive, and desire for exploitation and obfuscation of production.
7. Address education: Create systems that provide individuals the option to remove limiting mindsets and schema, learned over a lifetime, and replace them with knowledge about society, and with the skills for human fulfillment therein.
8. Address misinformation: Create systems and processes to address misinformation driven by personally and/or politically-driven actors intending to mislead the general public about the realities of human potential to live in community at the societal scale. Inform better perceptions of what is possible given the people, resources, and knowledge available (and, in its opposite, disrupt perceptions that community and the elimination of the market-State is "too different" or "utopia").
9. Promote education and awareness campaigns: Education and awareness campaigns can be launched to promote the contribution to a community commons and an education about societal systems science engineering.
10. Create a tamper-proof record of project data, including project design, monitoring and verification data, and transaction records: This can help to reduce the risk of fraud and improve the accuracy and credibility of the information system. Herein, implement a digital ledger registry for access, for resources, for surveys, and for profiles (in community) and wallets (market-only).

INSIGHT: *Conditions empower.*

To realize a resource-based economy, there are a few key steps that would need to be taken:

1. Identify and survey the resources that are available and needed to meet global human needs. This would involve creating a comprehensive inventory of resources and determining how they can be used to meet various needs.
2. Identify and survey the needs and preferences of all users.
3. Develop a plan for how to allocate and use these resources in an efficient and equitable way to meet the users' needs and preferences. This would involve creating systems and processes for coordinating and distributing resources, as well as establishing standards and rules to ensure that they are used with trust, fairly and sustainably.

4. Implement the plan and establish systems for monitoring and adjusting it as needed. This would involve putting the systems and processes in place for production, well as establishing mechanisms for tracking and evaluating their effectiveness.
5. Engage with users to ensure that the productive fulfillment platform is inclusive and meets the needs of all people.

A strategy in the context of a transition plan refers to a method or approach the identifies how [specific] goals or objectives will be completed in related to a transition. Effectively, a strategy is a high-level description of how transition will be carried out. A well-defined strategy is crucial to ensure a smooth and successful transition from one [societal] state to another.

The method herein uses all of the following process stages simultaneously:

1. Identification/identifying (and filtration/filtering).
2. Amplification/amplifying.
3. Reduction/reducing.
4. Elimination/removing.
5. Establishing/creating.

The following strategy is to be used to facilitate transition to community at the societal scale:

1. **Identify (and filter for)** a community standard:
   A. Community standards.
   B. Scientific knowledge.
   C. Community values.
   D. Community objectives.
   E. Human needs.
   F. Resources and technologies.
   G. Effective fulfillment services and habitats.
   H. Effective ecological [service] regeneration.
2. **Reduce (a.k.a., diminish, decrease, lessen , etc.):**
   A. Belief and introduce scientific knowledge.
   B. Market values and introduce community values.
      1. Reduce property and trade.
   C. Market objectives and introduce community objectives.
      1. Reduce profits, scarcities, and competitions.
   D. State values and introduce community values.
      1. Reduce relationships based upon power-over-others.
   E. State objectives and introduce community objectives.
      1. Reduce coercion (in order to conform behavior) over the "citizens".
   F. Market-State built environments and introduce community built environments.
3. **Remove (a.k.a., abolish, terminate, eliminate, etc.):**
   A. Belief (with systems science knowledge).
   B. Market-State values (with community values).
   C. Market-State objectives (with community objectives).
   D. Market-State incentives and requirements (with intrinsic motivation).
   E. Market-State built environments (with community-built environments).
4. **Establish** (a.k.a., create, make, introduce, set up, etc.):
   A. A set of coordinated working groups to develop the standards and facilitate decisioning using the standards.
      1. Community standards.
         i. A base of scientific knowledge.
         ii. A base of integrated and unified information.
         iii. A base of agreement.
         iv. A set of clear consequences and/or penalties for non-compliance.
         v. A clear set of standards and protocols for measurement and audit.
   B. A set of coordinated habitat service teams to that complete socio-technical operations in the material environment to meet material human needs.
      1. A network of community-type habitats.
         i. A base of life, technology, and exploratory service configurations of common heritage resources.
         ii. A base of integrated habitat services within a planetary ecology.
         iii. A base of residency and socio-technical [life phase] fulfillment.
5. **Encourage (a.k.a, amplify):**
   A. Encourage education: Encourage the development of community standards and their usage as educational material.
   B. Encourage residency through the movement of people and resources: Encourage the re-location and/or re-configuration of people and resources from the market-State into a society representational of community.
   C. Encourage disclosure: Encourage organizations to disclose all objects and processes related to production, and to report on events related to production.

NOTE: *That which intended to be removed completely, will likely first need to be reduced over time, before being completely removed.*

During transition there is a need to amplify specific elements of society, while reducing other elements of society:

1. **Amplification of Community** plans and actions to amplify and build community:
   A. **ADD** community values and objectives.
      1. Add applied community definitions of freedom, justice, and efficiency.
      2. Identify and engineer a habitat system that will co-operatively meet human need fulfillment requirements.
   B. **INCREASE** community operations.
      1. Open source information working group services.
      2. Habitat working team services.
   C. **ELEVATE** community standards and plans.
      1. Develop community standards and use them as a guide for organizational planning and operations.
   D. **MAKE (CONSTRUCT)** community (people & resources) bigger.
      1. Develop community standards. Deliver community standards.
      2. Construct a community habitat network. Deliver an operational community habitat network that successfully meets all human needs given what is known and available.
2. **Reduction of the market-State** plans and actions to reduce and remove the market-State:
   A. **REMOVE** market-State (competition, scarcity, authority) values and objectives.
      1. Remove applied market-State definitions of freedom, justice, and efficiency.
      2. Identify and de-couple from requirements to compete in order to sustain elevated economic access and power-over-others.
   B. **DECREASE** property and coercion operations.
      1. Closed source information working groups.
      2. Competitive industrial and competitive State economic operations.
   C. **DE-ELEVATE** market-State standards and plans.
      1. Retrain personal on community standards.
   D. **MAKE** the market-State smaller.
      1. Make trade, in order to acquire fulfillment, unnecessary.
      2. Make coercion, in order to sustain the peace, unnecessary.

A strategic societal transition requires the transition of the market-State construct into that of community. The market-State construct is composed of three principal systems, each of which contain people and resources, and must be transformed/transferred into a community configuration [of society]:

1. The market-industrial interface plan.
2. The social-State interface plan.
3. The civil public interface plan.

Herein, the following amplifications and reductions are planned for in order to successfully execute transition:

1. **Amplification plans and actions** (a.k.a., add, increase, make bigger, elevate).
   A. Community objectives:
      1. Construction of a community habitat.
      2. Construction of a community habitat network.
      3. Distribution of access to what is required to complete human need fulfillment.
   B. Community values:
      1. Freedom (as defined by community).
      2. Justice (as defined by community).
      3. Efficiency (as defined by community).
   C. Mixed values and objectives:
      1. Less labor with more production:
         i. Abundance production through mimicking natural ecology.
         ii. Abundance production through automation and artificial intelligence.
      2. Regeneration of planetary ecological systems.
2. **Reduction plans and actions** (a.k.a., remove, reduce, make smaller, de-elevate) the following.
   A. Market-State objectives:
      1. Profit production (over others profit).
      2. Property usage and defense (over other people's usage).
      3. State economic advantage (over other the advantage of other competing States).
   B. Market-State values:
      1. Freedom (as defined by the market-State; including property and commerce/trade).
      2. Justice (as defined by the market-State; including authority and punitive/retributive justice).
      3. Efficiency (as defined by the market-State; profit/money production).
   C. Mixed values and objectives:
      1. Militarization to defend from others.
      2. Exploitation and wasting of planetary ecological service.
      3. Scarcity to maintain commerce.

The following processes (identifications, reductions, ...) shall be carried out as part of transitional operations, in order to facilitate the emergence and sustain operation of community [at the societal scale].

> **INSIGHT:** *New parallel community networks that can reduce our dependency on the market-State system will eventually build a sufficiently viable fulfillment system free of trade and coercion, and in doing so, drain the energy (people & resources) from the market-State while filling up community.*

Hence, the generalized process of transition may be as

follows:

1. **Develop a common wealth of nations, a common wealth of humanity.** A common wealth of nations is a group of people who are aware that their capacity to flourish or wither is dependent on one another and they come together to ask how they can support each other in ways that all of us flourish. A common wealth of nations coordinates its resources and contributions toward the development of:
2. **Develop community standards** from/through working groups that develop standards.
   A. **Adopt community standards** from/through habitat agreements and operational standards.
3. **Develop an education system** from/through community standards.
   A. Do this through development of community standards.
   B. Do this through the State.
   C. Do this through universities.
   D. Do this through private education centers.
   E. Do this through public access information.
4. **Develop a base level of work and life conditions** to facilitate orientation into community.
   A. **Do this through the State**.
      1. Do this through basic income (universal, unconditional, & periodic) as a public [monetary] service to all "citizens", paid for by:
         i. Taxes mandatory, coercive State monetary collection events.
         ii. Monetary "printing/minting" events token creation on/in a chain of created tokens.
      2. **Do this through the State** providing free access to services paid for by:
         i. "Taxing".
         ii. Token "creating".
      3. **Do this through State** law creations that introduce seriously consequential regulation on industrial non-cooperation, non-coordination, non-implementation of automation, and lack of safety.
5. **Develop an economic calculation system** upon which to support economic decisions.
   A. Account for simultaneously in a computer:
      1. Resources.
      2. Contribution (including, labor hours).
      3. Access.
      4. Location.
      5. Occupation.
      6. Plan with linear algebraic matrix operation calculations on the economic variables.
      7. Analyze with statistical service operations on the observed variables.
   B. *Create an synthetic (artificial) support coordination system to co-ordinate resources and human fulfillment activities.*
6. **Develop a virtual reality, clash-free simulation** of the physical, experiential environment.
   A. Simulate the flow of resources from collection to integration to application to recycling.
   B. Simulate the lifestyles of those in community to give individual humans the experience of what life is like (could be like now) in community.
   C. *Create an synthetic (artificial) support coordination system to co-ordinate resources and human fulfillment activities.*
7. **Transition State power** to the power of information working groups.
   A. Create working groups that develop community standards.
      1. Create societal standards coordinated working groups that develop unified information standard for community.
      2. Coordinate with industry to develop industrial/production standards that build optimal material environments that appropriately and expectantly meet human fulfillment requirements.
   B. Create working groups that facilitate the resolution of decisions about significant changes to the material environment.
   C. *Create an synthetic (artificial) support coordination system to co-ordinate resources and human fulfillment activities.*
8. **Produce habitats** on land, based on community standards.
   A. Do this through the State.
   B. Do this through the private cooperative purchase of industries.
9. **Produce a coordinated contribution service** to provide the public with the ability to contribute to community.
10. **Transition production/industrial power** to the power of habitat service teams.
    A. Coordinate with industry to develop industrial/production standards that build optimal material environments that appropriately and expectantly meet human fulfillment requirements. (note: State, industrial chief, and knowledge experts are representatives are in the groups.
    B. *Create an synthetic (artificial) support coordination system to co-ordinate resources and human fulfillment activities.*

3.1 The market-State interconnection

A.k.a., The market-State transition interface.

The connection with community and the market goes both ways:

1. The community needs some thing from the market.
2. The community influences the public who own property in the market.

If we (a community habitat population) are using materials (raw and technological) that we are not making ourselves, and those materials come from a monetary market, then the community will require a market scheme (i.e., monetary stream) for trading to remain stable in economic resource usage and cycling. If community (habitats) require resources from markets, which is system that disallows access without exchange, then community will need to produce products and or services to trade into the market [as an "options token" to purchase future access], for future exchange. A system that is developing toward regenerative sustainability, but still requires resources from a market economy might be known as a 'hybrid-community' a community that is becoming more resilient and sustainable, but at the current time, requires resources from an external [authority-driven] system.

> **NOTE:** *The early 21st century has a six content economic supply chain, linking the economies of different States across six continents such that build a highly complex technological item requires the supply chain of many States across six continents. This chain was developed after World War 2 (it is said, to prevent another similar global catastrophe).*

An early version of community will have to use money in a [global and local] monetary system to get to a system where we don't have to use any money, globally. A community that requires external exchange of resources might seek to develop an abundance of something which they use and for which there is at least some externally-exchangeable market into which they may exchange their abundance. In community, the notion of "abundance" implies the ability to help others. Herein, we realize that business is a fundamentally unsustainable trajectory, but while it exists as a governor to the access of needed resources then it too will require designed planning as a subsystem of the Real World Community information system. In other words, the "vehicle" for resource exchange between the community and the monetary market will have to be "business plan"; because, a business plan is a directional composition for a business entity and it inherently utilizes market jargon. A "business plan" is a necessary tool for the Community in communication with the market to which there is some resource-interface. Note that a "geopolitical planning assessment" is also necessary for placement of the community within an authoritative State jurisdiction.

Fundamentally, while operating within a financial [instrument] system the community needs to have a financial model with which to effectively remain stable and operate [its own instruments, which are optimized for sustainability]. Hence, issues that utilize a resource with a financial cost must be calculated through a **financial [instrument] inquiry** process to determine the availability (or potential availability) of the resource by market exchange, which is an arbitrating limiter on access to the resource.

The financial transition to a community configuration can be any one or all of the following:

1. Borrow finances from a source of finance who can and will lend:
   A. Borrow at no interest.
   B. Borrow at an interest.
2. Friends and family pay.
3. State taxation of commerce pays, and tokens circulate.
4. Tokens are created by the State when an exchange occurs and are deleted after price-purchase exchange.

3.1.1 The market-State belief interface [to community]

I.e., Cognitive release from the market-State.

One of the most significant goals for transitioning current environments to that of a community-type society is to design a socio-economic environment where property owners feel satisfied with releasing their property over to the commons for community coordination; because, the property owner, as well as everyone else, gets a high level of access in return. A second most significant goal for transition is creating socio-technical physical environments where people have what they need, and feel "ok", so that they do not commit crime (and violations of moral standards), and there is no need for a coercive State authority-dictatorship. Hence, a safe interface to community, from the market-State, will maintain services that meet human need through all phases of the transition, ensuring continued accessibility, affordability, sustainability, and reliability.

> **INSIGHT:** *During transition and on into community, human flourishing as a basis for all policy.*

There are both technical and human barriers to a safe transition to community.

3.1.2 The market-State standards interface [to community]

I.e., Transition of market-State standards to

community standards

Community requires the production and adoption of community standards. A unified standard for community is to be adopted by all societal organizations by formal agreement, thus establishing values and creating action items that orient toward global human need fulfillment. The following organizations are expected to adopt the standard, and over time, come into greater alignment with a community configuration of society:

1. Central government bodies.
2. Local governmental bodies.
3. Non-governmental bodies.
4. International and regional bodies.
5. Corporate production bodies (industrial bodies).
6. Non-profit and human service production bodies.
7. Education bodies.

3.1.3 The market-State city operations interface [to community]

I.e., Transition of market-State city operations to community operations

Transition proposals can be broadly separated into two categories:

1. **Build new environments from the ground up.** Build a new environment without property; build new habitat service systems. These service systems may be built on new land (new developments), and they may be a rebuilt pre-existing built environment (conversion developments). In either case, on never built land or previously built land, an entirely newly building environment without the issues present in old environments is to be built.
2. **Transition existing environments.** Modify old environments into a community-type environment.
   A. Identify what maintenance is required to maintain old infrastructure.
   B. Identify what access-needs are required to be met (i.e., identify demand targets).
      1. Identify what work is required to meet the demand for a new environment (Read: new infrastructure).

In transition the social population needs to remove bad houses, and move those people to better, fulfillment-oriented, environments. Therein it is possible to have movement:

1. Movement from:
   A. "Bad" living/housing conditions in the market-State,
      1. To "better" living/housing conditions in the market-State. Wherein, the options are:
         i. Moving to a new house in the market-State, better than the old.
         ii. Maintaining old infrastructure (back to working condition).
   B. "Bad" through to "good" housing conditions in the market-State,
      1. To "best" living/housing conditions in a community-type environment.

Both types of movement are possible simultaneously, new cities can be built and people can move in, and present living conditions can be improved in a prioritized manner, given local conditions.

Building habitat service systems through:

1. Through the market: Funding in the market.
2. Through the State: State political action (or local government political action).
3. Through citizens: Political actions on the part of citizens (individually and in groups).

3.1.4 The market-State power interface [to community]

There are three related and distinct methods to achieve [project] power (Read: control, advantaged information, and advantaged objects) in society:

1. The State method requires authority. No authority, no one listens to "you". To transition requires authority.
2. The market method requires currency. No currency, no one listens to "you". To transition requires money.
3. The public method requires education and respect. No education or respect, no one listens to "you". To transition requires education.

In the early 21st century, knowledge and objects are spread over a large number of property owners and owning stakeholders, each of them thinking and acting in their own ecosystems ("communities") and disciplines. Information flow between these owners (ideological, thematic and geographic) is low, and objects flowing between them is mediated by the market (trade). It is necessary to establish paths (physical and virtual) whereby information and resources transfer into a coordinated commons. Both States and cooperatives can incentivize the movement of people and resources into a community-type configuration (of society). The interface with the market-State ought to safely and intelligently transition the global market-State society, with contextual specificity, into community. States have a secondary function, and can present consequences to entities that do not follow standards and move resources into a community-type configuration.

3.2 Transition of the market [to community as a source of production and standards]

A.k.a., Transition of means of production, transition of industry, transition of production, transition of methods of production, transition of mode of production, economic transition, production transition.

Typically the market handles the elements of production, and hence, in a community-type decision system, it is easy to see how the market transforms into a coordinated and integrated, cooperative socio-decision-production system. Here, the market mode-of-production is transitioned to the community mode-of-production. Here, the State as a system of conflict resolution and militarization is transitioned into a standardized community-contribution operation.

Society is transitioning from a state of production in the hands of capitalists and State authorities, to a society where all production and distribution is subsumed by a cooperatively coordinated [contribution] organization. This cooperative organization has access to sufficient data to produce optimal plans. Production in community occurs through standards, decisioning, and habitat services, and represents a planned design (temporary state-solution) that is capable of assuring the fulfillment of the life (vital), technological, and exploratory needs of everyone.

In community, the production model of society will transform to one of systems science and efficiency, calculated labor and resources, less waste, and more restoration of fulfillment:

1. Transition from labor-for-income emphasis,
   A. To contribution-for-access emphasis.
      1. Goal:
         i. Maximize user fulfillment (i.e., user need to feel significant and contribute).
         ii. Increase self-motivation.
         iii. Reduce human competition for access.
   B. To machine automation emphasis.
      1. Goal:
         i. Maximize productive capacity.
         ii. Increase efficiency.
         iii. Reduce human exposure.
2. Transition from property/ownership emphasis to strategic access emphasis.
   A. Goal:
      1. Maximize good use-time efficiency.
      2. Increase overall good availability for use.
      3. Reduce production pressure.
3. Transition from proprietary research; data hoarding and internal development to collaborative commons contribution.
   A. Goal:
      1. Maximize innovation.
      2. Increase sharing and re-utilization.
      3. Decrease opacity (i.e., decrease secrecy and lack of sharing).
4. Transition from globalization of trade to globalization of economic planning emphasizing a global societal system [data, information] with local customized habitats [materials, resources].
   A. Goal:
      1. Maximize productive/distributive efficiency.
      2. Increase intelligence.
      3. Reduce waste.
5. Transition from fragmented economic data relay to fully integrated, sensor-based digital and integrated systems.
   A. Goal:
      1. Maximize feedback and information efficacy, certainty, and utilization.
      2. Increase total economic efficiency.

3.2.1 Market trade [access] deliverable

In order to access the market, a documented standard for the practice of the business must be delivered. The business plan (market-interface strategic plan)shall be developed. A market-interface business plan (sub-project plan) and accompanying analysis to ensure the continued livability of the community within the larger monetary market. The first version of the community [at least] will require significant resources from the market, and hence, the community will require some balance of [angel] donations and business interaction. The Community will have to interact with the market [to some degree], and this will have to be planned and accounted for.

3.2.2 Transformation of corporations and States

During transition, corporations and government agencies will transform their operations into a open-sourced cooperative market-State structures that research, plan, and carry out societal operations. During transition, cities could become benefit corporations, or cooperative market-State organizations. These cooperatives could free lease their equipment and properties to the three types of community access: team (infrastructure and production operations); common (everyone); and personal (individual). There is no need for debt, rent, taxes, or labor costs for any cooperative State/Planning-level organization. Those who now have personal, community, and team resources are expected to caretake them. Transition ought to release workers from the threat of unemployment and penury that is used to discipline workforces under capitalism, while involving workers in the design and management of their workplaces, will enable a much more cooperative

and participatory ethos to take hold.

When there is credit present, then there is the employment of people who earn credit by working. If the credit is created by the work itself (i.e., its creation is caused by the work), then it is not an expense and no one pays for it; it is simply created when it is earned.

Here, the cooperatives are composed of people buying products and activities from the cooperative. The cooperatives in turn have free access to raw materials. The people in the cooperative work to produce, and get paid to work, and then in turn purchase products from the cooperative. The products are in turn composed of raw materials (physical resources) that were given/ accessed freely by the same cooperative and/or a State cooperative. The cooperatives and community users are stewards of our common resource.

It may be possible to organize a transition system in which each habitat (community-type city) gets a community credit account, funded monthly with equal amount (χ, given to all habitats) times # of citizens. This fund is a direct universal basic income for local habitat service operations (and working groups). This credit could then go to buy resources, and buy labor, as determined by decision planning working groups. Alternatively, the habitat could get a monthly amount to buy resources, and citizens living therein could be given their own community credit account, funded with an amount equal to that which everyone gets, globally. This credit could be used directly for purchases or given to support a particular habitat service. In this case, the workers are not paid; instead, everyone gets paid for universally existing. Additionally, it could be that everyone gets a universal income, but workers get paid an additional amount (a "bonus"), because they are working. That additional credit earned may be used to buy anything, or it may only be used to buy luxury items.

In the case of the community credit account, it could be the case that all local citizens of a city can then vote on the selection of the next master plan [habitat solution] produced by the decision working group in conjunction with the local population. This vote would relate to where to allocate funding to teams in the habitat. Possibly, the vote could be set to only pass when the results equal 90% or greater. A visualized decision system and resulting solution will more easily result in alignment than when visualization is absent. It is also a possibility herein that only community members ("citizens") who may vote on a plan are those that have completed their service contribution duration. In other words, only those who have completed their duration of work service may vote.

In the case that no person or group has to pay for anyone's time, the biggest 'expense' most market organizations face in capitalist society is eliminated: labor costs. A university, for example, is no longer limited by how many teachers it can have due to a lack of money. Instead, it is only limited by how many people vote for a configuration of the habitat, and then, how many contribute to where currency and resources are focused after that selection is taken.

During transition, the serious question is, While corporate and State functions still require currency to buy physical goods in the global (open) market, how do cooperatives get funds to make those necessary purchases required resources?

1. The top-level cooperative organization is the State. Herein, there are several options: the State prints credits; the blockchain prints credits; the users print their own credits.
2. The habitats' together sell their abundance into the global open market, and the received currency goes toward community and/or personal credit accounts .In the case of a community credit account, the currency in that account may only be spent by habitat/city operations; it can only be spent by community teams on the global open market. Similarly, it may be that personal credit is only used for personal transactions (e.g., buying goods/activities from a cooperative).
3. More people buy into, and more States buy into, the construction of habitats in a community network. The purchase currency enters the community credit account, with which it is then used to purchase resources for habitat operations.

In order to understand the transition of corporations, it is necessary to understand how corporations exert their power in the early 21st century? Generally, there are three dimensions by which corporations exert their power:

1. **Power over decisioning** and control of the strategy means the power of legal [person] authority.
2. **Power to define issues** and potential issues means, the power to control the narrative).
3. **Power to avert conflict** means, the power to keep conflict latent between the interests of the powerful and those over whom power is exerted.

Corporations exert their influence and power throughout all of society:

1. Corporations operate within a political environment composed of many interacting elements where corporations are present. In the political environment there is: the legal political positioned persons, lobbying by non-political positioned persons to have political persons take decisions as they would, campaign donations, judges to interpret political decisions, and police to enforce political decisions.
2. Corporations operate within a financial environment with limited liability owners (shareholders). Wherein, shareholders ("investors"), generally, have indemnification and cannot be

sued.
3. Corporations operate within an extra-legal environment wherein they can de-platform and hide the visibility of specific people so that the information is suppressed.
4. Corporations operate with consumer environment, where a public of legal persons purchase their products and services.
5. Corporations operate within a State schooling environment where an organization of legal persons facilitate learning and educate the young in some way.

While transition is occurring, the following are some potential transition strategies for industrial corporations:

1. Industry (employee-employer) may continue to play a role in developing products, but the play no role in:
   A. Testing them, and/or
   B. Selling and delivering them.
2. All results of testing and all results of sales must be made publicly available.
3. State regulators and State politicians should not take money from industry (as State policy/law).
4. Education should be based on community standards, and should not be funded or sponsored by the industry.

3.2.3 Market power

A business owns resources and a factory in some city. In the transition process, the Project transition team must develop and propose transition models for these large industries. The government using scientific inquiry and economic calculation, can set standards that various industry understand and comply with. Because a government (planning system) based on authority-over-others is escalative of violence (i.e., likely to escalate violence), it is likely that if States enforce compliance there is the potential for violence. Violence should be avoided at all costs (i.e., should be avoided with a 99% confidence level that it should be). To avoid violence, States could begin eliminating all crimes of a non-violent nature. And, instituting a system where no profit can be maid from prisons, where prisons are the contribution "State" population.

The State could set tax rates higher for industries that are larger. Effectively, instead of profit going into the accounts of owners, the "profit" would be deleted or used elsewhere. it would be used either way to develop a planned credit-based socially-organized market system. The money coming into the State from taxes can be transformed through a project into solutions for the fulfillment of.

Because the land and ocean is divided into territories, industry may also choose to relocate to places on the planet where the tax rate is lower. However, because the goal of taxation in this case it the production and operation of a type of society transparently beneficial to all, leaving would reveal the lack of real (market) accountability.

Imagine, however, if a whole country has this orientation and politics. If a whole country population had an orientation toward transparency in resources, demands, and production capacities, and the politics to organize the coordinated production within and between cities and between industrial property and State property.

The Project needs both:

1. Project transition team members that have political power.
2. The support of the population.

The structure of the market carries with it the power to silence useful activity toward objective and common global human need fulfillment, through the profit incentive:

1. Advantage of having property (i.e., property is power [-over-others]). Hence, the default value of accumulating, expropriating common access items, and even, the items of other competing property owners, in order to have and maintain competitive advantage in a scarce market. Hence, the default value of openness and transparency is zero under capitalism. Meaning, if anyone can do something secretly, then they will do it secretly (as the most efficient path forward).
2. Advantage of having profit (i.e., profit is power -over-others]. Hence, the default value of creativity under capitalism is zero. Meaning, if anyone can produce some creative work for free, then people will consume it for free, and if they can get away without paying the creator, then they will get away without paying you.

3.2.3.1 Transition of liberal democracies

A.k.a., Transition of market democracies, market democratic states, market-State voting.

To determine if a State is a democracy, the following question is significant:

- In a democracy, does an alternative political system have a candidate representing that alternative?

If a State has a democratic political representation system, then there are "popular" voted elections that by rule/procedure are said to create political "representatives" who execute the decisions of the State on the people's behalf:

1. In a liberal democracy (a.k.a., liberal-State

democracy), popular people are voted in to decide for and to regulate citizens and the economy (i.e., society) based on competition, trade.

2. In a social democracy (a.k.a., social-State democracy), popular people are voted in to decide for and to regulate citizens and the economy (i.e., society) based on authority, power-over-others.
   A. In a theocratic democracy (a.k.a., theocratic-State democracy), popular people are voted in to decide for and to regulate citizens and the economy (i.e., society) based on authority, power-over-others.
   B. In a community democracy (a.k.a., social-State democracy, community-democracy), popular people are voted in to develop community standards, to execute known community standards, and to regulate citizens and the economy (i.e., society) based on community standards, using the power of the State (i.e., using authority). Note here that it is in how authority is used that always makes the difference. Remove the incentive to have power-over-others and authority transitions to simple cybernetic control (i.e., project coordination).

To transition to community democracies must change,

1. Voting has to be de-linked from price so people cannot just vote themselves more money. In this way, a market democratic State is just people voting to perpetuate trade and fund their own market-public initiatives using the State (i.e., fund their own and their families bank accounts).
2. Decisioning needs to be transparent and understandable for effective progress toward real-world human fulfillment. In order to create more transparency it may be useful to share all data relevant data to stakeholders transparently. Over time, as decisioning becomes more transparent, the "working majority" in government is likely to be defined within increasingly large percentages over time. To do the work of government, a nominee (role, candidate, or party) to be voted in needs a "working majority vote" by some higher ratio of the population. This "working majority" figure could be defined as: 51%, 60%, 67%, 90%, and higher; it depends on what a working majority means in a given jurisdiction. A working majority is how access to the control system of government (the State) is achieved within a democracy.

A communityand science-based democratic transition would necessarily consist of transparency around all data about:

1. **The socio-technical economic system.**
   A. **All societal projects.**
   B. **All resources.**
   C. **All common conceptions of society.**
   D. **All common operations of society.**

A communityand science-based democratic transition would necessarily consist of voting:

1. **Voting in projects** to update society to a community-type configuration.
   A. Standards working group projects.
   B. Habitat master plan decision projects.
   C. Habitat team operational projects.
2. **Voting in plans** to select, develop, and fund plans.
3. **Voting in coordinators** to the coordination role of the societal project plans.
4. **Voting in certified/educated contributors** to working group and habitat team positions to execute and carry out plans.
5. **Voting out unaligned politicians** to facilitate decisioning to update society to a community-type configuration.
6. **Voting in laws** that incentivize, zone, and construct community via standards and habitats, transitioning people and resources into community over time.
7. Updating and **completing residency agreements**.
8. **Personally living** in a community-type configuration of society.

3.2.4 Monetary Power

In transition, money can be used as an instrument of change -change toward a community-type society. This may mean that money is:

1. Invested in regenerative projects.
2. Contributed to community development.
3. Contributed by contribution.

The requirement to purchase a good or service will be transitioned to a socio-economic environment where needs are completely fulfilled by planning and contribution.

3.2.5 Property issues

In a market, service is traded for profit. How can a transition proposal enable people to share their services as free contribution or as a tokenized service (that deletes the token upon usage). Transition must not only account for governmental territory (State property), it must also account for individual and corporate (commercial) property.

How do all the different classifications of property under Market-State conditions become accessible under community conditions?

1. State property ("government property").
2. Corporate/business property ("industrial property").
3. State-corporate property ("public-private property").
4. Personal property ("individual property").

The proposal needs to be intelligent proposal so that property owners do not feel that they will lose anything.

3.2.6 Consolidation and cooperation among industries and States

Consolidation of industries under national (State) planning [control]. Here, the corporations are a link, a transition phase in the evolution of a truly cooperative industrial production system. The great corporations themselves in the early 21st century have the resources to calculate the labor, production, and distribution for whole States. The nation then assumes their functions (i.e., the previously privatized and individualized functions) at a global level for global account and global transparency. The nation as the sole corporation will relieve the undertaking of many difficulties with which the partial monopolies of corporations had contended. The industries become habitat services, productions to meet needs. Here, the functions of government, of the State, are not extended, but transformed. The enemies of humanity are not other nations, but hunger, shelter, and all other forms of common human need fulfillment.

When some global entity becomes the coordinating planner and producer of habitat services (previously commodities) there is no longer a need for exchange required between individuals in order for them to get what they require. Everything becomes procurable from one contributed source of human effortful contribution and common heritage resources. A system of direct design-production-cycling with feedback through contribution and participation takes the place of trade. By designing society through the engineered unification of all information sets it is possible to design an operational human life fulfilling system without money or coercion. Production and distribution are planned (via calculation in kind).

It may be possible for a State to standardize, plan, and operate a habitat service network, and it is not going to result in a vast increase in the scope of State intervention. Because, once an initial plan for habitat fulfillment is in initial operation, then a focus on criminality and policing can be decreased, exchanging resources that were once used for coercion, interpretation, and punishment into resources used for coordination, knowledge development, and statistical calculation.

3.2.7 Decide to contract more or less with State enforcers

Cooperatives (Read: a cooperative business entity) may bypass the State regulatory enforcers in their traded access to products otherwise forbidden (e.g., raw milk prototypical product). In this example, the contract would allow people buying food to opt out of regulation by signing a document/contract that says: I won't sue the community, and I won't sue anyone, who makes me sick from my purchase of (raw milk, for example). As members of a cooperative, the State then lets the members buy the otherwise outlawed product (e.g., raw milk). In community, regulators are redundant; community designs and builds the best up until now, and all mistakes that happen are directly learned from and integrated into the next, or some subsequent, update; because there are a set of living societal standards developed by a working group.

To sue someone or some organization is to engage the use of the violence of the State. To sue is an action of punishment (State justice), and not an expression of the value of restoration [of trust] if a adjustable mistake occurred. From the view of many States, signing such a contract makes it possible to trade objects among producers and consumers that the State government otherwise forbids the trade of. This decision not to sue can be actualized upon by the State through the creation of a special regulatory socio-economic access [territorial-geographical] zone. It is possible to imagine that only those who have signed the contract are allowed to join a community habitat network, just like only those who have signed the membership cooperative agreement are allowed to buy and sell State otherwise banned products.

In the market-State, non-disclosure agreements are common in order to protect the secrets of competing market entities. In community, it is possible there may be a disclosure agreement relative to every contributed role -what must be disclosed as work for a role. Similarly, non-compete causes are common in order to protect a business from an employee leaving to work at a competing business, taking all the knowledge and skill, and social relations, with them to the competing business.

3.2.8 Business bankruptcy transition to common heritage

As companies go bankrupt during transition, their resources will be transitioned into the commons. As more people and resources flow into community configuration, businesses will go bankrupt, and their assets will become common heritage (materials) and open source (software) to be used to facilitate the transition to community. This is especially urgent with implantable devices. A business that builds something can go under and no longer be there to maintain the product and/or continue warranty service -the State will remain.

Note that this process using resources from companies that have gone bankrupt because of changing market conditions is similar to when a bank account remains inactive or dormant for an extended period and the owner does not claim or access the funds, and the State claims them (either permanently or temporarily). This

type of acquisition by the State is commonly referred to as "escheatment law" or "unclaimed property, State acquisition law." In escheatment law, sometimes the State holds the funds until the rightful owner comes forward to claim them, and sometimes the State absorbs the funds, deleting them or using them for purchases. Note here that when the state claims or seizes a citizen's property for reasons such as unpaid taxes, legal disputes, or other governmental actions, it is often referred to as "civil asset forfeiture". In the case of assets involved in a bankruptcy becoming State assets, usable for community transition, such an action may be called bankruptcy asset forfeiture.

3.2.9 Transition through the removal of markets

Transition by slowly and strategically remove markets where appropriate as people and resource transition into community configuration. It is possible to control the market through investment.

1. Expanding specific business(es) through investment.
2. Shrinking specific business(es) through disinvestment.
3. Closing specific business(es) through State intervention.

3.2.10 Financial investment/philanthropic access deliverable

In order to access and maintain good standing with high-net worth individuals:

1. Relationship development.
   A. 1-3 High Net Worth individuals (or equivalent) for funding initial operations.
   B. 3-10 High Net Worth individuals (or equivalent) for funding comprehensive operations. Develop relationships with those with the resources to see the project through to completion.
   C. Relationship development in the geo-jurisdictional area where the community network is planned and/or under construction or operation.
2. Financial escrow account.
   A. Finances for the construction and operation of the societal system will be maintained in escrow.
3. Cost budgeting.
   A. The market cost to construct and/or operate a given state of the societal system.
   B. Calculated cost of living.

3.2.11 Token transition

During transition it is possible to accounted for transition through tokens:

1. Action of labor through tokenization [of the laborer]: It may be the case that during transition people are rewarded (with tokens according to their contribution to society's productive activities). This principle is often summarized as "from each according to their ability (to profit), to each according to their labor (to profit)." In other words, individuals receive compensation based on the amount and intensity of work they contribute to the production of goods and services. This technical unit "money" is then spent on the priced goods and services they produce for owners who take a cut of the profit as their own.
2. Labor vouchers (a.k.a., credit vouchers, labor tokens, State credits, State tokens, socialist labor tokens, etc.): To facilitate the distribution of goods and services, a system of labor vouchers is proposed. Workers are paid with these vouchers based on the value of their labor (in hours), and they can use them to acquire products from social stores and services, that are priced according to their equivalent current, going market rate, with a total calculated price-value (in hours and other variables).
   A. To tokenize access to full-service leisure habitats and leisure activities within a region of habitats, up until the leisure phase of life.
3. To tokenize the non-fungible physical addresses behind a smart contract that is the by-law agreement for some person's residency dwelling in a local habitat. (via a nonfungible token, NFT) a physical address and attach an ownership deed to it. When the NFT token is acquired, then residency at a dwelling, in a habitat is acquired. Residency in a habitat has an purchase price, because everything in the global market has a purchase price. The purchase of the NFT grants the potential for global access to a community-type society, given consent to local agreements. The NFT is a personal-dwelling-habitat smart by-law contract on the blockchain. It can be given back to the residentation system, and another one can be acquired for most anywhere in the global habitat service system.

Conversely, in community, the principle of distribution changes to "from each according to their ability, to each according to our common needs." This means that individuals are no longer compensated (through an extrinsic reward) based on their labor, and still have access to goods and services based on their needs, regardless of the work they perform.

It is significant to note here one of the major incentives

in the market for "options" tokens (i.e., money) that incentivizes harm. It is a harmful incentive to:

1. Get paid by the job.
   A. It is not good to get paid by the job, because then "you" want to go out and make work for yourselves, or prolong the work. It has been the case where firefighters get paid by the job, so they go out and start fires themselves in order to create more demand, in order to get paid.
2. Get paid by the hour.
   A. It is not good to get paid by the hour, because then "you" want to extend the amount of work "you" do to accumulate more hours, with the least amount of work.

3.3 Transition of the State [to community as a source of standards and production]

A.k.a., Transition of the State [to community], public policy plan, political policy, political agenda, State agenda, State plan, political plan, State policy change approach.

Typically the State handles the elements of conflict, and hence, in a community-type decision system, it is easy to see how the State transforms into a directive for distributive justice and restorative justice. Public policy is what governments do; why they do it and how they do it makes a difference to society (i.e., humanity and the ecology). A State is a political agenda composed of societal problems to which State leaders take societal-level decisions and State employees apply their labor/efforts. At a high-level, a State plan (a.k.a., political policy) is a proposal to use the resources of the State for some societal purpose. A political policy (State-interface plan) is a written document that describes a State (i.e., an entity with power-over-others). It sets out a State's operating structure, goals and objectives, and strategies for achieving them. A political plan is focused on explaining what the State is going to do, how it is going to accomplish its goals, and also, the amount of money required.

> **QUESTION:** *How are States that are in economic competition with one another going to transform into states that coordinate the emergence and operation of community?*

The emergence of a community-type society necessitates the political freedom to live in community. Hence, a State-interface plan must be developed and a community-type political agenda must be advocated for, in order to eventually live in community. A proper transitional government that has to manage the countries affairs temporarily while working on the societal re-allocation of people and resources into a community configuration.

A State policy is necessarily part of the Project's execution, in order to transition to a community configuration of society where there are no States. In the early 21st century, the market and State operate together to maintain society. Hence, this State plan is also, in part, a market-interface plan. Prior to this plan there is a whole societal system standard which presents a vision of society where there are no Sates.

> **IMPORTANT INQUIRY:** *What corruptible authority are you still subject to? The master says: I see your value and I want "taxes" from you. The citizen says: I see a social contract, and so I want "rights" from you.*

3.3.1 Transition of governments and States

> **QUESTION:** *Is there the political economic will to transform from a societal structure that uses trade and coercion to one that uses transparent coordination and human need as a purpose to organize access to the societal structure (and all that humanity has to offer)?*

A "government" is a temporary political organization that controls the resources of a "State authority" socio-technical organization -governments are political competing institutions that control State resources for periods of time. The State is a set of societal-level agreements based in coercion and force. The State (political-government) is a concept; specifically, it is a belief in authority in people's minds. What exists is not the government or the State, but the belief in authority in people's minds. The belief in "authority," which includes all belief in "the State," is sometimes called the most dangerous belief/superstition, because it projects power outside of oneself onto another and/or a fictitious entity who assumes that power over others. Therein, politics is not composed of objects; objects are material things with shape. Politics is the local, regional, national and international exercise of power, or struggle for power, and the relationships between governing bodies, States and citizens. The governmental-State is not a material thing, it is a belief in authority in people's minds; the need to exercise control-/power-over-others. The people are real, the buildings are real, the paper is real, the computers are real, but government(s) are not real; governments are a social construction. Governments cannot be observed; only objects with location can be observed. "You" can observe buildings and people, because those are real in concern to having location. The "State" (and, the "government") is a concept, not an object. The "government" is the current condition of organization of a system based on power-over-others (i.e., a constructed social force to regulate commerce and fulfillment).

It is certainly possible to study people, their beliefs and opinions and behaviors, but there is nothing (no thing) to study in concern to the "State". This is similarly so with the "market".

States don't exist, people who hold the [dangerous]

belief in authority, exist. Markets don't exist, people who believe that to have access they must trade, exist. Citizens don't exist, but people who hold the belief in government(s) do exist. What exists are people and other material objects; government doesn't exist, except for, in the minds of people, and even then it is wrong to say that it exists, it is just their imagination or a mental construction. Reification means to take a mental construction (a concept) and make it real in the world, and then treat it like it is taking conscious decisions and has real body parts. To reify something is to take a concept and think/act/behave like it is an object, which is essentially insanity. Today, people act like States are a real thing, when they are not. People claim to be followers or to have a duty to this imaginary thing called government and call themselves citizens.

Community transition is a project to overcome trade as well as a project to help people overcome the belief in authority (power-over-others for safety). If you don't get rid of the State, you are not going to get rid of the market. If you don't get rid of the market, you are not going to get rid of the State. In other words, if you don't get rid of State politics you are not going to get rid of the market, and if you don't get rid of the market (market politics), you are not going to get rid of the State. The State and market go together, and to not see them as intrinsically related will lead to the creation and adoption of solutions that are not holistically oriented toward global human fulfillment. In the early 21st century, many people are quite insane, they have accepted beliefs that make them so, and in the future this time we live in now will likely be called the time of great confusion.

States (or, more accurately, people with the belief in authority/government) use violence and coercion to sustain alignment, and so, in a way, transition must include a reduction in either the State, or in its basis in violence. There is a common saying, "When the only tool you have is a hammer, everything looks like a nail; until you realize that you have more tools than just a hammer".

Instead of looking at the history of society through the lens of class struggle, it is better to look at the history of society in terms of human needs (whether they are recognized, met, and if so, how; it is axiomatic). The lens through which people look will conform the resulting solution to posed problems. It is also best to look at societies through the four fundamental systems of which they are composed: social organization(s), decision organization(s), materializations, and lifestyles. These are the fundamental systems of every type of society and are the reason the auravana project documents are structured as they are. All former documentation, including that from Marx, fundamentally misunderstands the construction of society, and therefore, the solutions offered are not systematic or based upon a systems-engineering approach.

Intrinsically, the State is a structure for organizing power-over-others. In some way, using it is like joining the mafia and expecting to turn it into a charity. A new way is clearly needed since the old way has observably not worked. Transition standards are required to operate concurrently and facilitate migration of a population to a better way of living. Imagine societies as boats traveling over water. Capitalism is a boat with people on board, it has holes in it and puts out a lot of pollution. Why put more holes in it as it is moving forward? Why try and trip it up as it is moving forward? Instead, bring a better boat alongside and show people a better way, and then hold their hand as they board the better way of living. A community member boat could jump aboard the capitalist boat and try to refashion the boat into the boat next door; this person may risk being beaten up by the people on board with capitalism who have become attached to their boat; both the rich and the poor may beat them up. And, as they are on board another boat, they may get caught up in local drama and forget the purpose of boarding the boat in the first place. A best solution is to construct the better boat, bring it alongside, and help people across. So, in my view political activism is jumping on board their boat. It is of course also possible to concurrently develop and facilitate the adoption of community transition standards by the population of the capitalist boat, so that their boat transforms into one truly representation of community standards. That said, I agree that political activism (jumping aboard their boat) and development of the rescue boat can be done concurrently.

> **INSIGHT:** *Government has to take up the role of educating people about community and campaigning for a community-type society.*

3.3.2 Reform State operations into those of community operations

The process for reformation of the State is one that involves a policy change approach informed by community standards. In the community habitat network people receive good community-type conditions, including the free universal basic services of life, technology, and exploratory support; and under these conditions, they will engage in contribution based on human need fulfillment. A policy oriented toward community is one in which there is a standard/procedure to transfer resources and people into a community configuration of habitats. Here, all production is connected with the State transparency and increasingly with community standards. The State and market production of a habitat network in community. The State manages common resources and the market produces the components of habitats, until such time as community is reproducing itself. Community habitats are a common heritage resource. Here, the State facilitates the transition of an economy of buying and selling to one coordinating the flow of resources and socio-technical services into a community configuration made up of increasingly large numbers of people living in a community-type societal configuration.

A State has essential elements (Read: roles, activities and resources, that are necessary to account for during transition:

1. The State has workers (employees, contributors) and citizens (residents, users).
2. The State has leaders who decide and execute policy at the national-geopolitical level.
3. The State has an administrative structure for the collection and processing of information.
4. The State has individuals with a sense of duty; the duty to transform the nation into one of coordinated human need fulfillment.

The transition of the State involves the transition of work and citizenship through a complex multi-step process.

The State-based work of creating community at the global levels likely involves the following steps, in brief:

1. Gain policy change ability at the State-level.
2. Create a new ministry of habitation.
3. Mass distribution of Auravana [vision/purpose] System Overview publication.
4. State working group that registers and accounts for all common heritage resources. The State will start to register and account for resources, re-configure resources, and re-organize work in order to produce common heritage habitats and living-conditions.
5. Standards working groups revise, translate, publish, and distribute the standards throughout the State to begin implementing community-base public policies.
6. Decision working groups decide the local socio-technical city solutions. The local habitat service system master plans are calculated and customized for the needs and preferences of local populations, given all resources shared among the global network. The State will provide habitat services to everyone. The State will re-configure the material [resource and work] environment based upon a master decision system fulfillment plan. The State will account for and facilitate the re-organization of all work and resources:
   A. Produce a selected [for execution/operation] master plan deliverable.
      1. Create architectural-engineering master [module] plan(s).
      2. Create resource life-cycle master [analysis] plans.
      3. Create [economic] production network plans at the local and global level.
         i. Create local habitation production plans.
         ii. Create global habitation production plans.
7. Provide community standards-based curriculum and education to all public schools and universities.
   A. Local leadership are educated on community standards, which they start to implement at the local-level with State support.
8. The State will authorize the construction and operation of community integrated habitats. For a master plan to be constructed, the State's planning commission – an appointed administrative body must approve the design as up to standard (code) and sometimes, zoning.
9. De-militarization of the interior State.
10. The State will subsidize standards development, transition operations, and the construction and operation of the 1st network of community university habitats.
    A. Construction and operation of a habitat service system developed through (using a) community standard.
    B. Legal stimulus. It is necessary to develop monetary measures (tax, loans) and non-monetary initiatives (training, workshops, education, awards).
11. Three factor transition model:
    A. Rural re-configuration (transformation to community) involves creating habitats out of unproductive and/or soil degraded land.
    B. Urban re-configuration (transformation to community) involves re-configuring the built environment, and re-organizing the work of productive and social services.
    C. Subsidize and build habitat production centers.
       1. Operate construction equipment.
       2. Operate de-construction equipment.
       3. Operate recycling centers (which are a form of production/materialization center).
       4. Operate habitat service production centers.
          i. "Light" production is production that is done within a habitat.
             1. Light production of architecture (land-fixed objects).
             2. Light production of socio-technical products (typically non-fixed objects)
          ii. "Medium" production is production that is done just beyond the edges or just within the edge of the perimeter of an integrated city habitat. Heavy production uses medium machinery best environmentally isolated within the perimeter of the habitat, or concealed just outside the perimeter of a local habitat.
          iii. "Heavy" production is production that is done away from human population densities. Heavy production uses heavy

machinery best not operated near human habitation.

iv. Note: A given resource may be able to be produced through light and heavy production (e.g., hydrocarbon extraction within the perimeter of a habitat and oil extraction in the ocean).

The State brining community citizenship/residency likely involves the following steps, in brief:

1. State contracts based on community standards and objectives.
2. Citizens learn about and become educated on community standards.
3. Citizens agree to a coordinated community standards profiles.
4. Citizens agree to a habitat residency standards.
5. Citizens vote to update habitat residency standards (globally coordinated citizen vote; global policy).
6. Citizens human need [for resource economic] categories are identified and calculated.
7. Resource inputs, processes, and outputs are calculated fro what is possible given parallel habitat local master plans.
8. Preferences for local aesthetic and production customization for a (for a period of time) are surveyed with local citizen voting selection.
9. Citizenship comes from participation in re-construction, education, and customized plan selection.

During transition, the State organization becomes informed by real world science and engineering. The transition of the State to community involves the following objectives:

1. Participation in the State:
   A. Participation in a community-directed political part(ies).
   B. The State framework, using working groups, evolves the societal standard.
   C. The State framework, using decisioning teams, computes the global, community-networked habitat economy.
   D. In many ways, States in the early 21st century act like just another business, working on another level in, but on behalf of the corporate infrastructure and the representatives' self-interests. Therein, as long as there are two or more competitors fighting over control of one centralized system, where each wants to implement their ethical framework, is likely to lead to or sustain conflict [where human fulfillment could otherwise flourish].
   E. The State develops standards through working groups. Standards represent the accepted work of systems scientists, working groups and coordinators.
   F. All meetings by State and government employees and officials are video recorded in real-time and are made available to the public.
   G. What must be considered in terms of relationships:
      1. Relationship between politicians and the people.
      2. Relationship between politicians and the businesses.

In the early 21st century, where a State "touches" a citizen one of two potentials occur:

1. Where the "State" touches the "citizen" some potential need fulfillment gap gets met (Read: welfare). Employees in the welfare State are not practitioners of pain, but practitioners of some real-world human benefit.
2. Where the State touches the citizen, a potentially painful operation ensues. There is the pain of the bureaucratic paper service as well as that of justice. Judges, soldiers and police are the prototypical typical public punishment servants, and they are practitioners of the 'painful' aspects of the State. These are professionals of pain, because they interact with the public where there is pain; either creating it themselves or taking control when it becomes excessive of accepted cultural ethics.

States can create universal safety and access platforms for the fulfillment of human need without exchange (universal basic program adoption types), including but not limited to:

1. Architecture: for example, every married couple gets a free government provided apartment. Of course, the people with sufficient money will buy their own apartment instead of taking the government provided one.
2. Guaranteed basic income: for example, every citizen receives a monthly allowance with which to purchase goods and services that is not tied to their labor.

State organizations can use coercion to take resources (Read: expropriate, appropriate, use "eminent domain", etc.), or they can use standards that sufficiently explain to a population why a plan for human fulfillment is the best next choice. State organizations with police (standing militaries) have both ways of acting.

INSIGHT: *If taxes are spent correctly, then we all*

benefit.

3.3.3 The State coordination plan

A.k.a., The governmental plan, the State plan, the political plan, the State-interface plan.

In the government, authority dictates choice. If you don't have the authority, you don't have the choice. For any interaction with the State there is the requirement for multiple authority-type relationships and interfaces.

A State coordination interface plan includes, but is not limited to:

1. A governmental-State interface.
2. A legal-State contracts interface.
   A. Legal State (citizen-to-State) contracts (including, "social contracts").
   B. Citizen-to-citizen contracts.
3. A budget interface.
4. The financials interface.
5. The State interfaces.
   A. The [public] relationship interface.
   B. The education interface.
   C. The "public" service interface(s).

Note that in the market, management level personnel have some relative degree of authority to reward tasks (their completion or relative degree of). Coordination is the result of motivation and the integration of self (intrinsic) to social (Commons) to scientific (science without profit motive). In the market-State, money and power can significantly lessen social consequent for harmful action.

APHORISM: *Under the State, authority dictates choice. If you don't have the permission of authority (or, authority itself), you don't have the choice.*

3.3.3.1 Projects unification

Separate projects (i.e., their leaders/owners) decide to unify their efforts under a public/State coordinated system.

Open (market or State) projects join together in development of a unified societal standard (and cooperative resource sharing, where legally possible):

1. Combine the information-side of projects aligned with "our" common direction, by formally organizing "ourselves" into working group teams that develop standards [for community]. By releasing content in an open source manner to affect change on a large scale.
2. Combine "our" ecovillage habitats and municipality projects by communicating alignment and planning common access to resources [in order to sustain optimized global human fulfillment].

3.3.4 Achieve power State power

A.k.a., Achieve political power.

The "political" method is the method of acquiring power at the State level in order to develop standards and construct community. Is possible for people in positions of political power to use their power at the State-level to facilitate the transition to community. State-power is gained through "authority".

If State power conveys the ability to remove laws that harm human well-being and create laws that create community, then assuming State power and removing the damaging laws, and creating appropriate ones, is a valid transition action. For example, slowly, society is bettering in freedom and justice. Previously, when workers came to do work in someone's house, the owner of the house would have to hide their usage of cannabis, but today, in many "progressive" States, the owner has no fear of observation, because there is no longer State punishment for usage.

3.3.5 The State regulation "top-down" approach

QUESTION: *Is fulfillment flexible? Yes, today, there things that we could do to improve anyone's fulfillment, regardless of their backgrounds.*

The top down approach says that the transition will come from those in positions of power and authority in various governments and corporations. These individuals will use their influence and power (to create and interpret law) to transitioning their socio-economies more greatly toward universal access, a commons-oriented resource base, and the dissolution of all crimes without a real victim (i.e., "victimless crimes"). Herein, unconditional/universal basic income and socialized health care are seen as transition steps to this end.

There are people in positions of authority and power, in modern society, who understand that the world is changing, and they too desire to facilitate responsible change. One of the many challenges with this approach is that it is an attempt to use an authoritarian, force-based structure to create a non-authoritarian, contribution-based structure. Eventually, people with power over others would have to give up their powers as well as dissolve the structures that allow for those powers in the first place. We know scientifically that entering into a position of power changes cognition and behavior. (Hogeveen, 2014) Hence, anyone consciously attempting this approach must keep this in mind, always.

Is it possible to work within a current material environment in order to bring about a community type society. In the current city environments there are three types of relationships that need to be transitioned:

1. Property relationships, and hence, property issues.
2. Physical positional relationships, that include the position, type, and quality of resource available and allocated, and also, how organizations of those resources into technology has been, and is, affecting people over time. Issues of former material constructions (e.g., buildings, trash, tools, etc.).
3. Socio-psychological relationships with human fulfillment. These relationships refer to beliefs (assumptions), understandings (knowledge), and values (decision orientations). And hence, psycho-sociological issues that will need to be resolved into community.

Regulation can be used to accelerate change, specifically through standards (and therein, through interoperability standards). Standardization can allow everyone to collaborate and move much faster.

3.3.6 Scientific coordinator leadership [State transition approach]

Governments cannot deny transparently conducted science. Governments must fund science and science transparency into human fulfillment. Decisions must be taken upon the data provided by scientists.

Decision coordinators in the market-State are competing with one another. Decision coordinators in community are in cooperation with one another; and are thus capable of deciding rationally and transparently.

3.3.7 Reform relationship with politicians, bureaucrats, and other "policy makers"

A.k.a., State relationship building, authority relationship building.

The transition team must develop positive working relationships government personnel. These persons are central to the decision taking processes associated with planning within a jurisdiction. Relationships between politicians, most especially local politicians, State politicians, and [jurisdictional] planning practitioners must be considered and planned for in the development and transition to community. A robust State-community interface strategy enables councils to build effective relationships that survive people changes and provides greater opportunities for long-lasting success. "Political capital" enables effective work within a jurisdiction.

These relationships include, but are not limited to (note: some of these labels mean the same thing):

1. Elected officials.
2. Unelected officials.
3. Politicians.
4. Bureaucrats.
5. Ministers.
6. Chairmen.
7. Dictators.
8. Administrators.

A strategic approach to building relationships with these persons is essential.

The following key questions should be considered when developing a plan of action:

1. Who has influence?
   A. Audit and map the authority hierarchy, prioritising them around who has the greatest influence on whether and how objectives may be achieved.
   B. What is the relationship between:
      1. Central authorities.
      2. Local authorities.
2. What is your case, argument, and means of influence?
   A. Develop messages, winning arguments, and means of influence which can then be tailored to different authoritative audiences.
3. How can they be reached?
   A. Develop an engagement plan that identifies how to reach the target authorities, such as through one-to-one meetings and participation in conferences and events.
4. How will the State interface strategy be carried out and by whom?
   A. Who in the organisation will be involved, what role will they play, and which other organisations can be worked with in partnership.

There are five primary abilities/factors required to develop effective working relationships with State authorities:

1. **Intellectual abilities (a.k.a., intellectual capital/assets)** your degrees, experiences, credentials, and the skills that you bring to your job, as well as those that probably got you the job. Intellectual capital comprises what you know.
2. **Psychological abilities (a.k.a., psychological capital/assets)** how you relate to others, including traits such as curiosity, empathy, emotional intelligence, learning ability, integrity, and coachability. These are often described as "soft skills," though since they are highly sought-after qualities, we prefer to call them "power skills."
3. **Professional/social reputation (a.k.a., reputation capital/assets)** who you know and how you are perceived.
4. **Financial status (a.k.a., financial capital/assets)**

how much money can be used for influence.

5. **Political capital** this factor rests on your reputation for displaying each of the prior factors.

3.3.8 The jurisdictional-geopolitical analyses deliverables

A.k.a., Geopolitical (jurisdictional) analyses [transition tool], jurisdictional plan, geopolitical plan.

Geopolitical analyses and conditions determine the appropriate (relevant, safe, feasible, etc.) placement of community-type cities on the planet. Geopolitical analyses and conditions can facilitate political transitions of current cities and city networks toward that representational of a city in community. This analysis is necessary for new city placement, either by private organizations of individuals, or by States.

A jurisdictional and geopolitical analysis is conducted as part of the normal standards development process. A working group develops and maintains the set of jurisdictional/geopolitical analyses. A working group completes a comprehensive jurisdictional and geopolitical analysis to determine possible locations for placement of the first community on this planet with comparison between locations and a feasibility/viability determination.

The jurisdictional analysis set informs on (i.e., determine if):

1. Changes in resources.
2. Changes in authority.
   A. Is authority accepting of societal system type?
   B. Is authority stable?
3. Changes in public perception?
4. Changes in public behavior?
5. Is the public environment safe?

The primary purpose of any geopolitical plan in the market-State is to:

- Create a plan to sustain peace (reduced violence) where you are.

A geopolitical plan is a plan for acquiring authority (relationships with political currency) in order to operate and duplicate a standardized societal system across the planetary population, under conditions of authoritarian rule [of law]. Here, the geopolitical plan is not to gain authority from others, but rather to enhance the fulfillment of individuals through interfacing with the State, but not participating in the State.

A jurisdictional and geopolitical analysis will determine possible locations for placement of the first experimental community city on this planet. It will also determine the possible rise in uncertainty of a city due to geopolitical changes in the location. The analysis will compare between locations. It will provide (given current trends) a feasibility/viability determination for the experimental city for each location. What is 'risk', and how much 'risk' is acceptable?

NOTE: *The purpose of evidence in the market-State is persuade, not to explain.*

3.3.9 Transition by means of operating a social-State (State)

A.k.a., Transitional work organization by the social-State, socialism, socialized State-market method.

If the government (State) is present, then its structure can be used to change conditions more greatly toward community. The social-State is a socially coordinated State as opposed to a market coordinated State. When property is necessary, then it is necessary to utilize property, public and private, where required as a condition to establish an environment where there is no property (Read: a location where either everyone owns everything, or no one owns anything). This transition will be gradual and peaceful since cooperative compassion is the value orientation being turned toward. The acquisition of social property by the State (social-State) is likely to be rapid in some locations and lengthy in duration at others. It is different in different locations because of the local conditions. An actually social state may exists to provide a social function representative of community, by developing and offering community city proposals and facilitating the transfer of people and resources into a configuration of society most representative of community.

In a social-State transitioning to community, everyone has the ability to purchase life, technology, and exploratory support sufficient for their life phase: education, contribution, and leisure; the people in the contribution phase of their life are expected to work as a service to support all life phases, as required by each habitat and the whole habitat network. In a community-type society, everyone has the ability to freely access life, technology, and exploratory support optimized for their life phase: education, contribution, and leisure; the people in the contribution phase of their life are expected to work as a service to support all life phases, as required by each habitat and the whole habitat network.

For community, we need to finish competition (as a value) and sustain associations of people that are collaborative. Competition ends when collaborating on the creation, construction, and operation of community. The social-State supports those working for better, or, best conditions in production and distribution.

INISIGHT*: Eco-Social-State ("ecosicialism") is a transition project. It is also a type of society. A State that accounts for human and planetary ecology (i.e., human needs and common heritage resources).*

In the early 21st century, people are totally disconnected from what fulfillment is, from nature, and from themselves. How will community be created when people are alienated from each other and the sources of their fulfillment. We need everyone, because community is about one global society, global human fulfillment. New cities are normal. It's normal to create new environments; it is necessary of course to create new cities. Community cities developed by the social-State can house and fulfill people from all socio-economic classes. These new cities will take people with all sorts of prior socio-economic access (especially, poor socio-economic access), and give them optimal socio-economic access, given what is known and available. These new cities will take people with high socio-economic access and give them equal access, but without the stress of competition over human need fulfillment and personal ownership.

We need a new city, which can be duplicated effectively. In the meantime, we can begin gradual transition to a social-State structure for the coordination of new community-type habitat service systems (new community cities). We can continue education and awareness building activities.

We need big companies too because we need the productions of some of these companies to construct the city. So, we need to change the view and orientation of relevant big companies that control design, coordination, production, and operation of public-commercial products. The big companies are often owned by many people, which diversified property ownership (making capitalism relatively stable), but also making it so that many people must change their orientation at the same time for the business to transition its values and decisioning to those of community. How do big companies become connected under a social-State? Big companies operate under a unified State issued credit production and distribution system. Working hours are visualized (transparently) so that workers and coordinators can see what work is required for what production. The social-State then distributes credit to the population, most often through either work for credit or mere existence for credit. Owners essentially, and metaphorically speaking, let go, of their contractual ownership of the property of production and distribution to a higher, socially coordinated body (i.e., to the social-State).

New cities won't have the property issues of the old cities, but to construct the first city (or, first few) will require support of, and/or purchase from, big business.

> **NOTE:** For some there is a great contradiction: How will be the construction of the first model cities through capitalist production. However, this is not a contradiction; it's a necessity under Market-State conditions to support community development by purchasing goods and services from big business and other entities.

What is necessary for global human fulfillment is the transition of big business to a social-State organization. In the early 21st century, businesses operate based upon debt currency, in a social state, there may be a state production-credit system. In this case, working hours to production outputs are identifiable and calculable by all involved. It's about being accountable between human needs, human production requirements, and material realizations.

In transition, we are trying to bridge an association of enrolled relationships between competition for scarce monetary market "financial resources" and a system where people freely contribute work time to societal service. Work time to societal service in community is about giving back and forward to community by contributing to the advancement and operation of life fulfilling services. Work time in a market-State is about work for tradeable currency. Work time in transition may be about a centrally planned social-State distributed credit system for working duration, which is then used to purchase additional services and products, moving from life support to start, to the free support of the whole societal habitat environment.

The transition may occur through a social[ized] State-market method. Note here the social State-market method (in some contexts, known as "socialism") is the method of State (or, social coordination [of access] organization) credit-based production and distribution. The State (some social organization) produces products, which are purchased by means of a State distributed credit (i.e., a currency), also produced by the State (or social coordination [of access] organization). The credit to individuals (families, etc.) is then deleted after the purchase of a product from the State.

A new city and city network is important, but the goal of the project is global human fulfillment, so the project requires more transitional change factors (and agents) in execution of the transition to community, as a type of society, a global scale. The global population needs more human development through political change that will facilitate transition on a local and global basis. Here, what is proposed is a form of State ownership of a credit-market (i.e., commercial) operation. The credits are not for individual or competitive group benefit; they are as a method of economic [social] accounting and planning. A State credit and State planning system under societal conditions where there is a transition from the market to community.

3.3.10 State power (leader and bureaucratic roles)

> **INSIGHT:** *The societal transition from market-State to community is a transition from protocols based on power-over-others to protocols that prevent the appearance of power-over-other relationships.*

In the early 21st century, most of the land on the planet is controlled by States (governments). In the social State-market method, the State guarantees life support

services to the "global" social population. This may occur at the State [government] level, or it may occur at local-city government level. Over time, a co-operative "State" organization acquires property that was once personal, commercial, and/or public. The property is used to produce, distribute, and delete credits for participation in, and/or existing as, a "citizen" of the "State". Participation means doing work [for credit] toward the production and distribution of needed services and goods. Note here that participation here is not synonymous with contribution, because there is payment (in credits, currency). The State accounts for demand and calculates the required production and distribution of demands within a planned environment. Summarily herein, the State acts as a planning system. Community is a type of society with contribution (no payment) and [moral] access relationships (as, relationships liked to human need, human demand without for-profit advertising and structuring). Planning systems (including, deciding systems) can be based on some scale from that of power-over-others (i.e., authority of another) or on contribution (i.e., contribution to another). Community is the later and the State is in the early 21st century highly based on power-over-others. Therein, States are based on laws (codes of punishment), and laws are enforced by punishment (or, a monopoly on escalating violent force). A transition of the State from a system that plans the punishment of people to a system that plans the credit-market state of the economy will then need to be planned. This is a second transition that the State will have to undergo, to the extent that all calculation, production, and distribution of fulfillment is done through contribution [without any credit payment].

Government may just be a belief (Read: the belief in authority), but the process that humans go through in taking decision and constructing objects that effect many people are very real. Because of this it is important to account for government, because the government (governmental roles, and people who believe in government) make decisions in the real world that affect everyone.

In community it is understood that forcing others to act in production is [equivalent to] enslavement. During transition, government ought to lessen the number of tasks done by those who are only participating in order to gain credits for purchasing things.

Requirements of the State include, but are not limited to:

1. The State begins doing economic calculation for all production and distribution (i.e., for all businesses that all willing to contribute the information on personnel, resources, production and distribution).
2. Individuals contribute information about their needs to the State.

QUESTION: *How can the State liberate access to global fulfillment through technological planning and operation.*

3.3.11 A State political party

Members of the transition team have a much greater chance of facilitating the transition to a community-type society when their approach includes a political strategy, a financial strategy, and a public strategy, because in the early 21st century, society operates significantly based upon politics, governments, and infamy. An approach that accounts for and is connected to all three is connected to real-world decisions.

There is a necessity during transition for political organization. There is a requirement of the transition team for political organization, because the capitalist and authoritarian classes organize themselves at the political-national and -international levels (in multi-national firms, in trade organizations like the WTO and European Union, BRICS, and in military alliances like NATO). Unless people organize themselves into aligned political parties (for global community), and unless these parties ally themselves together, they may be unable to overcome the distributed and also united forces of capital politics.

The purpose of a community-State orienting political party is to transition government to one where decisions are arrived at through the maintenance of systems science based standards for operation of a habitat. In this way, the purpose of a community-oriented government is to dissolve government (and the State) as well as the market into a societal organization structured through community-derived socio-technical standards and community habitat operations. Herein, the government/State becomes equivalent to a standards setting organization that is also a networked habitat service system (Read: city network) operation. In this sense, the standards setting structure is representative of the society's social organization, and the habitat service structure is representative of the society's technical organization. In operation, they form a mixed information-materialization system.

QUESTION: *What percentage of people (Read: the territorial population) are members of the party?*

3.3.11.1 Political engagement

There are two primary questions when it comes to the adoption of a political engagement strategy:

1. How to gain political power and/or influence?
2. What to do with that power and influence?
3. How many of the total population understand the direction?
4. How many of the total population agree with the direction?

3.3.12 Funding from the State

During transition, the State will identify and fund a new socio-economic model involving developmental areas,

including but not limited to:

1. [Core incentive Benefit as defined in the Community Specification Standard] Reserve incentives for companies that don't only not harm future environmental growth or human harm, but only give incentives to organizations/companies whose process/products actively contribute to better futures. Reserve incentives for any organization facilitating the movement of people and resources into a coordinated community commons where the heritage is shared for the betterment of all of humanity.
   A. What types of (functions of) organization are of benefit to the movement of people and resources into community configuration:
      1. Deciding and producing services using open-source and free-shared technologies and visualizations.
      2. Using open-source and free-shared community standards.
      3. Using technology efficiently to meet accounted human needs.
      4. Using resources sustainably within carrying capacity (of input from and output to an environment).
      5. Produce less waste of informational and material resources.
      6. Habitation construction (practicalizations) in the form of an integrated physical habitat service systems (i.e., locally customized habitat service systems).
      7. Networked data storage and digital (information) processing and real-time feedback.

3.3.13 Democratic government cooperation (government roles)

Democracies will work together; they will start sharing resources, information, and services. Embassies generally located in State capitals and are the location through which diplomats from States interact and communicate with their citizens. Democratic government cooperation could be run through an international diplomatic embassy association.

3.3.13.1 Proclamation documents [State transition approach]

A.k.a., State contracts.

Proclamation documents are essentially State written contracts between authorities of the State and the citizens of the State's jurisdiction. There are a variety of written declarations used around the world that foundation the laws and just use of violence of a given society.

These proclamation documents include, but are not limited to:

1. **Constitutions**: An identification of the fundamental principles, relationships, and/or established precedents that constitute the formation of a State, and in particular, the ability of the State to use violence to govern citizens.
2. **Amendments**: Are temporary patchwork and not integrated redesigns of the foundational (constitutional) document. These add code/rules to the foundational document.
3. **List of rights (a.k.a., bill of rights, list of rights constitution of rights, human rights):** A list of what the citizens are entitled to from/against government; and what no just government should refuse, or rest on inferences. Rights protect citizens from government and from one another in aberrant cases.

State proclamation documents can be changed and are subjected to the opinions (whims) of different governments.

3.3.13.2 "Rights" [State transition approach]

In the market-State, the State protects (or, is claimed to protect) scripted listings of [State provided] rights. Therefore, "rights" are an important concept for human fulfillment under market-State conditions. Rights are essential for health and well-being. Market-State governments will use their power to create and enforce law to protect the rights of people and ecologies, as well as business.

> **NOTE:** *In the market-State, abstract competing organizations (Read: businesses) are given "rights" too.*

Through political action and governmental change, people can achieve more rights to fulfillment and remove the rights of abstract competing organizations [to pursue profit]. People with good material conditions will create community. If people don't have good material conditions, no life support, etc., then community is more distant. We need to create the conditions for community's emergence. Material conditions affect our lives and our society, today. Material conditions influence human behavior.

3.3.13.3 Resource survey accounting [State transition approach]

Country-, State-, government-wide accounting of all resources, material and financial. A resource survey of all potential habitat resources includes a survey of the following:

1. All material resources owned by the State.
2. All material resources owned by business.
3. All material resources owned by individuals.
4. All financial resources owned by all parties (including, all banks).
5. All labor resources owned by all individuals.

This is a countryand jurisdiction-wide accounting for the production and distribution of products and services, and it will be transitioned to over time. It may (or, may not) form the framework for the instantiation of a community-type society. Herein, the State intentionally collects data on resource, production, and consumption statistics. These are calculated in sums of materials (or, goods). These sums represent quantities of resources that may be used as a data input to a global habitat service economic decision system.

3.3.13.4 De-marketization [market transition approach]

A.k.a., Demarketization.

De-marketization refers to the [slow] removal of the market from societal operation. The removal of the market may be sudden and rapidly convert an environment directly from the market-State into community. However, in most cases, the transition from market to no-market will happen slowly and by means of a slow or transitioning from market-State to social-State and from their to community (forming a continuum of societal types from high to low market).

De-marketization may occur by setting structural rules that make fulfillment the goal instead of the goal being amassing private capital for the few feasible.

3.3.13.5 De-Statism [State transition approach]

A.k.a., Non-violence as an approach.

For people to move forward in the transition, there are two important strategies

1. To reduce the waste-based characteristic of the State, by reducing bureaucracy and reduce the middlemen of the mode of production that works today under capitalism.
2. To reduce the authority-based characteristic of the State, by reducing violence through structural, socio-technical, and material change. By transitioning from hierarchies based on power-over-other type relationships to those based on dedicated contribution and competence.

3.3.14 Transition by means of national state services

Wage inequality within a region and among the global network can be reduced by implementing policies that:

1. Mandate use of automation technology, and
2. The State provides a universal basic income to share gains from automation and reduce income inequality between individuals in society. Because, automation eats away people's ability to spend. And basic income acts as a dividend therein for the people.

The most important questions in terms of universal basic income are:

1. Where is the money from universal income going?
2. Where is the money for the universal income coming from?
3. What is universal support? Note that it typically refers to national or municipal support.
4. What is the quality? Typically refers to intuitiveness, functionality, and expected results.
5. What is basic? Basic typically refers to taking care of basic human needs. Universal basic support is meant to take care of basic human needs. But, in the early 21st century there is no common accepted definition for basic human needs. What human needs are basic? Food is an obvious basic need, but then the equation is, how is food measured?

3.3.15 National State support

A.k.a., Unconditional basic income (UBI), universal basic income, universal basic support, unconditional support, cash/credit/token State income, State financial support, State cash transfer assistance, State basic services, free services, etc.

There are two forms of unconditional State support of citizens:

1. **Universal Basic Income (UBI; or, universal basic pricing and purchasing)** is a proposed State-public program for a periodic payment delivered to all citizens on an individual basis without judgement or work requirement. Universal basic income (UBI) is a system where everyone in a community is given a regular fixed amount of money from government intended to meet basic needs and free from any conditionality. The State pays money to citizens so that they may buy goods and services. The basic concept of UBI is that every person is entitled to a fixed amount of money from the state regardless of their income or need, and the payment is free of any conditionality. The same fixed amount is paid no matter how wealthy or how poor the person may be. It is not linked to any life event or risk such as unemployment, sickness, or old age. Instead, it is a payment made to everyone for life. Without any conditionality, it would allow those who choose

to work to do so but others may choose to do something other than take up employment. There are variations to this model. Some are intended to replace all other welfare benefits and others simply to provide an additional layer to existing welfare schemes. Some paid to a defined group rather than the entire population. Universal basic income equates to free money, and people shop around for what they want in the available market, or, they shop from the State store (depending on the particular economic configuration). People spend the universal income in stores, either commercial/ businesses in the market, or in a State store.

   A. The UBI token (a.k.a., UBI money) could be given as a universal yearly guaranteed income, equal for everyone, that would sustain a set standard of living (hopefully, high and optimized standard of living). Less may be given to the young and full is given to every adult. The amount given could be based on life phase. The basis for the claim of the credit by everyone is that they are all individual humans in a particular phase of life. Possibly, the workers and retired get equal yearly credit (or, the retired get more), which is deleted at the end of each year (or set cycle), and not transferable to anyone. All who do "work" in each of their life phases in community do the same, and have access to the same that all of community has to offer at that access life phase (nurturing, education, contribution, and leisure).

2. **Universal Basic Services (UBS; or, universal services, free services)** is a proposed State-level program to provide free goods and services. The State subsidizes free services. This includes free food, housing, transport, healthcare, education, utilities, infrastructure, and communications, etc.

3.3.15.1 Basic income

Basic Income is a fixed cash State coordinated grant programme that adheres to the principles of commerce, universality, individuality and unconditionality. Basic income is one possible mechanism to establish a guaranteed individual human fulfillment safety net, reducing socio-economic inequity. Regular unconditional cash transfers are an efficient way to provide an economic basis of human need support (to make sure that everyone can face the future with a base level of fulfillment, and in a healthy and happy manner). A basic income is universal and unconditional floor of monetary income. Money is needed for markets. A universal floor of access is needed for human well-being. When well-being is tied to markets, then a universal floor of money is needed. Everyone then has some money to spend into markets; in other words everyone has some voting power on what businesses should be open, what goods should be made, and what services should exist. Everyone can vote on what should or shouldn't be a functioning business. In many ways, basic income is financial freedom for humanity to have a floor of support to live well.

Among the many benefits of a basic income is a reduction in the drain on individuals' cognition. When there is a basic floor of income (Read: access to fulfillment), people are less likely to a behavioral from a state of survival and a feeling of inequality. This reasoning is significantly why the income must be global (to the population; because, if it is not global, it will be sensed by some as creating unequally, and will always be rejected and/or distorted. Other social benefits include, but may not be limited to (Benzell, 2021):

1. No significant reduction in labor supply.
2. Increased self-employment and part-time employment.
3. Slight decrease in alcohol and tobacco use.
4. New mothers extend their maternity leaves.
5. Birth weights improve due to better maternal nutrition.
6. Graduation rates and educational outcomes improve.
7. Hospitalization rates decline.
8. Crime goes down, especially illegal hunting.
9. Domestic violence decreases.
10. Trust increases.
11. Food security increases.
12. Improved cognitive functioning and personality traits.

Herein, if there is tax, then it could be based on income and/or consumption, such that those whose income is higher or who purchase more have a higher tax (per some fixed rate, not tax brackets).

Basic income (a.k.a., universal basic income, unconditional basic income, floor income), etc., has five necessary components (i.e., basic income is money that is):

1. Market/commerce:
   A. Price: objects and services have a direct price to be paid by a consumer.
   B. Cost: the production of objects and services has a cost to be paid by the producer.
2. Unconditional:
   A. No work requirements.
   B. Money is provided independent of employment status. Also, for the employed, it adds to that which the employed already get for work.
3. Universal:
   A. Everyone gets it. Who is everyone? Does someone get it during all of the four life-phases (nurturing, education, contribution, leisure), or

does someone only get it during specific life phases; for example, someone can only get it during the education and contribution phases, and thereafter, all access is free (no price to access)?

B. Money is provided independent of income status.

4. Individual:
   A. Money is provided to each individual within a household (not the "head of household").
5. Periodic:
   A. Money is provided on a regular dependent basis (e.g., weekly, monthly, yearly).

Basic income is a floor, so no one ever falls through it and it reaches everyone. With a basic income people will have the safety net (comfort) to work intrinsically more often than extrinsically, and hence there will be more labor workforce, not less. If a basic income was present, and then taken away, it is likely to reduce intrinsically motivated work; reduce the desire to work. Basic income allows everyone to say no to non-intrinsically motivated (or worse, coercive) work conditions. Hence, there becomes bargaining power with employees outside of labor unions. Basic income increases trust among society. Basic income increases intrinsically motivated work among society. Hence, everyone gets the same floor, but different people pay different amounts of taxes.

UBI ought not be considered welfare, because where welfare is exclusionary (Read: some people get it and some do not); universal basic income includes everyone. Welfare income programs around the world include, but are not limited to:

- Food assistance [income] programs, cash assistance programs, child assistance programs, unemployment benefits program, disability programs, etc. Herein, there is always the concern about qualification and the concern about losing the qualification and no longer reaping the benefits.

The two requirements of a basic income system are:

1. Everyone receives the same basic income floor.
2. Everyone pays taxes at a fixed rate, based on consumption and/or income.

In a digital, crypto-currency market where UBI is in effect, there are may be three classes of socio-economic access:

1. Those who live off the universal income from the State in the form of crypto-currency, and do not work.
2. Those who acquire State crypto-currency (UBI) as well as work for a business to earn additional currency, in order to have a higher level of socio-economic access than the UBI feeders only.
3. Those who are the owners of the production and distribution systems, super-State authorities, and those who are already wealthy (possibly, because of early adoption of crypto-currency).

The linking of basic income to the State could be three-fold:

1. A national basic income could be linked to living in a State (or, union of States) as a citizen.
2. It could be linked to non-citizens ("foreigners").
3. It could be linked to living (as a resident) in a pre-planned community habitat (within the community habitat service system network).

3.3.15.2 Policing basic income

If this income is universal and conditional, then society does not have to have a significantly large citizen investigation service to investigate whether any citizen/household ought to be disqualified and taken off of the income program (for earning more than some base level, or having property over some base level). When this income is not universal, there is a significant administrative policing required to police the citizenship in order to disqualify and punish those who earn or have more than is allotted by the State. Often, these policing personnel may surveil the population and enter their homes and financial accounts with, and sometimes even without, a legalized written warrant (to determine if they are outside the bounds for receiving the benefits).

3.3.16 Transition by means of a national community-habitat service network

A basic income could be linked to living within a habitat in the community [network of habitats]. Herein, the State is only paying someone a basic income because they are living in a specific type of habitat (i.e., a community-type habitat). The State organizes the movement of citizens and resources into community habitats through community standards working groups and community-type habitat development (re-construction of the material environment into one representative of a community-type organization).

The movement into the habitat could be phased according to the life phases of humanity, such that a specific percentage of the makeup of the whole population of the habitat is composed of some part contribution phase persons, some part education phase persons, and some part leisure phase persons, over time:

1. **Contribution service:** The first phase to move into a habitat would be in the contribution service phase personnel. They may receive:
   A. A basic income.

   B. A contribution basic income (contribution bracket).
   C. Labor income (working hours / work proposal as incentive/reward).
   D. All community-habitat services are free and available all the time, except leisure ("holiday") services, which are only available 1 month per year.
2. **Education service:** The second phase persons to move into a habitat would be in the education service phase of their life. They may receive:
   A. A basic income.
   B. An education basic income (education bracket).
   C. Education income (for assignments complete as incentive/reward).
   D. All community-habitat services are free and available all the time, except leisure ("holiday") services, which are only available 1 month per year.
3. **Leisure service:** The third phase of persons to move into a habitat would be in the leisure phase of their life. They may receive:
   A. A basic income.
   B. A leisure basic income (leisure bracket).
   C. Leisure ("holiday") services available for free all year long for the rest of their life.

A national community habitat service approach involves, at least the following elements:

1. Community standards development by working groups at the State level.
2. Community education at the university level.
3. Community program on-boarding.
4. New habitat construction (either new development or a completely re-planned configuration of an pre-existing urban development).
5. Community habitat on-boarding.
6. Basic income to all people in the community habitat network.
7. Free basic habitat (life, technology, and exploratory) services (a.k.a., national community services) to all people in the community habitat network.

It may be possible to transition to community through the introduction of a State coordinated public-private partnership that creates a special regulatory zone for the development and operation of a national-State community habitat service, including:

1. Integrated habitats are planned.
2. Public-private partnership for land acquisition.
3. Integrated habitats are constructed.
4. National community habitat construction creates a special regulatory "community" zone.
5. People are on-boarded into the integrated habitats.
6. The whole community habitat population gets access to:
   A. Free/national community services.
   B. Basic income (universal, unconditional, periodic).
7. The contribution-age population works for the local production service system, which sells products into the global market, and receives income from their purchases as part of the local habitat cooperative that distributes pay on an hourly basis.
8. The contribution-age population pays an income and/or consumer tax that either:
   A. Removes money from circulation.
   B. Pays money into a UBI account.

Herein, the possible stages of internal economic transition in relation the community's profits from production, may be:

1. After having first met the needs of the people within the habitat [network] at some basic service level, then:
   A. Production profits go to the working individuals per working hour and/or proposal.
   B. Production profits go to basic income.
   C. Production profits go to production of basic services (i.e., production profits are collectivized), and used to buy what's not yet produced internally.

   NOTE: *It is expected that over time, a community-type regional configuration will out-compete capitalism, because there is no profit going to private capitalists.*

There will continue to be a need for "outside" resources (possibly, until such time when the community network encompasses a continental region). The acquisition of "outside" resources may occur through two means:

1. Trade (in the market):
   A. Money paid by the community-type society for commodities produced in the market (as a trade event).
   B. Money is collected by the community-type society for commodities produced in community (as a trade event).
2. Donation (in the market):
   A. Objects and/or services are freely given for use under market conditions.
3. Regional socialization to community:
   A. A joining populations gives/combines their resources with the community network).
      1. If there is another ["socialist"] State, Union, region, or industry that wants to join the community network, then they merge their project control and accountable

resources as an expansion of the community [standardized] network.

3.3.17 Contractual agreement access deliverables

A.k.a., Plan contracts, legal agreement plan, legal declaration plan.

In a non-corrupt market-State jurisdiction, all that matters is *what was in the contract*, because the State will use what is in the contract to reason its final opinion. Agreements are made between competing entities, for which a 3rd party (e.g., the government) holds the parties accountable. Contractual agreements include legal, regulatory, etc. Entities in the market-State may have to make contractual agreements with other market-State entities in order to access resources. These agreements may be made with any of the following organization, or mixture of organizations:

1. Local government (city / county law).
2. State government (states law).
3. Global government (federal law).
4. Business contracts (commercial-civil contracts).
5. Property (monetary-civil) contracts.

3.3.18 State permission-agreement [access] deliverables

A.k.a., Permits, permitting.

In order to access and maintain good standing with the State, an organization under the jurisdiction of the State must act in compliance with its "laws". In every jurisdiction there is an operating jurisdictional compliance mechanism. The operational community will need to maintain compliance with required State regulatory bodies, requiring an operating jurisdictional compliance plan; they are typically called permits (i.e., authority permission slips). These regulatory State bodies establishing both the code for compliance and the penalties for non-compliance with standards and protocols to deter deliberate misconduct. This can include fines and sanctions for project developers found to be in violation of established standards and protocols.

3.3.19 Habitat network creation by the State

The community habitat network could become a department of the State. Wherein, the State funds the community habitat network through different sources:

1. There is only common heritage resources and duty, and no business partnership agreements are required.
2. The State funds a national digital-crypto community-habitat duty service that builds and lives in an integrated network of habitats. After national duty service (Read: labor years) is complete, the habitat is freely accessible for all.
3. The State funds the network through money (digital crypto) creation and circulation (socialized, State-payment of labor).
4. The State funds the network through trade with a larger market (trade business).
5. The state funds the network through global individual donations (donations business).

3.3.20 Constitutional integration of community-type standards

Constitutions are the basic rules of the State (i.e., they are rules that the current government must follow). These rules affect the flow of resources and work throughout the territory of the State. Constitutions are considered binding [social] contracts for all people in a jurisdictional territory, regardless of whether the constitution was or was not selected by the territory's current inhabitants. A constitution is the basic logic for the operation of the State (democratic-type). A constitution specifically defines fundamental policy, political principles and establishes the structure, procedures, and powers and rights of a government, and its limitations.

The constitution detailed herein, like any constitution, enumerates and limits the powers and functions of the State. It is possible to create a constitution that includes the principles of a community-type society. In order to transition society to community, it is likely necessary for the State to adopt of a constitution as well as a set of community-type socio-technical standards. The constitution should mention community standards directly.

The average State is composed of some combination of an executive with an executor (president or prime minister) and a set of ministries (cabinets, etc.), a legislative group, and a justice group (note that there is also: the regulatory branch, for regulating market entities and technologies, and the military branch). Here, these groups control [to some relative degree] the material environment. Then the constitution must either use these functions and/or change these functions to be more aligned with community and facilitate the flow of resources thereto.

3.3.20.1 Transition of the primary State functional branches

The transition to community may occur when administrators become coordinators, and socio-technical operators become habitat service team members. The State-type decisioning becomes subsumed by a decision system that applies a globally coordinated protocol for resolving problems into solutions based upon the accumulated integration of real-world information about how to optimally fulfill human needs.

The branches of government transition their operations through a set of community-type standards into

operations representational of community:

1. In community, there is no president or prime minister:
   A. There is no president/prime minister in community; hence, during transition [of the State] to community, the president/prime minister will adopt the role of Global Transition Coordinator. This role is primarily responsible for coordinating a transition team, updating the public, and developing positive working relationships with foreign officials. During transition it is possible for a president to lead the change in terms of a new social contract (community-habitat residency agreements/profile). The Global Transition Coordinator shares updates with the public, and makes requests of the public. Other common presidential/prime minister actions may be present. Here the lead executive becomes a member of the transition team, possibly, the Global Transition Coordinator. The executive directors' may assume the role of transition team coordinators, because they are accountable for legal transition and legal compliance. The rest of the executive branch of the State is dissolved -including, the prime [corporate] executive often named as president, prime minister, or dictator. The legislative branch (including staffed divisions of the State) is dissolved into an InterSystem Team composed of information working groups and operational habitat teams who work together at both the local scale as well as the distributed-global one.
2. In community, there are no ministries:
   A. There is are no ministries in community; hence, during transition [of the State] to community, the ministries become a unified and integrated access oriented information and resource-based service system for the population. This service system includes, at a high-level: a contribution service system; an information standards service system; and a material habitat service system. In community, there are working groups that develop the standards that are applied/operationalized by habitat service teams. Ministries traditionally develop procedures and standards that relate to the implementation of law (associated to that ministry) by the legislature. Here, the ministries become working groups that develop a set of standards and habitat teams that operate habitats.
3. In community, there is no legislature:
   A. There is no legislature in community; hence, during transition [of the State] to community, the role of the legislature becomes less and less of one composed of the legislation of violence (when to use it and when not), and more and more composed of decision system working groups that acquire data and resolves decision protocols toward the greater global need fulfillment of all. Here, the legislature becomes the decision service system.
4. In community, there are no civil or criminal judges:
   A. There is are no judges in community; hence, during transition [of the State] to community, the role of punishment by way of judgement transforms into a restorative justice service operation, highly inclusive of medical investigation and well-being restoration practices. Here, criminal/civil judgement becomes the restorative justice service system.

3.3.21 Transition of legislation (legal-laws) to those of community

The following laws ought to be passed by governments/States:

1. Government can pass legislation to create laws that are functional toward the development and adoption of community standards, and the transition of populations into community-aligned socio-technical configurations (in community cities).
   A. Government cannot turn off global communications (i.e., the internet) for [any] legal reason.
   B. Government can pass legislation removing and neutralizing laws that prohibit adoption of community standards.
   C. Government can fund (i.e., create laws to give money to specific purposes). An agricultural subsidy (also called an agricultural incentive) is a government incentive paid to agribusinesses, agricultural organizations and farms to supplement their income, manage the supply of agricultural commodities, and influence the cost and supply of such commodities. Simply, a subsidy is a benefit given by the State to businesses, usually in the form of a cash payment or tax reduction, to plant or not plant some type of vegetable crop. There may also be subsidies for livestock, although this is rare to non-existent. Governments subsidize products (e.g., crops), and so they need the population to buy those products (e.g., eat those crops) so that they get their money back. Subsidies are one way States influence markets. In some

cases, governments give subsidies to control markets (including the education and research ones). Bad decisions can be enabled [to repeat] by subsidies; if bad decisions are subsidized, society gets more bad decisions. Subsidies are incentives that influence priorities.

3.3.22 State reform of the market

I.e., Transition via State incentivizing specific markets and market behaviors.

States may have more or less [financial] influence over markets. State have varying degrees of control over an economy and human behavior.

There are degrees of control for which a [political] State has over an economy:

1. Authoritarian the Party can allow some companies to do better, and the party can dissolve some companies if they want to. The party can punish the company if it violates the party-law. Here, there are as many productions and factories as the party says there are.
2. Democracy has representatives and regulators provide money (subsidies, grants) to the market to promote behaviors, and they change legal code to regulate behaviors. Companies may only be dissolved by the partners or the State, in the case of a crime. Regulators can punish companies that violate the law. Here, production has many offices and many factories.
3. Socialized there is one production office and one factory; there is a unified information system expressed emergently through a set of societal specification standards that realize a global habitat network operation.

The State-government has four ways to influentially change behavior:

1. **Violence (i.e., direct and coercive):** Incentivizing and de-incentivize behaviors through coercion (Read: adding and removing crimes from the legal system).
   A. Direct and indirect military-intelligence action.
2. **Money (i.e., funding):** Incentivize social behavior through money (Read: funding).
3. **Information (i.e., propaganda or science):** Informing social behavior through signs and propaganda (Read: informative signing and marketing).
4. **Engineering (i.e., systems science):** Engineering technological systems that conform behavior. For example, installing a urine detection system in elevators, which stops the elevator when urine is detected, whereupon habitat service personnel (e.g., police and medical personnel) are called to restart and inspect the elevator.

State governments can subsidize (financially influence) a market production entity-sector (industry) in the following ways:

1. **Direct funding** (providing finances directly to some organization)**:**
   A. **Grants** (a.k.a., government grants, State grants, etc.) giving money directly, after policy documentation is written, then the public presents a proposal for a granted portion of the money available to meet the policy, then the grant is accepted or not; if accepted, money is paid directly to grantee.
   B. **Subsidization** (a.k.a., government subsidy, State subsidy, etc.) creating policy and then paying an entities in an industry to do, or not to do, work.
   C. **Loans** (a.k.a., government loan, State loan) are direct lends/credits of money with a requirement to repay the debt (sometimes, with "interest"). Common types of government loans include, home loans, college education loans ("student loans"), disaster relief loans, business startup loans, and veterans support loans.
2. **Indirect funding** (providing finances indirectly to some organization)**:**
   A. **Tax breaks or tax credits** (a.k.a., government rebates, State tax rebates) where the government either returns a portion of the money paid through tax ("tax credit"), and or requires less tax to be paid ("tax break").
   B. **The elimination of fees or penalties** wherein the government removes regulations that would otherwise penalize and/or prohibit the operation/usage of something.

The three dimensions of the market can be influenced by the State to incentivize action and/or inaction:

1. **On the production side (employer)** production can be incentivized directly and indirectly through all methods above.
2. **On the consumer side (consumer)** the purchase/usage of a product can be incentivized through tax credits (Read: tax rebates). For example, common consumables that government regularly give tax credits for are the purchase of an electric vehicle and solar powered roofs.
3. **On the labor side (employee)** through regulatory legal standardization of worker safety, worker processes, and a minimum wage.

3.3.22.1 Subsidies (a.k.a., State funding, State budgeting)

A subsidy is a set of money, a budget, set aside to spend on a specific production:

1. To transition to community, the State may subsidize:
   A. The community system as a societal product:
      1. Community standards development.
      2. Community habitat operations.
   B. More generally, during transition:
      1. Holistic cultivation of land.
      2. Use of automation, networking, and intelligence technologies.

Common subsidies, given by States, include:

1. Housing subsidies: States may provide subsidies to individuals or families to help them afford housing, often in the form of reduced rent or mortgage assistance, or even, free housing.
2. Agricultural subsidies: Farmers may receive subsidies to support their income, encourage specific farming practices, stabilize food prices, or even, provide free food. Farmers may be paid to farm, and also, not to farm.
3. Education subsidies: States may subsidize education costs for individuals, such as providing grants, scholarships, or low-interest loans to students.
4. Healthcare subsidies: States may offer subsidies to individuals to help cover the costs of health insurance or medical care, or may provide free healthcare.
5. Energy subsidies: Individuals may receive subsidies to offset the cost of energy-efficient technologies, such as solar panels or energy-efficient appliances.

3.3.22.2 Market regulation [law] changes

Reduce and eliminate laws and organizations promote competitive strategies. In the early 21st century, there are relationships between governments and large corporations that benefit large corporations over human cooperation and human need. Large corporations engage in lobbying (a competitive strategy), where lobbyists lobby government for rule changes (regulations), and do so with much greater efficacy than small businesses and individuals. Small businesses don't have the financial status and relationships to do so. In many cases, the only organizations who can comply with the new regulations are the large corporations (often because of added costs).

3.3.23 Transition via litigating the State pre-emptively

The State must have a rational scientific basis for government force and violence. Where there is risk of State force, given the rules of the jurisdiction, it may be best to litigate first against the State and have State authorities respond. Many States have systems where if litigation is brought against the State for an action it may have rapidly taken in the future, the matter goes to court (and the State cannot take rapid and drastic action).

3.3.24 Transition of State land into common habitats and caretaken ecologies

States are founded on the monopolistic/imperialistic control of land. Rent is paid to the State in the form of tax for land-property, as well as market-State transactions thereon. Therein, governments are founded, in part, on what they will do in concern to their monopoly over land (a.k.a., territory). Therein, governments are founded, in part, on what they say they will do in concern to their monopoly over land (a.k.a., territory).

Herein, it may be important to form a government around land-concept transformation. The transition is:

1. From payment to the State for rental and usage of land (i.e., land tax).
   A. To free access to land for community purposes and living (i.e., free goods and services, supported by a community standard structure).

3.3.24.1 Special regulatory zones

It may be possible to achieve the status of a special regulatory zone for development of community habitats through appropriate jurisdictional bodies. These bodies approve the development and/or redevelopment of an area of land in order to construct community habitats.

3.3.25 Transition of the justice system of the State

Because the early 21st century is characterized by a punitive justice system and criminal prisons, the transition must involve a decrease in punitive behaviors. A decrease would look like a reduction in the length of sentences and turning the system away from punishment practices and towards rehabilitation and restorative justice practices.

In the early 21st century, the State of Norway maintains a semi-restorative, semi-punitive [criminal] justice system. The governor of the Halden prison, one of Norway's semi-restorative prisons, states (Delune, 2021),

> *"In Norway, the punishment is just to take away someone's liberty [to social-public access]. The other rights stay. Prisoners can vote, they can*

> *have access to school, to health care; they have the same [other] rights as any Norwegian citizen. Because inmates are human beings. They have done wrong, they must be punished, but they are still human beings. We are releasing your neighbour. . . . If we treat inmates like animals in prison, then we will release animals on to your street."*

Therein, the Halden prison architect, Gudrun Molden, explains,

> *"The sentence is taking away the freedom. . . . Everyday life shouldn't be the sentence."*

A point of transition from the market-State to community would be to separate:

1. Standards (code) creation in community, standards are created by informed information working groups.
2. Standards (code) violation this is an event in significantly violation of a standard.
3. Standards (code) investigation this is the investigation to determine who behaved in violation, and when.
4. Standards (code) restoration this is the medical system to facilitate restoration to full global community fulfillment.

In order to achieve a justice system reflective of restoration of well-being, the following must likely be done:

1. Remove all profit from the justice system.
2. Remove all civil property trade law from the justice system.

The legal system shall do the following in order to follow through with transition:

1. Removal of all local-victimless crimes The removal of all crimes without local distinct victims, that aren't crimes of damage to something physical (e.g., all personal drug crimes).
   A. These include, but are not limited to: drug legalization (drug decriminalization; the removal from the law/code books all rules about what someone may use to alter their consciousness).
2. The removal of psychological experts from court jury conviction proceedings.
3. Interoperation between police, national duty, and medical/fire personnel. National/interSystem medical-defense personnel interoperate during and after incident response. Medical and infrastructural restoration teams support re-construction and during post incident recovery and restoration.
4. It is likely that a justice system in transition will eliminate pleabargins. A pleabargin represents a lighter sentence (if convicted) if the suspect admits to taking some punishment for some or other wrongdoing. For example, in the case of the presence of a "pleabargin", if "you" don't say "you "did it (i.e., don't just take the plea bargin), then "you" will likely be punished more if convicted. In other words, "you" either take the plea bargain or "you" go to trial and we will try to punish "you" for 10 times more years.
5. The whole State system will be made transparent, except areas where there are on-going investigations and defense matters.

3.3.26 Transition by means of rural habitat transformation

A.k.a., Land reform, land redistribution, rural reform"community integration and restoration (rural reform and agrarian reform)

The State plans for new habitat service systems in the rural environments that are constructed through, and operate under, a community-type socio-technical standard. Here, rural environment refers to land that is either sparsely populated or not populated at all (and may be contrasted with urban or city environments). Originally, agrarian reform meant that the market-State divided up ownership of acquired land as property between individuals and the State. Herein, reform refers to the State repartitioning rural territory for the construction of community-based habitat service systems -the State acquires land and plans new cities and city environments on that land. Hence, instead of partitioning land for property usage (residential, commercial, and public), it is partitioned for new habitat service systems guided by a community-type societal [socio-technical] standard. Here, there is the production of new habitats, based on community principles, in rural areas.

State either controls the land in some original [historical] sense, or it acquires landed property (from individuals and/or commercial entities) through either payment or eminent domain. Eminent domain law entitles the government to take (whether by peaceful means or by force) land for public use. Property owners are rarely successful in stopping governments from taking their property under eminent domain. Some constitutions (for example, the U.S. Constitution) gives the person (or business) the right to "just compensation". "Just compensation" is a jurisdictionally defined term, meaning that different jurisdiction will define what a "just compensation" is differently.

It is possible for the State to give people an incentive to move out into new, integrated community-type cities. When they leave the old environment, the environmental resources will be re-collected and used elsewhere to continue the building of community-type environments.

Rural community integration and restoration environments include:

1. 2 *to* 4 family units with ecological design minimum viable habitat service system (MVP). AuraCurve represents the minimal viable product.
2. 4 *to* hundreds of family units Ecovillage, or community-ecovillage network.
3. Hundreds *to* hundreds of thousands family units community-city, or community-city network.

Herein, the adoption of AuraCurve architecture is likely to lead to the adoption of structures that enable the objectives of community; such as, integration of services for service effectiveness, service efficiency, and modularization.

> **NOTE:** *Territories are always in transition, and hence, it is wise to consider how territories could be transitioned to facilitate global human fulfillment.*

3.3.26.1 Land distribution

Redistribute land (mostly rural land) for sustainable regeneration. Sustainable regeneration may include locations with population densities from that of a small ecovillage up to a city scale. People have the option to in locations with different population densities and contribution requirement. People living in smaller scale ecovillages may require more resources, but the people living there are also capable (and potentially responsible in the community network) for producing above their own needs.

3.3.26.2 Rural city development

In the market-State, people move to the city for more and better access. The people who move to the city, some of them have to move for poverty and financial reasons, and some of them move just for better access to services. Wherein, often, the rural land is bought by corporations. Individuals and governments can begin to design new cities (i.e., new city designs). In a social-State, rural land would over time be come to be owned by cooperatives, which are in a relationship decreasingly sustained by a social-State (as the social-State becomes decreasingly Statist). The result of this transition to greater states of cooperation becomes an engineered and increasingly large network of habitat service systems at the city scale (but also, house-hold, several house-hold, and eco-village scales). People in community living in habitat service systems are regenerating land while living a fulfilling lifestyle. New community-cities could be placed in previous rural environments.

3.3.26.3 Wildlife habitat optimization

Wildlife preservations and habitats can be established at the same time new city systems are built. The planning for habitat service system's for humans can include planning for wildlife and the larger regional ecology. Both wildlife preservation areas and wildlife corridors may require designation. It is important to recognize that preservations and corridors can still be caretaken and maintained by humans. Restorative agriculture is an approach to cultivation that involves animal movement over natural landscapes in a controlled way. The same principle could possibly be applied to wildlife preservations and corridors to optimize species, diversity, and even provide cultivation support for cities.

Wildlife preservations and corridors reduce unnecessary human disruption to the peaceful life of other animal species that share the planet. Community seeks to share our planet with all the life on earth. Humanity should have a peaceful co-existence with wildlife.

In the early stages of transition, appropriate policing of the habitat, including preservations and corridors may have to occur, and there may have to be real consequences for people and organizations that violate decisioning around protected areas.

3.3.27 Transition of taxes

Tax is a fee paid for State services; it is the mandatory price to be paid for accessing State services. It could be seen as a price paid to live in a market-State society. Tax is the appropriation (taking) of people's resources [through threat of force and violence]. If a citizen's income is taxed, then that person cannot buy as much stuff from the market. If a portion of someone's income is taxed away, then what is happening is that that person's ability to go and consume resources is reduced. If tax is being paid, then by definition the payer is not buying as much stuff; however, that means the government can buy more things (note: unless the tax is just for deletion of money from the economy).

The idea that tax is bad and burdens people ought not ignore what is being bought. Buying a great medical system, education system, and transportation system is a great idea. Buying community habitats is a great idea. Buying the fulfillment of human needs, which are common to all, is a great idea. Buying the transition to community is possible. Human lives are improved when systems that optimally and commonly fulfill needs are bought.

If someone is sitting on a lot of wealth, in the early 21st century, s/he doesn't need any socialized public services, better than that can be easily bought in the market; here, it becomes easy to see why individuals with more money might have a personal preference that they personally pay less tax, because they personally do not use those [public/social] services and/or don't want to pay for other people's need fulfillment. Those in power often support this view; because, those in power want to stay in power, and are supported in power by those with money, so delivering resources to those who can help them stay in power is a wise decision.

INSIGHT: *Taxes could be seen as a net benefit if the money was used to purchase community standards and habitat operations.*

3.3.28 Transition via externality cost financial calculation

During transition, it may be possible to incentivize externality analysis by creating an environment where businesses have to pay for the externalities in the future if they do arise. Creating an environment where externalities would affect the cost equation.

3.3.29 Law-based transition of property

Create laws that allow and ensure community licensing:

1. All state deliverables can only be licensed as common to all (commons, by-attribution) and share-alike (non-future privatizable).
2. Community be legally allowed to use patented, copy-written, and intellectual property information.
   A. The State can legally use patented information to transition to and operate a community-type configuration of society.

Create laws that disallow property:

1. Plants, animals, and seeds, and their parts, are not human inventions and cannot be make property.
2. Information and intelligence that can be used to optimize human fulfillment cannot be made property.

3.3.30 Transition of debt and property

It is possible that during the transition the State could offer citizens a total debt relief. The federal government could offer to eliminate all personal debts, mortgages, loans, credit cards, etc. This central State authority would cancel all debt. In exchange for acceptance of this total debt forgiveness, the population will transition their current properties into a community type configuration through coordination of that property into community-type access categories (Read: personal, common, team). Property owners together with coordinators organize the flow of resources that were once property. It could be said that the owners of the release ownership of any and all property and assets. In return for the release of property to community, the individual becomes a credentialed member of a community network of habitat service systems. Here, to be credentialed means to have an identity in the social information system (a "commons living identity"). In general, this identity provides the individual with unrestricted travel and unrestricted living. In the case of transition, there is no new owner of the property. Instead, the property becomes common heritage divided up into three classes of access: personal, common, and team (work). During a transition, some of the property may enter a State focusing organization that configures the resources into a set of habitat access-based services. Therein, all land, including commercial land, properties, and resources will transition into an community-based access commons.

Note that no debt means no insurance, no rent, and no taxes.

Debt forgiveness and property released to community access could be seen as a significant net benefit if there is the persistence of an optimal community operation afterwards.

3.3.31 National service transition

A nation is an abstraction, a concept only; because, it is an imagined area of land, an anthem, a flag, a made up name, a reported history, and an unreported history. Nations are "fairy stories". Instead, people and the events that occur to them are real, nations are social constructions (abstraction, operational entities competing for fulfillment).

INSIGHT: *National flags are symbols, are constructs, are emblems of a system of control that involves the creation of nation-States. Most nation-States are defined by borders that have been arbitrarily drawn on a map of the world. And of course, the world is owned by someone other than the residents who live in the individual countries as defined by the borders. People have been organized into nation-States using flags, anthems, uniforms, medals, statues. In the early 21st century, flags indicate ownership, control and governance over a population.*

The concept of a "nation" as a group of people with a common social direction is also possible, and can be used to advantage community development. In fact, these two definitions of "nation" can be brought together: by realizing that nations are abstractions and realizing that "we all" share a common [optimizable] direction. Nations may be artificial divisions of global fulfillment, but the names associated with nations often carry influential socio-psychological power within their territories. Nations with friendly and companionable, relaxed populations may have an easier time realizing that there is no need, any longer, to divide their users and contributors (citizens) fulfillment up by profit, class, or authority, by competition.

Here, instead of viewing national service as a duty to the military, national service is seen as becoming part of the economic production system of society (the place the "market" presently holds). In this view, to do national service is to be of service to others (i.e., a duty to facilitate the fulfillment of others). It is possible to transition the armed forces into habitat "national" service support systems using their principles and units, guided by community standards. In concern to transitioning the

most strong authority-based structure (because it is based on taking and defending life with life), systems science standards must transparently be applied to transform decisioning from attack-type language to systems science (and discipline science) language.

> **INSIGHT:** *If "we" enlist those who would commit the same atrocities as the former authorities, we wouldn't be any better, just the same with a different name.*

There are two ways to conduct national service:

1. **Contributing as national service** (as work on a community InterSystem team):
   A. Contribution; where, individual selves (individuals) see and are motivated by a duty to contribute to society. Here, national service is contribution.
   B. Limitation on access; where, if someone never works for national service, then they cannot "retire" and spend any leisure years as a resident in a leisure city.
2. **Forcing ("drafting") into national service** (as work for the military or State social services):
   A. Conscription unavoidable draft into national service; where, individuals must work for national service, or there is punishment by jail (up to death).
   B. Limitation on access an avoidable draft, but with economic consequences; where, if an individual never works for national service, then they are punished by having less labor-economic opportunity (primarily, in the way of limiting good job access).

3.3.32 Transition from rigid authoritarian hierarchies to community oriented functional hierarchies

Functional hierarchical organizations are essential for community. The habitat service system is a functional hierarchy composed of service teams, sub-teams, and working groups. Each function is filled by contributors and/or automation. It is staffed with people who are intrinsically motivated (primarily) to complete their tasks and align with each other and the coordinators that organize all work. Involves working groups and teams. It is open to contribution and closed to the labor market and political voting. Personnel have operational autonomy in their function ("niche") with [protocol] restrictions (i.e.,within limits).

There are hierarchies in the animal kingdom, but the hierarchies created after the agricultural revolution have create a configuration of society with a vast separation between the haves and have nots (on the socio-economic access hierarchy). In the rest of the animal kingdom there isn't such vast separation between the lowest in the hierarchy and the highest. In human society in the early 21st century, there are significant and unnecessary differences in access between members of the population, which create a socio-economic class based separation of the population. Functional hierarchies get work done (i.e., work to meet requirements). The socio-economic access hierarchy of the early 21st century is functional, but for a different purpose than that of community, and hence the result is a large access gap between those who have more access and those who have less.

3.3.32.1 Reduction in militarization (military fusion), and peace amplification

The question of which set of authoritarians should control the population is not a useful one; it doesn't have a right answer. A government that operates to liberate a population would start by liberating the population for all the terrible actions governments can takes. The United Nations Declaration of Human Rights is one attempt at this. In this way, community adoption represents demilitarization of the State and corporations. Community, and transition thereto doesn't address our grievances through military force and violence. Demilitarization of regional states among one another, whereupon all of the resources put toward the prior military are put toward building community habitats.

3.3.33 Appropriation strategy (State)

> *A.k.a., Expropriation, seizure, public use, eminant domain, forfeiture, confiscation, requisition, property thefted-contributed continuum.*

Appropriation (expropriation) occurs under essentially all States in the 21st century. In most cases, it has been renamed as, eminent domain (a.k.a., Public Use, Public Service). Eminent domain is the government's "right" to seize private property for public use. In the United States of America, the Fifth Amendment to the United States Constitution specifies that eminent domain can only be carried out if property owners are provided with fair and just compensation to make up for the property they are losing. Under the laws/contract of other States, appropriation via "eminent domain" does not have to result in fair and just compensation.

> **INSIGHT:** *No one likes anything of value taken away.*

In the market-State, expropriation generally requires permission some governmental working group (e.g., judicial), and requires compensation. This type of expropriation can be extremely expensive. During transition it is possible that the compensation provided to those whose properties have been taken by an eminent domain law would have to be new property in an integrated habitat service system, where community standards are operative. For example, the government

may expropriate the land from people, firstly, so that they may move into a more fulfilling habitat environment, and secondarily, so that the land and objects can be re-purposed. This re-purposing of the environment generally involves the recycling of materials, the restoration of land, and the building of new integrated habitats. The best compensation for expropriation is a community-type society.

3.3.34 Legal strategy

During transition there will need to exist a transition team that completes legal work and monitors legal-related topics, to ensure that there are no legal issues that could arise that could harm:

1. The completion of the objectives of this direction; as in, to transform society at a global level into a community-type societal operation.
2. Individuals working on this direction, either physically, psychologically, or financially.
3. Market-State organizations that are doing significantly beneficial work toward this direction.

If possible, the legal team may need to:

1. Take pre-emptive action where there is legal uncertainty.
2. Review all agreements to ensure:
   A. Legality of actions.
   B. Clarity on violations of community objectives.
3. Provide legal consultation to other teams.

3.3.35 Transition via special economic zones (SEZ)

A.k.a., Special jurisdictions, special economic zoning, free economic zones, special sovereignty zones, special administrative regions, special legal zone, the network State, etc.

It may be necessary for the initial habitat(s) to acquire special regulatory permissions from the relevant governing (control) bodies of the State in order to establish a special economic-jurisdictional zone for experimenting with transition to a community-type society. Special economic zones can be established by governments to facilitate the development and operation of community. These zones provide organizations with the opportunity to operate and experiment with different and/or fewer restrictions and regulations, potentially benefiting from tax incentives and unique socio-economic regulations not applicable to the rest of the territory. These regions or zones are often regarded as experimental, serving as testing grounds for novel socio-economic policies and strategies. They typically possess a substantial degree of autonomy from State control, operating under separate economic and legal systems while remaining under the sovereignty of a larger State. Some of special zones are in fact significantly sovereign nations on their own (Read: separate from the federal State), such as indigenous land ("reservations"). Alternatively, a State itself can establish such an experimental zone and utilize State administrators for its governance. In this scenario, instead of being autonomous, the experimental zone receives continuous resources and support from the State.

In many jurisdictions in the world, indigenous people and religions are granted special privileges and regulatory permissions. It may be possible to create indigenous and religious habitats where the transition to community is facilitated by these permissions and privileges. These organizations may be able to acquire special territorial and regulatory zoning.

> **NOTE:** *It is important to highlight that a community-type configuration of society operates without a market (and eventually the State). Special economic zones within a market-State context are frequently pursued by individuals and entities seeking reduced State influence (including regulations and taxation) while maintaining the presence of a market, which is not the goal of community.*

Establishing a special economic zone, created and supported by a government, can offer several advantages for experimenting with the socio-technical standards for a community-type configuration of society, including but not limited to:

1. Flexibility and reduced regulations: Special economic zones often operate with fewer restrictions and regulations compared to the broader jurisdiction of a State. This flexibility allows for the exploration and implementation of innovative socio-technical standards without being constrained by the existing legal and regulatory framework. It enables the community to adapt and experiment with alternative approaches that may not be feasible in the larger society. This can help bring in the necessary resources and expertise required for implementing and testing new socio-technical standards.
2. Controlled environment for experimentation: Special economic zones provide a controlled and focused environment for testing socio-technical standards. By establishing a designated area for experimentation, the impact and potential risks associated with implementing new standards can be contained and studied more effectively. Lessons learned from the zone can then be applied to the broader society if successful. Special economic zones setup a safe-to-fail environment (a.k.a., safe-to-fail probe). The current version of the standards can be tested at a small scale, and if the system does fail (in its current form) the consequences will

not be catastrophic.

3. Showcase and demonstrate viability: Special economic zones can serve as showcases and demonstration sites for the viability and effectiveness of new socio-technical standards. If the experimental zone proves successful in achieving desired outcomes, it can inspire confidence and generate support for wider adoption within the larger society.
4. Learning and policy development: Establishing a special economic zone allows for the collection of valuable data and insights on the practical implementation of socio-technical standards. This information can inform policy development and decisioning at the local and State levels. It enables community standards developers and State policymakers to assess the social, economic, and environmental impacts of different standards and make informed decisions based on empirical evidence.

Overall, a government-established special economic zone provides an opportunity to explore, refine, and validate socio-technical standards within a dedicated and supportive environment, contributing to the advancement of community-based configurations of society.

3.3.35.1 Indigenous territorial zoning

In many jurisdictions in the world, the indigenous are granted special privileges and regulatory permissions. It may be possible to create indigenous habitats where the transition to community is facilitated by these permissions and privileges. Indigenous organizations may be able to acquire special regulatory zoning. Native indigenous often, though not always, have sovereignty over what happens on their land ("reservation"). What happens on their land is largely up to them, except (generally) for taxation by the federal State. The native indigenous effectively have their own land and law.

3.3.35.2 University special economic zoning (SEZ)

It may be possible for a university habitat to acquire special regulatory permissions from the appropriate State jurisdictional control bodies. Special economic zones can be created by governments to facilitate the development and operation of a community-university habitat.

3.4 Transition of public [to community through education and service]

A.k.a., The public relations interface plan, the education plan, orientation plan, the re-orientation plan, the citizen communications plan, the relationship plan, public plan, etc.

It is essential to interface (as an organization) with the public (the citizens) in a healthy and respectful way. It is essential to share community with humanity. Citizens' engagement and public involvement are essential in urban design and habitat planning to ensure the development and operation of community for people who seek to live their.

The transition of the public's perception to community involves the following objectives:

1. Participation in advertising & marketing (propaganda):
   A. Visualization and memetic marketing
   B. People aren't going to want a different system until they know what a different system looks like, feels like, and how they visualize themselves therein. One of the first things transition needs to do is conceptualize the system they know what it looks like, and rationally why it is wanted, and then, facilitate others' want of it too.
   C. If harmful and irritating work is automated, then the "bourgeois ego" (capitalist ego) horizon can be overcome. The capitalists (those with most of the physical and financial resources) will support a society that works well for all. "Bourgeois egoism" stems directly from the bourgeois mode of production, from capitalism, with its particular focus on competition, purchase and sale, supply and demand, and the bourgeois illusion of "free choice", "free will", and "pulling oneself up by the bootstraps".
2. Transition accounting goals:
   A. Needs survey.
   B. Resource survey.
   C. Services survey.
   D. Task tracking.
   E. These socially relevant data categories (needs, resources, etc.) must begin to be fully accounted for. In specific concern to resources, laws may have to be passed (or repealed) protecting those who are guilty of resource crimes, in order to get them to provide valid data, and thus, allow decisioning to take optimal decisions about what is possible given what is available.
3. Principle realizations about the current system:
   A. The State is corrupt by the very nature of voting someone in who then follows their own self-interest while having a career in government. And, secondarily, government is formed from a monopolization on coercion and power-over-others to protect and regulate (control) populations of humans.
   B. In the market, voting is tied to price, so people

[can] vote themselves more money (at the expense of money for others). A democracy, for example, is people voting to fund their own market-public initiatives at the State level.

C. The market is corrupt by the very nature of trade. Trade leads to a corrupted socio-technical environment because it disrupts cooperation by aligning incentives with profit and power-over-others and operationalizes processes that advantage one trading party over others sufficiently frequently that power-over-other structures emerge.
D. A system based on cooperation and common resources is likely to outperform a system of competition and profit, given what is available.

4. Principle realizations about the transition system:
   A. The transition system must educate.
   B. The transition system must transition values to those representative of community.
   C. The transition system must transition normalized behaviors to those representative of community.
   D. Both the market and the State will have to be transitioned away from and into a unified community-based societal system.

3.4.1 The publicization plan

A.k.a., Marketing plan, advertising plan, relationship development plan, etc.

The publicization plan includes a set of required steps in order to gain sufficient reach, and thus, retain significant contributors and the desire for residency:

1. Via partnering with an influencer.
2. Via operating multiple "campaigns".
3. Marketing materials (promotional materials) include, but may not be limited to:
   1. Brochure media and distribution.
   2. Video media and distribution.
   3. Press release into professional news cycle.
   4. Pitch deck and presentations.

   A. Real marketing proposals ("pitches") include, but are not limited to:
      1. A ticket/token to a new humanity and way of living on the Earth.
      2. The ticket is to be a shareholder (stakeholder) in an emerging community configuration of society.
      3. The habitat being an alternative to a startup. We live together, professionally, and work on the same project so that people in other communities and habitats can use and build upon our own work.
      4. To live together in community fulfillment with others based upon a set of agreed upon community standards.

3.4.2 A communications plan

A organization's communications plan includes at least the following:

1. An organization role/person chart.
2. Appropriately used coordinated scheduling and communications software.
3. A matrix of possible communication types and their priorities.

3.4.3 Public relationship strategies

The two primary relationship plan strategies are:

1. **Get a group of people together who understand and agree** with the system so much that they will complete the tasks necessary to create it.
2. **Start creating the environment so that other people can witness** how it is doing something that they like and want, and now they can see it, and now they want to join. Show "me" a simulation to visually understand the situation.

3.4.4 Parallel campaigning

Creating a set of parallel campaigns is a powerful strategy to facilitate the transition of the public towards a more community-oriented mindset and engagement. By running coordinated campaigns that address different facets of community building simultaneously, it is possible can foster a sense of collective identity, facilitate development, and motivate a desire to reside in community. These campaigns can encompass themes, such as:

1. **Neighborhood revitalization (a.k.a., ecovillage development, community settlement alignment):**
   A. **Stakeholder workshops ("re-envisioning" workshops):** The most common form of public engagement in city decisioning, in the market-State, is that of the "stakeholder" workshop (SW; a.k.a., stakeholder engagement workshop) for local residents. In these workshops there are polls, questionnaires, public hearings, education, presentations, and consultation between the policy makers (a.k.a., politicians) and the public. In these stakeholder workshops the coordinated actions of government, academia, entrepreneurs, and social agents can transform cities and towns into community innovation ecosystems by presenting more choice (i.e., more options) to the actual residents. "Stakeholder" workshops are

coordinated workshops that hope to produce a better neighborhood deliverable (cyclically, over master-planning time).

2. **Sustainable living (a.k.a., regeneration movement, restoration movement):**
   A. **Environmental clean-up** of trash.
      1. **Neighborhod clean-up service** to pick-up trash; habitat trash pickup work groups.
   B. **"Circular" economics** (a.k.a., "doughnut" economics).
      1. **Standards development** "mastermind" workshops that develop the common standard for community.
3. **Civic participation:**
   A. **Standards development** "mastermind" workshops that develop the common standard for community.
4. **Competition:**
   A. For any discipline, because all disciplines relate to society. For instance, an:
      1. Architectural competition to develop a next-level, innovative sub-sector in a habitat (in AuraCity, for example). The working group goes over the finalists for integration, based on a criteria (alignment with each standard/deliverable). You, as a finalist will attend the workshop where each finalist presents their work. The "winner" will, as it is a competition, receive a socio-economic reward.

Each campaign serves as an important transition node in the network of community development, inspiring individuals to become active contributors to, and residers in, community. Through strategic messaging, education, and inclusive initiatives, parallel campaigns can collectively weave a narrative that encourages individuals to recognize the value of community, forging stronger bonds, and ultimately, creating more resilient and vibrant societies.

3.4.5 Education campaigning

There are many ways to market the Project. Since education is the best path to comprehension and development, it seems a marketing campaign around education workshops would be a prioritized objective for the total campaign.

In concern to an education-oriented marketing campaign, the campaign could be structured as follows:

1. A transformative journey that invites the audience to explore the intricacies of crafting a resilient, equitable, and sustainable society, and city network. Rooted in six meticulously designed standards for community configuration, this campaign embarks on an enlightening expedition into the realm of societal systems science. Our workshops serve as gateways to understanding, envisioning, and actively shaping the future of society, like no other. Join us as we revision society, unravel the complexities of community dynamics, and empower you to contribute meaningfully to a brighter, harmonious world. We must have the courage to uncover the real-world and make the efforts to fundamentally improve the face of society. By fundamentally changing the face of society, we ourselves and the planet. We now have enough integration of information on the planet to guide and orient us toward optimized human need fulfillment and ecological restoration.

3.4.6 Environmental clean-up campaigning

Better living conditions need to be created now, even before the realization of community, for those who do not have a baseline of living conditions. Trash (waste) throughout out common landscape must be collected and disposed of appropriately. In order to do this, it is necessary to increase education around, and public exposure to, messaging regarding the environmental hazards of pouring oils, antifreeze, paint, solvents, cleaners, preservatives, and prescription drugs down household and storm drains. The campaign must include disposal technologies, public education, and engagement.

3.4.7 Audience engagement

It is essential to identify the specific other party with which a relationship is to be developed. In relationship development, it is important to know the audience (interlocutor) so it is known how to talk to them about this project.

> **NOTE:** *In the market, there is also the marketing and sales phase. In community, once a new service (or service asset) is developed, it is used by people by people that have previously communicated a desire for its use, and those who have been communicated to about its use.*

3.4.8 Shifting priorities and values

It is necessary to plan social re-orientation:

1. **How to shift values at the individual scale?**
   A. Simulate the experience of a desirable life in a community-type society and describe how it is possible at the global level.
2. **How to shift values at a global scale?**
   A. Simulate society so that it may be understood how cooperation is possible at the global level.
3. **A shift to what priorities?**
   A. More human, more compassionate, more

> empathy, more sensitive to the well-being of others and the ecological condition of the earth. Less interested in materialism and owning things to achieve happiness. Less limiting beliefs. Less lazy thinking and more objectivity. More concern about people and other animals. More interest in commonalities. More interest in cooperation. More sharing.

For some people, it won't make sense until they visit it and spend time their.

3.4.9 Good media environment strategy

The media can have a powerful influence and can even stop wars if they had searched deep enough, and not just reprinted propaganda. Basically, populations don't like wars. And, populations have to fooled into wars. Populations don't willingly and with open eyes go into war. So, if we have a good media environment then we will also have a peaceful environment. Our number one enemy is ignorance. The number one enemy of everyone is not understanding what is actually going on in the world. It's only when you start to understand that you can make effective decisions and effective plans. The question is, who is promoting ignorance? Well, those organizations that try to keep things secret and those organizations that distort true information to make it false, accidentally and intentionally.

3.4.10 Utilizing a memetic marketing strategy

"Memetic" is a concept referring to the spread of desire(s). The term, "meme" first entered the public domain to mean something akin to a mind virus an idea that spreads through the population like a virus. Advertising (marketing and propaganda) is a memetic process where entities that seek to influence the public's behavior, they imitate other people's desires. The memetic principles says that individuals accept what they want to want by looking at others and what they want. Memetic desiring is a component of motivation.

For transition, the question is, how does the transition team help people stop desiring things that they would not otherwise desire if it were not for propaganda and the purchase of influence (in the form of the purchase of someone acting out a want)?

3.4.11 Public engagement

While "public"-engagement activities should be tailored to meet the needs of individual audiences, they should also be designed to encourage partnerships that connect one group to another – i.e., industry to schools, museums to universities, media to civic organizations, and all manner of networks – to provide the richest interactions, the sharing of knowledge, enhanced technical literacy, and a connection to others.

Public engagement activities in each of the three topical strands of life is required:

1. **Science** (discoverability and certainty).
   A. Science produces updates to [information] standards.
      1. Standards changes may produce updates to [standard] master-plans.
2. **Technology** (possibility and assembly).
   A. Technology produces updates to [material] habitats.
      1. Technology changes may produce updates to [operational] service-plans.
3. **Society** (applicability and actuality).
   A. Society produces current life experience(s).
      1. Physical life-changes produce updates to [individuals'] self-plans.

In the context of what is required for every [habitat as a product] assembly, is:

1. **Correct information** (an accurate textual and visual model for understanding, and constructing and operating.
2. **Functional materials** (mass of amount and composition).
3. **Generational power** (energy of amount and composition)
4. **Life [human and ecological] need fulfillment** (completness amount and composition).

These three strands are directly correlated with the desired public engagement outcome:

> Citizen scientists who are gaining new knowledge (science) and using technology for sustainable living and personal exploration as members of a human society.

3.4.12 Public education

During the transition, a goal is to help the population gain awareness of what is happening today, and how life can be different. In the early 21st century, most people are alienated from this information. The transition ought to resolve this obfuscation and ignorance of most people in the world so that they can help in the transitioning to a community-type society.

3.4.12.1 Re-training

In order to create an live in a community-type society, it is necessary to re-train the workers and managers of the old society. The two most important types of re-training are:

1. Retraining employees to produce habitats and operate habitat service productions.
2. Retraining managers to coordinate contribution.

3.4.12.2 Workshops

Workshops are awareness and motivational building exercises that convey as is best as possible the experience of what it is like to be in, feel a part of, and contribute to community. These workshops will be given throughout the world by a dedicated team of workshop contributors. These workshop operations by transition team members are a method of transition. They are a method of transitioning the awareness, skills, and motivation of people toward community. One way of resolving scarcity, poverty, and conflict in the world is by creating a vision for a world without poverty (scarcity and conflict). And then, sharing that vision with everyone. And then, build new environments where people can live that vision. Over time, all will be brought into a community-type society. Have transition personnel travel the world giving workshops.

A transition team could construct and operate Workshop Centers in existing cities around the world to help ease and accelerate the transition. These centers act as guidance facilitation offices that facilitate the transition to utilization of the societal specification standard for a community-type society. Each center serve a variety of functions: it can collect, collate, and order data about the local environment according to the auravana standard information model [categorization structure]. These centers can be hosts to workshops as well as data collection and processing entities. The centers can takes data about the city or town or village in which the center is located and apply it to the inquiry of how to transition and operate that environment through usage of a community-based socio-technical standard.

3.4.13 Education conditions optimization

The policy of transitioning student funding would be to free up access to people who can't afford to education, particularly, university. Therein, these people won't have debts later, because what comes next is a system that won't be monetary. It is important to free up access to university type programs under the conditions of open access.

Here it is essential to consider two questions in relation to education:

1. How education occurs (e.g., intrinsic and community-type vs. extrinsic)?
2. Who controls/develops the information being shared (Read: the curriculum)?
3. Who specifically shares the education (i.e., who is the facilitator/teacher)?

Probably the most important question is:

1. How well integrated is an educational experience into the:
   A. Societal information standards [for a community-type society], and
      1. Do learners work/mentor with the a set of societal information standards?
   B. Habitat service team operations.
      1. Do learners work/mentor with an operational habitat service team?

3.4.14 Promotional marketing

The role of promotional marketing is to:

- Initiate information flow through marketplace conversation to raise awareness and credibility, and to produce useful leads and tangible increases in those who desire Community to be a materialized reality within the near future at the planetary scale.

Produce a sufficient increase in:

1. Those who understandably agree with this direction.
2. Those who contribute to this direction.
3. Those who live in a societal system expressing this direction.

3.4.15 Active participation

Raising awareness and credibility through active participation:

1. It is possible to raise credibility within industry, the marketplace, and politics (etc.) by actively participating in industry, marketplace, and political conversations; thereby raising awareness of the presence of a Community-type of society and the services it offers.
2. Within the community, a way of raising awareness is by asking and answering questions in for a, such as mailing lists, wikis, and discussion groups.
3. Social media (e.g., twitter) and other online content distribution platforms (e.g., YouTube) are useful for word-of-mouth marketing (WOMM).
4. Awareness and credibility may be raised by publishing educational content via online platforms (e.g., YouTube, podcasts, etc.).

Raising awareness in the market requires money and market know-how. Organizing events such as conferences and workshops, participating in fairs, sending out marketing emails, and advertising are typical marketing activities that can be undertaken to raise the projects profile and build credibility.

A key way of communicating to industry is to use case studies, white papers, and brochures. These materials allow for specific targeting to different audience segments. For example, a technical white paper for system administrators and a case study for case study

for a CEO.

3.4.16 Local population engagement

It is essential to identify the local population and develop positive working relationships with them.

3.5 A generalized strategy for transition [to community]

Transitioning from a market-State to a community involves a set of common strategies that apply to both the market and the State. By harnessing these shared strategizing appropriate actions, the transition towards a community-centric model can be facilitated, allowing for a more integrated and collaborative approach to societal organization and well-being.

A good strategy for changing any ecosystem requires a critical mass of its influential participants to change (awareness/education); so that, the new system is not significantly and continuously informed only by the mindset and culture that created the old system. Humans need to become educated on the real potentials, and unlearn the illusion that the market-State is the only means and/or optimal means of meeting human needs.

3.5.1 Scarcity reduction, and abundance amplification

Amplify the production of abundance [of access] to good quality services and products that are increasingly integrated into a global habitat service coordinated operation. Once there is abundance of access to specific services and products, then it will likely be easier to transition more fully to community standards.

In order to meet global demand, production efficiency must be optimized through automation protocols. The transition development goal for the amplification of abundance is:

1. An abundance of access to quality products and services at marginal cost using automation, mechanization, computation, and robotics technologies.
2. An abundance in access to goods and services may assist in the realization of the population that full transition is possible.
3. Transition must include the showing and demonstrating to others how a life with access to quality services and products is possible without trade (i.e., for free), given what is known and what could be made available. Therefore, habitat simulation using engineering visualization software is a sub-requirement of this development goal, for global fulfillment, and for safe operation of automated systems at scale.

Machine labor in the market is only useful to the extent that it is cost effective. The key to life is cost effective machine labor. Machine labor that can be produced efficiently enough so that most people can afford it. And the key to that is that the energy powering the machines be cheap, because every machine that we use, not only uses energy itself, but is produced by hundreds or thousands of machines that themselves use energy. The lower you can get the cost of energy, the lower the price of everything. And, the higher the cost of energy, the higher the cost of everything.

3.5.1.1 Transition by means of reducing useful information scarcity, and transparency amplification

All data about human need fulfillment, from power production and usage to insurance databases may be made transparent to the public. These databases contain information that when exposed to public view and analysis may reveal patterns that knowingly lead toward and away from health and life fulfillment. In particular, insurance companies know the day, date, time, location, and cause of death for everyone that they have issued an annuity, life insurance, or reinsurance policy on. Many financial services products are based on how many more months someone has left on earth. Insurance companies place the totality of this data on "actuary tables". Insurance companies have data on tens of millions of deaths, and they trace that data back to a causality, or series of causalities in order to predict accurately and make a profit off of individual policies than payouts (a prediction failure). These companies have extremely accurate medical and death data. With accuracy, they can predict the onset and severity of diseases given sufficient background data to a high certainty. If this database was transparent to all, it would reveal a lot about early 21st century society. Many companies collect voluminous amounts of information, but they do not share it with anyone; instead, they use it to price financial and other service-products against "you".

3.5.1.2 Transition by means of adoption of open source

A.k.a., Open-source, copyleft, copy-left.

During transition, there is significant adoption of open source designs and components. In the early 21st century, it is possible to make some predictions of what would happen if all source code were made open and left copyable (such as GPL).

1. It would become apparent how ugly and broken the source code of old products and systems is.
2. Serious security vulnerabilities would be localized and fixed.
3. Court cases of copyright theft would surge, now that the evidence is all in the open.
4. Community would build a network of open and

free access to habitats around famous software products that are now open, left licensed.
5. The software escrow business would collapse.
6. Downloads would increase enormously for some period of time.
7. Intrinsic motivation would increase as contributors get access to free software.
8. Closed source software vendors would tighten up their trademark policies significantly.
9. Closed source software vendors would fund a huge lobby to revert the decision to open-source everything.

During transition, States may pass laws that move the informational property of hardware and software companies into the open source, when:

1. The company goes bankrupt.
2. The company no longer supports the hardware/ software.

What if a purchased [software] service breaks, and "you" (the user) do not have the source code from which the system was created, you can:

1. Wait until the original vendor decides to fix it, which may very well be the best solution for non-critical items.
2. Find a work-around using what is available in order to do what is needed by another way.
3. Switch to an entirely different application that does not have the problem.

3.5.1.3 Transition by means of development of a collaborative commons

The collaborative commons approach is well-described by Jeremy Rifkin (2015) in his written book entitled, "The zero marginal cost society". The collaborative commons is a lateral sharing and effort contribution network facilitated by our modern telecommunications systems, which generally bypasses the capitalist market altogether.

Considering the persistence of this commons, there are two possible transition triggers to community using the The first transition trigger is a shift in something called "marginal cost". In business, "marginal cost" is the cost of producing an additional unit of a good or service after the fixed costs are covered. Hence, "zero marginal cost" means that after fixed costs are accounted for there are no additional costs for producing more of the same good or service. The technological revolution we are experiencing right now will soon reduce costs for most goods and services to near zero, making goods and services essentially free. The second transition trigger is the tendency in capitalism to automate to turn things previously done by humans into automated functions. The continuous pursuit of automation leads to the erosion of labor positions -technologically induced spikes in unemployment. What remains after these triggers have been activated in the context of community (and community standards) are activities that people do out of enjoyment, not for the necessity of money or due to force. More and more people are participating in the collaborative commons, putting their efforts and energies into common designs and open projects.

The internet has entirely changed the way humanity communicates, shares, and designs. The 3d printing revolution will entirely change the way humanity materializes objects. What really matters is that people have an understanding of what is to come so that they take rational and healthy decisions, and not create or otherwise advocate for laws that prevent this natural progression.

One of the major challenges with this approach is the creation of technological unemployment, leading to a reduction in the purchasing power of the general population, and a turn toward violent discontent.

3.5.2 Development of a perception of no loss

Whoever is at the top of the market-State pyramid likely does not intend to change the superstructure, because they will theoretically lose privileges. And, in a predatory system, the loss of privilege is one of the worst things that can happen to an person. In particular, the owners of small and large business may come to lose the fear of the abolition of the market-based administrative system of production and consumption of goods and supplies. There are many thing people may fear the loss of when transitioning from the market-State to community. Fear of the loss of a job, an income, a livelihood, a culture of competition and exchange.

3.5.2.1 Historical debt

Contributors to the transition to a community-type society are not directly creating community to fulfill some historical "debt". However, some people working toward this direction may have the idea of eliminating a historical "debt" as a motivating factor in their minds. Yet, the very idea of "debt" is harmful, and the direction of a community-type society is about overcoming the very idea of "debt". Together, there is no need to view society from a debt-based perspective, where people are in debt to anyone or to any [historical] organization. And yet, contribution can be viewed as meeting a moral obligation to give back to society everything society has given to one [in free access, free from coercion and extrinsically priced access].

3.5.3 Development of transparency as a value

Any proposal for transition must seek to reduce the secrecy around, and the complexity of, global human need fulfillment. Transparency of data is necessary for public trust. Lack of transparency conveys a huge competitive [political] advantage for those personally benefit by not being so. The best informed consent

is transparency; the best reputation is transparent "representation". Transparency is key so that the whole population can benefit from whatever people do at the Intersystem level.

> **QUESTION:** *How do we get people and governments to stop trading and using money?*

The businesses and government(s) must have a set of socio-technical standards that make work, production and distribution transparent and accountable.

> **QUESTION:** *When is the government [most] transparent and accountable?*

The government is most accountable and transparent where there are political parties in positions of leadership that have the values of cooperation, transparency, and sharing (i.e., the common values taught to children).

3.5.3.1 Global international agreements accepting transparency

Agreement signed by all nations:

1. To share data.
2. To share human requirements and accountability.
3. To share production and distribution.
4. To share a common standard [structure] for socio-technical conception and operation.
5. To share a common habitat service system [network].

3.5.3.2 Transparency in science

Scientists need to be freed from a system where they aren't fighting for grant money to continue their work. In the market-State science is full of corruption of both the method and resulting data. Secrecy enables corruption. Socio-economic access limitations on standard scientific data should be dissolved for scientists to conduct studies (statistics) on all the available data, not just that which they have monetary (or not) access to.

3.5.4 Trade reduction, and cooperation amplification

> **INSIGHT:** *Abundance stops trade.*

Turn waste streams into new materials and productions. There are four forms of trade [in the market] that may be reduced and eliminated:

1. Trade in goods (GATT).
   A. Commodities (raw materials).
   B. Intermediary products.
   C. Final products.
2. Trade in services (GATS).
   A. Real assets.
   B. Financial (abstract) assets.
3. Trade in humans (HR).
4. Trade in inventions, creations, and designs intellectual property (TRIPS).

3.5.5 Competition reduction, and cooperation amplification

Re-work anti-trust laws so that private and public corporations are sharing their data with the State and accounting for fluctuations in inputs and outputs given human requirements.

3.5.6 Development of a dislike of the hierarchical [wage] labor structure

A structure that is hierarchical is an organ a control board on top of the organization that makes all the decisions and shuts out the people below. Here, authority refers to the coercive control of another's behavior (as a wage, that authority has autonomy to decide for others). Each level in the organization is staffed by someone with power over those below, and is in competition for power with those above and below. This type of structure is closed to contribution, but is open to the labor [wage] market and political voting regulation.

3.5.7 Development of intellectual understanding

> *A.k.a., Awareness and understanding development, learning about the real world human existence, intellectual understanding.*

It is necessary to use one's mind (and mental energy) to understand the concept [of operation] of a community-type society. Hence, it must be asked,

> *"How can we gift mental energy for people?"*

Society can ensure they have access to good fulfillment-type experiences, which will help create healthy minds, including: good food, time for rest, time for self, social, and natural exploration, and time for contribution.

3.5.8 Development of a community-type value system

> *A.k.a., Value system transitioning.*

It is necessary to take specific actions based upon community to initiate and conclude transition to community at the global scale. Hence, it must be asked,

> *"How do we change vales?"*

Rational populations change values with the advancement and integration of knowledge. Then, it must be asked,

> *"How do we access and distribute knowledge optimally at the global scale?"*

Rational populations distribute and access

advancements and integrations in knowledge through a unified, coordinated, and open-source information system[s model]. Consequently, it must be asked,

"How does a population become rational?"

A population becomes rational when it comes to recognize moral (or otherwise, consequential) relationships between the ecological world and common human fulfillment. This recognition comes in the form of classifying all resources as common, while accounting for human needs and ecological carrying capacities. Hence, values are changed toward community by means of facilitating the development of rational [moral] principles in individuals and social organizations.

"How do we elect [political] leaders that embody the values of community?"

3.5.9 Better living and working conditions, now

NOTE: *Living and working conditions are causatively linked.*

In the market-State, most people are locked-in, paycheck-to-paycheck, excluding time for anything else (including, becoming educated about community and working toward community). By definition, the "working" class must spend its time and resources on necessities, reducing and/or removing altogether the time and resources that could be spent learning, working toward, and sharing community. It is likely necessary for transition to give workers and others better working conditions. Better working conditions are necessary not only because all humans deserve better life conditions, but because better conditions will likely lead to better states of consciousness and better education, which will make transition easier. Certainly, people need better life conditions now if they are living in poverty.

Society in community is so constituted that there is no motive to be corrupt. There is no way for an official who might be predisposed to make a profit through their power to do so. There is no structure or motive to be corrupt in this way. The socio-technical system no longer incentivizes corruption. Society is so operated in the market-State that officials are under a constant temptation to misuse their power for the private profit of themselves or others. Under such circumstances it seems strange that anyone would entrust them with their affairs (i.e., their fulfillment). It is possible to let go of selfishness when enough intelligence (and trauma therapy) is applied to reduce and eventually eliminate scarcity in global fulfillment.

Society ought facilitate a reduction in people's life and brain inflammation so they can respond better and have a better decision space to select from.

QUESTION: *How do we enable people to be productive toward creating and transitioning to community? Does giving people better socio-economic access in the market-State facilitate transition to a community-type society? Will it make people comfortable, and then, not motivated to go the extra steps into community.*

If you are helping a population of people move out of the condition of poverty in some city in some country (i.e., in the market-State), is that really helping the development and construction of a community-type society? How does helping local populations out of poverty, but remaining under market-State conditions, translate to helping develop a community-type society? As supporters and contributors to the direction of a community-type society with limited time, energy and resources, how useful is it to help some impoverished group gain more market-State access. Will that assistance translate to more resources and/or influence put toward the direction of a community-type society?

Are you just helping a few people out of poverty, because if we're just talking about better access in the market-State that really doesn't relate to the development of a community-type society, because the context remains embedded within the market-State. For those working toward transition, the context should always be the creation of a community-type society. Of course, that context may not be lost in aiding impoverished persons. The fundamental goal is to create a community-type society, not necessarily to help a few people to live better lives under market-State conditions.

3.5.9.1 Sleeping conditions optimization

The market-State ought to provide access to equipment that humans need to feel recovered and restored as much as possible, so that they take the best [and non-inflamed] decisions. It is important for people to have access to good quality sleeping condition. This is important for them to feel more rested, and hence, less inflamed. Less inflamed people are nicer to one another and start less conflict. People who sleep well and sufficiently are nicer to each other and they feel less hate.

3.5.9.2 Starting with the historical conditions

Society is in constant transition. Over human recorded time, borders [in the minds of humans] have appeared and disappeared over time. Sometimes these borders became reified and became physical borders (e.g., great wall in China or Hadrian's wall in the united kingdom. "Frontiers" (borders) in minds and materials appear and disappear over time.

Obviously, the Project will have to start from a condition that is given today, Today, there is a geopolitical situation where land and sea territories are divided by States (governments, nations) whom therein they have authority to summon force through escalation of violence. In the early 21st century there are "States" (i.e., roles in government) that compete one another. Within the States (governmental roles) there are people who have power over others within their territory/

jurisdiction. This is the condition that we have at that moment and for us to make the transition. We are transition is what is left from one point to another and we are at that point where there is this configuration of territory and government and everything else then any city that we start.

The state of society is inherited from the past. "Citizens" to any nation-State inherited their State's configuration with these border limits. It is possible to present to industry, government, and the public a new version of government and industry, because society is in constant transition.

It has been proposed by Milton Santos and many others that there are three phases of development: hunting and gathering [indigenous] lifestyles, technical production without hunting and gathering [city] lifestyles, and thirdly, the technical-scientific informational environment. It is the informational processing aspect of this third phase of development that allows for coordinated fulfillment of demands that conveys the ability to coordinate activities at scale, and hence, no need to fight and fight for resources. Today, technicians (those people who operate cities and the technical productions therein, have science and have information to resolve decisions optimally together for everyone's fulfillment.

> **APHORISM:** *It is important to recover people all along the way.*

3.5.10 Distributed sustainability

The distributed sustainability approach says that the transition will come from a mass social adoption of sustainable technologies and regenerative ways of living. Sustainable ways of living lead to the localized fulfillment of needs, and a resource transformation cycle that accounts for the Earth's natural ecology. Neighbourhoods and individuals will slowly become independent of the market and State in the fulfillment of common human and ecological need.

Globally, the number of sustainable projects is growing at an exponential rate. One of the major challenges with this approach will be to bring neighbourhoods and individuals sufficiently together to create an optimized and integrated city system after they have become established as their own "sustainable" units. Further, people can become comfortable (if not pacified) with a decision that has no real impact on the fundamental structure of the society around them.

3.6 Transition by means of changing the material environment into a community habitat network

The evolution of our societal landscape demands a re-imagining of our material environment, both in updating existing urban spaces to align with the standards of community and in the deliberate creation of new cities from inception, grounded in these community standards. This dual approach seeks to bridge the gap between the past and the future, aiming to transform current cities into vibrant hubs of collaboration, sustainability, and inclusivity, while also envisioning and constructing entirely new urban habitats without the need to transition existing socio-technical production and State relations to community (i.e., private property). By infusing established cities with community-driven innovations and by crafting new urban spaces from the ground up, it is possible to create a global network of community-type cities.

3.6.1 Transition by means of updating existing cities (urban updating)

> *A.k.a., Community revitalization, neighbourhood revitalization, neighborhood community alignment, city transformation.*

If a city with complex and serious legacy constraints is to be transitioned to a community-type environment, then the following should likely be considered. Firstly, the material environment would have to be modified so as an integrated living environment persists, and thus, an efficient use of resources (note: efficiency is one of the core values in community). Bringing a city up to the material standards of community may be challenging because of property issues, historical architectural creations creating inequality in aesthetics and access, prior pollution, etc. Regardless, it is necessary to be transparent about what state a city is in.

The legacy constraints include, but may not be limited to:

1. Property ownership (i.e., property issues): Issues related to property "rights" ownership and land permissioning (zoning) can hinder the transformation process.
   A. Necessity to transform: A consensually agreed upon integrated socio-technical habitat service master plan.
2. Authority ownership (i.e., court-military/police issues): Issues related to authority, including past decisions, opinions, and force can hinder the transformation process.
   A. Necessity to transform: A consensually agreed upon set of three plans: residential plan, contributions plan, and justice plan.
3. Fixed structure issues (Read: historical architectural creations): Existing historical architectural structures that may create disparities in aesthetics and access within the city, potentially impacting the transition to a more equitable community environment.
   A. Necessity to transform: A consensually agreed upon new and/or transformed architectural service master plan.

4. Prior pollution: The presence of historical pollution or environmental degradation that needs to be addressed as part of the urban updating process.
   A. Necessity to transform: A consensually agreed upon new and/or transformed architectural service master plan.

The most significant question here is:

> *How do we bring an existing city not yet in the community network up to the standards of a community-type society so that it can join the network?*

3.6.2 Constructing new habitats without legacy constraints

> *A.k.a., New cities without legacy constraints, new city environments from the ground up.*

This approach involves the envisioning and constructing of a habitat [network] without legacy (e.g., property) constraints. This approach involves the design, development, construction and operation of new cities that facilitate the fulfillment and the flourishing of all life on the planet, without historical "baggage".

An operationalized habitat applying community standards can be used to begin the creation of integrated living environments helping people move out of poor conditions (and other conditions of distress), including but not limited to:

1. Property (ownership and unownership) stress.
2. Chemical stress.
3. Acoustic stress.
4. Mental stress.
5. Emotional stress.
6. Electromagnetic stress.
7. Infections stress.
8. And other environmental stresses, such as air pollution, light pollution, mold stress, cleaning stress, pest stress, etc.

The first form of this system will likely operate as a single, integrated city system. It will function not only to sustain itself, but to produce and otherwise generate abundance so that the city system can duplicate (and possibly up-scale). In other words, the living designs that produced the first city will evolve through what we learn while operating in the first city, and they will be used to duplicate the socio-economic operation of the city itself such that we will have two cities operating as a two node community network, then three cities, then four, then five, and so on. Thus, we shall establish a vast community-city network composed of multiple connected integrated city systems that reference a single socio-economic design specification oriented toward everyone's fulfillment and flourishing within the community network.

Simply, we will create and found the first community-city, then duplicate the city into the formation of a community network. We expect that ecovillages and other transition-oriented/sustainable neighbourhoods that have sufficiently aligned with this new socio-economic design could easily transition to, and join with, the community network.

In concern to modern towns and cities, however, it is far more efficient to build new cities as self-contained systems from the ground up than to restore and retrofit old ones. New cities can take advantage of the latest technologies and be clean, safe, and desirable places to live from their inception.

3.6.2.1 A university network (education, research and technology development)

> *A.k.a., Community university cities, community university habitat network.*

University habitats share the purpose of discovering, learning, and developing a more fulfilled environment. A university habitat is a location where people live and work together toward community at the global scale. University habitats produce highly educated and capable populations, with great potential to improve the conditions on the planet. These first habitats function as universities for a community education and the opportunity to explore the higher potentials of humanity. A university habitat is essentially a co-operative, co-learning, and co-development living environment; it is the prototypical educational, developmental, and operational environment. It is possible that this approach may make grant acquisition easier.

It may be possible for a university habitat to acquire special regulatory permissions from the appropriate State jurisdictional control bodies.

3.6.2.2 A rural restorative habitat network

> *A.k.a., Rural restorative habitats, restorative rural habitat network.*

The AuraCurve societal transition approach involves the following (note: this plan is discussed in greater depth in the System Overview):

1. The overview of the society in transition. The social, decision, material, and lifestyle engineering of a society in transition. The material engineering of a set of habitat-village type locations where people live in environments that optimize soil regeneration and to provide essential food nutrition for humans.
2. Geopolitical (as situation) awareness.
   A. Geopolitical analyses (location relevancy).
      1. Brazil.
   B. Land analyses.
   C. Technology analyses (including materials and import).
3. Intervention project proposal.
   A. Intervention location.

1. Geo-positional location.
    i. Habitat village location.
4. Proposal for the integration of Auravana specifications standards, and possibly, an AuraCurve reform model, into decisioning (decision making) within market and State organizations. The result is that market-State organizations slowly move toward cooperation for human community fulfillment (in the standard, a set of criteria).
5. Construction of the first habitat system using AuraCurve architecture. AuraCurve architecture is one big part. Because AuraCurve architecture allows for total infrastructural integration, modularization, and efficient maintenance, while sustaining generalized human aesthetic principles. It is important for transition because we need small efficient habitat systems that can be rapidly duplicated and constructed. Auracuve architecture provides for habitat integration.
6. Duplication of the habitat, possibly in different configurations, over the landscape; thus, creating a larger and larger restorative environment where humans are fulfilled and the habitat produces an abundance of food, fuel, and fiber.

3.6.2.3 New cities project phasing

The following is a generalized set of project phases:

1. **Phase 1: Produce minimum viable design (MVD) or minimum viable product (MVP).**
2. **Phase 2: Develop minimum viable market-State relationships (MV-Relationships).**
3. **Phase 3: Account for minimum viable resources (MV-Resources).**
4. **Phase 4: Build out system in minimum viable construction phases.**
5. **Phase 6: Full duplication.**

3.6.2.4 [Project Plan] The Venus Project (TVP) and its Resource-Based Economy (RBE) Plan

The function of The Venus Project is to design, develop, and prepare plans for the construction of an experimental city based upon a set of mutually rational, socio-technical principles.

The following is a simplified version of The Venus Project plan (*What is the plan*, 2020):

1. Phase 1: Raise awareness.
2. Phase 3: Build an experimental research city. Build an innovation hub, a "Center for Resource Management", and eventually build more and more technologically advanced and mostly self-sustainable experimental cities.
3. Phase 4: Build a leisure city.

Note here that most of the plan has to do with raising awareness, and educating people about Fresco's work and the idea of an RBE.

The Venus Project more details in the four phase plan:

1. To test its designs and proposals, The Venus Project is working toward putting its ideals into practice with the construction of an experimental research city. Blueprints for most of the initial technologies and buildings have begun. Fund-raising efforts are currently underway to help support the construction of this first experimental city. This new experimental research city would be devoted to working toward the aims and goals of The Venus Project which are:
    A. Recognizing the world's resources as the common heritage of all Earth's people.
    B. Transcending the artificial boundaries that separate people.
    C. Evolving from a money-based, nationalistic economies to a resource-based world economy.
    D. Assisting in stabilizing the world's population through education and voluntary birth control in order to conform to the carrying capacity of Earth's resources.
    E. Reclaiming and restoring the natural environment to the best of our ability.
    F. Redesigning our cities, transportation systems, agricultural industries, and industrial plants so that they are energy efficient, clean, and able to conveniently serve the needs of all people.
    G. Sharing and applying new technologies for the benefit of all nations.
    H. Developing and using clean and renewable energy sources.
    I. Manufacturing the highest quality products for the benefit of the world's people.
    J. Requiring environmental impact studies prior to construction of any mega projects.
    K. Encouraging the widest range of creativity and incentive toward constructive endeavour.
    L. Outgrowing nationalism, bigotry, and prejudice through education.
    M. Outgrowing any type of elitism, technical or otherwise.
    N. Arriving at methodologies through careful research, rather than from mere opinions.
    O. Enhancing communication in schools so that our language corresponds to the actual physical nature of the world.
    P. Providing not only the necessities of life, but also offering challenges that stimulate the mind while emphasizing individuality over uniformity.
    Q. Finally, preparing people intellectually and

emotionally for the changes and challenges that lie ahead.

The Venus Project has protected its intellectual property and restrictively copywritten its designs (with non-community licensing); it can sell and control the distribution of its city plans. The Venus Project could sell the plans to governments or high net worth individuals, whereupon, it could be paid to consult and otherwise advise proceedings. The Venus Project can legally use its opinion to prevent others from using its private property.

3.6.2.5 The Resource-Based Economy 501(c)(3)

The Center for Resource Management plan is available from:

1. *The Center for Resource Management Masterplan*. The Venus Project. Accessed: March 16, 2020. [https://thevenusproject.com]

Resource Based Economy is a 501(c)(3) Non-Profit Organization [https://resourcebasedeconomy.org] that works on designing, testing and implementing a new socio-economic system called a Global Resource Based Economy.

The first instantiation of a Global Resource Based Economy will be The Venus Project's "Center for Resource Management", which is being developed by Resource Based Economy 501(c)(3) for The Venus Project.

The purpose of the center for resource management will be:

1. A living lab for global solutions.
2. A living space for sustainable housing, food, energy, and other human requirements.
3. An environment within which to develop future cities.

The center for resource management will provide the following functions:

1. Tourism.
2. Food and agriculture service.
3. Water service.
4. Energy service.
5. Sharing of products and services.
6. Media production and outreach platform.
7. Medical care, recreation, and more, platform.

The Center for Resource Management's circular shape can be divided into 8 equal sections. To reduce the required upfront costs and operational complexity, we plan to build the whole complex in stages, starting with 1/8th of the circle. Because of the systems approach to laying out the site plan, each element is included even when at 1/8th of the scale: agriculture, energy, living premises, amenities, tourism. In the ideal scenario, once the 1/8th section is in operation, the revenue it generates will be sufficient to build and develop the other 7 sections.

The Venus Project will apply a scaling up procedure/ strategy:

> *When the Center for Resource Management reaches the maximum population it was designed to support, half of its residents will transfer and initiate a first city, while the other half will stay and continue operating the Center for Resource Management. Both of these will then continue taking in people from the outside who choose to join, until they both reach maximum population capacity, upon which they will again split, now forming a total of four. Each of the four will then repeat the same process.*

Employing such an exponential process means that after 15 divisions, there can be 16,000 cities. The cities will likely vary in size depending on local conditions and needs. As a thought experiment, we estimate that somewhere between 15,000 and 30,000 cities will be sufficient to house all people on the planet. The worldwide interest we've already had indicates that, by having tourism and open information about the cities, people will choose to visit and eventually live in them.

The Venus Project's goals for its sub-project to create the Center for Resource Management include:

1. Plan and initiate the Center for Resource Management project. *[Done]*
2. Start the volunteer team of architects, engineers and technicians to develop the project. *[Done]*
3. Develop conceptual site plan. *[Done]*
4. Develop buildings, infrastructure and operations for the center. *[In Progress]*
5. Populate the team with experts from disciplines that we are currently missing. *[In Progress]*
6. Estimate land requirements for the whole complex and the cost of building 1/8th of it. *[In Progress]*
7. Acquire land. *[In Progress]*
8. Raise funds for the construction of 1/8th. *[In Progress]*
9. Physical construction.

The following is a list of deliverables for the buildings, infrastructure, and operations of the Center For Resource Management:

1. Agriculture and meal plans.
2. Energy production.
3. Water resource management.
4. Landscaping.
5. IT/Telecommunications network.
6. Transportation.
7. District energy.

8. Business mode.
9. Exhibition of the future.
10. Access center.
11. Restaurant.
12. Living premises.

Team members of The Venus Project and Resource Based Economy are completing the documentation for these categories deliverable as required for the complete delivery the Center For Resource Management.

3.6.2.6 The Center for Resource Management technical description

The work for the Center for Resource Management is broken down into three phases:

1. Phase 1: Architectural programming and schematic design.
2. Phase 2: Land acquisition and detailed engineering blueprints.
3. Phase 3: Physical construction of the center for resource management.

Assistance from a wide variety of specialists is needed at this time in order to proceed with Phase 1 and Phase 2.

The project requires the following technical contributions:

1. Access center: Inventory managers, 3d printing specialists.
2. Agriculture & food: Agricultural specialists, fish farming and aquaponics experts, nutritionists & dietitians, restaurant managers, cooking automation experts.
3. Building design: Architects, structural engineers, mechanical/hvac engineers, electrical engineers, fire suppression engineers, hydraulics engineers, interior designers.
4. Business model: Business plan developers, agribusiness specialists, tourism experts, strategic partnership managers.
5. Cost analysis: Quantity surveyors.
6. Energy generation & distribution: Electrical engineers, renewable energy experts, battery storage experts, district energy geothermal engineers.
7. Facilities management: Facilities managers, environmental health and safety managers.
8. Fundraising: See our fundraising team.
9. Land acquisition: See our land acquisition team.
10. Landscaping: Landscape designers, irrigation designers, lighting designers.
11. Medical care: Healthcare facilities managers, healthcare professionals.
12. Exhibition of the future: Museum directors, museum planners, exhibition designers, curators.
13. Project management: Bim managers.
14. Telecommunications: It/telecommunications engineers.
15. Transportation: Transportation engineers, traffic engineers.
16. Urban planning: Urban planners, architects, environmental planners.
17. Waste: Experts on zero waste, cradle-to-cradle principles, upcycling, life cycle anaylists.
18. Water management: Water management engineers, hydraulics engineers.

3.6.2.7 Venus Project sub-teams

The Venus Project has a number of collaborating sub-teams:

1. Academia team.
2. Architectural, engineering, & construction team.
3. Communications team.
4. Data-driven decisions team.
5. Digital technologies team.
6. Editorial team.
7. Fundraising team.
8. Graphics team.
9. Human resources team.
10. Land acquisition team.
11. Marketing team.
12. Organizational structure & project management team.
13. Public speaking team.
14. Social media team.
15. Sociocyberneering education project.
16. Transcription team.
17. Virtual reality team.
18. Video team.
19. Vision team.
20. Website team.

3.6.2.8 [Project Plan] One Community roadmap

One Community is a sustainable living group that wishes to make open-source, eco-friendly buildings components, up to and including a duplicable city center, for a more sustainable, close-night and environmentally conscious civilization. To a large extent, because the One Community solution is extremely sustainable, low tech, and openly licensed, it is likely to function appropriately within a sufficiently stable market-State jurisdiction.

The One Community project has the following phases:

1. **Phase 0:** Provide CAD files, spreadsheets dealing with monetary and resource costs of the buildings, electricity and water, for everything required and with multiple variants.
   A. A replicable information model for expansion.
   B. A master plan that shows the conception and

operation of 7 open source and sustainable low-technology village systems.

2. **Phase 1:** Demonstrating a better way build demonstration villages.
   A. Building seven self-sufficient village/city prototypes.
3. **Phase 2:** Open source project-launch blueprinting.
4. **Phase 3:** Inviting the world to participate.
5. **Phase 4:** Universal appeal and global expansion.

Membership to One Community grants the ability to contribute and potentially live in one of the sustainably duplicable villages within 21st century society. In order to accomplish this, One Community has a dedicated team and a detailed membership application:

1. *One Community Invitation/Application Form Template.* One Community. Accessed: March 19, 2020. [docs.google.com]
2. *One Community Invitation. One Community*. Accessed: March 19, 2020. [https://www.onecommunityglobal.org/invitation/]
3. *Becoming a community member*. One Community. Accessed: March 11, 2021. [https://www.onecommunityglobal.org/membership/]
4. *One Community Home Shares.* One Community. Accessed: March 11, 2021. [https://www.onecommunityglobal.org/home-shares/]
5. *Global sustainability strategy.* One Community. Accessed: March 20, 2020. [https://www.onecommunityglobal.org/global-sustainability-strategy/]

What is provided once the One Community team moves to the eco-village property:

1. Experience, coaching, structure, leadership, and finances to create everything on this site.
2. Food, power, internet, phone, daily entertainment, on-going education, and all building materials and equipment.
3. Communal living space until your own home is built – a home you will own through Home Shares.
4. A model for earning you revenue from your home if you leave (see "Community Sponsored Business")
5. Resource Based Economy that provides vehicles, cellphones, computers, laptops, appliances, etc.

One Community has identified several differences in its approach toward materialization of community over that of the Venus Project:

- *Moving toward the venus project*. One Community. Accessed: March 19, 2020. [https://www.onecommunityglobal.org/the-venus-project/]

Scholarly references (cited in document)

- Cockshott, P.W., Cottrell, A. (2002). *The relation between economic and political instances in the communist mode of production*. Science & Society 66(1):50–64. https://doi.org/10.1521/siso.66.1.50.21014
- Dapprich, J.P. (2022). *Tokens make the world go round: socialist tokens as an alternative to money*. Review of Evolutionary Political Economy. https://link.springer.com/article/10.1007/s43253-022-00091-6
- Dickinson, H.D. (1930). *The economic basis of socialism*. The Political Quarterly 1(4):561–572. https://doi.org/10.1111/j.1467-923X.1930.tb01503.x
- Hileman, G., Rauchs, M. (2017). *Global Blockchain Benchmarking Study*. 22 September. Available at SSRN: https://ssrn.com/abstract=3040224 or https://doi.org/10.2139/ssrn.3040224abstract=3040224
- Jeon, W. (2022). *Second-Order Recursions of First-Order Cybernetics: An "Experimental Epistemology"*. Open Philosophy. https://doi.org/10.1515/opphil-2022-0207
- Kruger, J., & Dunning, D. (1999). *Unskilled and unaware of it: How difficulties in recognizing one's own incompetence lead to inflated self-assessments*. Journal of Personality and Social Psychology, 77(6), 1121–1134. https://doi.org/10.1037/0022-3514.77.6.1121
- Lange, O. (1936). *On the economic: theory of socialism - part one*. Rev Econ Stud 4(1):53–71. https://doi.org/10.2307/2967660

Scholarly references (non-cited)

- Dworkin, R (1981). *What is equality? Part 2: equality of resources*. Philos Public Aff 10(4):283–345.
- Dworkin, R. (2002). *Sovereign virtue: the theory and practice of equality*. Harvard University Press, Cambridge, MA.

Book references (cited in document)

- Dickinson, H.D. (1939). *Economics of socialism*. Oxford University Press, Oxford, UK.
- Lerner, A.P. (1944). *The economics of control: principles of welfare economics*, 1st edn. Macmillan Co., New York, NY
- Marx, K. (1867). *Capital: A critique of political economy. Volume I.* International Publishers. N.Y.
- Marx, K. (1894). *Capital: A critique of political economy. Volume III: The Process of capitalist production as a whole*. International Publishers. N.Y. https://www.marxists.org/archive/marx/works/download/pdf/Capital-Volume-III.pdf
- Marx, K. (1999). *Critique of the Gotha Program*. In: Marxist internet archive. Accessed: 20 January 2023. https://www.marxists.org/archive/marx/works/1875/gotha/index.htm
- Rifkin, J. (2015). *The Zero Marginal Cost Society*. Griffin.
- Wray, R.L. (2015). *Modern money theory: a primer on macroeconomics for sovereign monetary systems*. 2nd ed. Palgrave Macmillan, Houndmills Basingstoke Hampshire.

Book references (non-cited)

- Anderson, James, E. (1975). *Public Policy Making*. Nelson, London.
- Engels, F. (2003). *Socialism: Utopian and scientific*. In: Marxist internet archive. Accessed: 20 January 2023. https://www.marxists.org/archive/marx/works/1880/soc-utop/
- Marx, K. (2007). *Economic manuscripts: capital: volume two*. In: Marxist internet Archive. Accessed: 20 January 2023. https://www.marxists.org/archive/marx/works/1885-c2/ch18.htm#2
- Roberts, Geoffrey K. (1971). *A Dictionary of Political Analysis*. Longman, London.
- Smith, Brian (1976). *Policy Making in British Government*. London

Online references (cited in document)

- Benzell, S., Kotlikoff, L., Lagarda, G., & YE. V. Y. (2021). *Simulating endogenous global automation.* National Bureau of Economic Research. NBER Working Paper Series. https://doi.org/10.3386/W29220
- Delune, D. (2021). *Norway's Prison System is Hands Down the Best Form of Restorative Justice: A restorative justice system makes more sense than a punitive one*. Medium.com. https://damiandelune.medium.com/norways-prison-system-is-hands-down-the-best-form-of-restorative-justice-1c9b03b99a90
- Gaze, E.C. (2023). *Math Professor Debunks the Dunning-Kruger Effect*. SciTechDaily. https://scitechdaily.com/math-professor-debunks-the-dunning-kruger-effect/
- Malouf, F. (2021). *BUXXB*. P2P Foundation. https://wiki.p2pfoundation.net/BUXXB
- *The Center for Resource Management Masterplan*. The Venus Project. Accessed: March 16, 2020. https://www.thevenusproject.com/center-for-resource-management/
- Weisbord, A. *The laws of movement of capitalism: During normal growth and in its period of decay*. Accessed: 11 January 2022. https://www.marxists.org/archive/weisbord/Laws.htm
- *What is the plan?*. The Venus Project. Accessed: March 20, 2020. https://www.thevenusproject.com/faq/what-is-the-plan/

Online references (non-cited)

- *Help:Editing. Fedora Wiki*. Accessed 2019, December. https://fedoraproject.org/wiki/Help:Editing
- *One Small Town Manifesto*. Ubuntu. Accessed: March 20, 2020. https://onesmalltown.org
- Subhendu, D. (2012). *Moneyless economy*. Munich Personal RePEc Archive. https://mpra.ub.uni-muenchen.de/39763/
- *Teams*. Ubuntu Wiki. Accessed 2019, December. https://wiki.ubuntu.com/Teams

TABLES

Table 22. *From the market-State to community as a type of configuration of society involves the following changes, differences, and adaptations (i.e., transitions).*

from MARKET-STATE	*to* COMMUNITY
from State	*to* Community
From a scope based in representative and military dictator control	To a scope based on systems science development of standards and habitats
From coercion	To support
From State coercive authority	To trust and transparency enabling support systems
From State services	To community [standards] services
From bureaucracy	To optimized coordination (of contribution and users)
From State administrators and State professionals	To societal information groups
From currency-based access (money)	To free habitat service access (no money)
From contracts (civil & State; laws)	To community, residency, and contribution service agreements
From laws governing ownership and transfer of ownership	To standards explaining access and societal education
From market-State zoning laws (territorial usage social-contracts)	To community habitat residency (and contribution) social-agreements
Punishment-criminal justice orientation	Restorative justice orientation
From State mediation of the relationship between labor and business	To contribution service support system
From State assuming the role of caretaker of, and responsible for, citizens	To personal duty to contribute, giving back to society all that society has given to all
From laws at the city/municipality, county, and State levels	To agreements at the community, resident, education, and contribution levels
From contractual "legal" binding clauses	To non-legal binding clauses where the State coercion (criminal) apparatus is not an arbitrator of justice
From criminal binding "legal" clauses	To habitat services, particularly, the medical InterSystem team operations service, based on contribution agreements associated with restorative well-being justice [techniques] informed by evidence
Conquering, uniting people's by force under one banner. Uniting humankind through force and violence.	Commonizing, uniting people by access to common heritage resources, information, and coordination). Uniting humankind through community.

from market-State standards	*to* community standards
From a scope based in "business enterprise" profit production	To a scope based on marginal cost, and then, common free-coordinated heritage of operational habitat services
From discrete communities	To continuous community
From family, tribal, and industrial communities (many divisions and conflicts)	To societal-level global community (one harmonious society)
From ideological differences	To human need fulfillment
From property	To common heritage
From trade	To global coordination
From social-ladder climbing, ruthlessness	To discovery, exploration, and fulfillment
From hoping and dis-empowering	To self-empowering and systems science
From representing by voting	To direct users and contributors
From anxiety and prolonged fear of deprivation	To well-being and prolonged happiness
From fear (e.g., death, speaking, associating, etc.)	To certain fulfillment and self-esteem
From corruption, deceit, greed, and bigotry	To socio-individual harmony and caring
From harmful values and incentives (secrecy, competition, scarcity)	To community values and common flourishing (positive) incentives
From private [property] financial status ("options" tokens in bank account) accessibility	To free coordinated community contributions, resource productions, and user accessibility
from market-State employment (paid work)	*to* community contribution (unpaid work)
From private, public, and intellectual property	To common-personal access
From merit-based access (school planning)	To free habitat education and contribution support services
From wage-based access (market prices)	To global planning for access to common heritage resource services in habitats
From industrial professionals (employees)	To societal habitat teams and working group contributors
From corporate ladder climbing, ruthlessness	To contribution and socio-technical recognition
From work as "grind" and alienated labor	To work as intrinsically motivated contribution
From work as service-to-self	To work as service-to-other
from market-State decisioning	*to* community decisioning
From discrete communications	To continuous information-artificial intelligence

TABLES

From discrete decisions	To societal standard integrated decisions
From global economic trade	To global habitat co-operation planning
From corporate-State controlled options	To optimized human need and preference fulfillment, given available resources and information
From business-State (public-private) planning	To local-global contributions planning
From pricing and financializing	To coordinated cooperation
From priced property access	To free common-personal access
From focus on private property	To focus on societal access
From closed source licensing	To commons share-alike licensing
From property owner profit	To global human need fulfillment
From financial profit investment	To residency legacy investment
From economic scarcity	To global human need fulfillment accounting and planning
From economic secrecy	To economic transparency
From marketing (advertising, propaganda)	To a unified and intelligent direct-access information system
From ideology diversity	To mutual understanding
From shareholder and stakeholder capitalism (free business enterprise)	To habitat common-heritage master planning service distribution
From criminal justice	To restorative and distributive justice
from **market-State urbanization**	*to* **community urbanization**
From market-State [city-network] service environments	To community [integrated habitat support network] services
From market-State decided zoning categories related to commerce, residence, and industrialization	To community decided zoning categories related to the habitat life, technology, and exploratory support services
From market-State priced budget decided operational processes of profit (for self-over-others), salary (for labor expropriated payment), capital (for re-investment potential)	To community human need priority decided operational processes of incident (emergency), operations (maintenance) and planning (strategy)
From starchitect aesthetics and ugliness	To sustained biomimetic natural aesthetics and beauty
From industrial pollution (exploitation)	To materials life-cycling

From unused urban space	To vibrantly used sectors
From bland, propagandistic, and ostentatiously decorative pathways and architectures	To appropriately elegantly (and vegetated) decorative architecture with biomemetic shapes and sequences
From vehicle centric	To walkable and accessible, walkability centric
From private and State-public transit	To mass-rapid and personal-local/regional intelligent human transit
From inefficient object transport	To mass-rapid intelligent object transport
From scarified lands	To restored wild environments
from **market-State lifestyles**	*to* **community lifestyles**
From a residency and life-radius in the a market-State territory	To residency and life-radius in community
From focus on self, others in turn	To focus on others, self in turn
From interrupted play and flow	To intrinsically motivating and flowing life-radi
From lifestyle diseases and mental suffering	To flourishing mental and physical radiant health
From the inhumane treatment of animals	To holistically planned animal and plant ecological cultivation service systems

TABLES

Table 23. *Different types of credit/token system, separated by categorical criteria. The different configurations form the columns, and the criteria and type-categories form the rows.*

Credit-Market Systems	Org 1.	Org 2.	Credit (certificate, token, reward)	Social-credit system (reputation, benefit system)	Exchange-type credit (currency)	Debt-type credit (money, credit fees)
Properties/Rules of Credit (it = credit)						
Form (Reification)						
Is it a raw resource (e.g., salt, gold, etc.)?						
Is it a fabricated physical product (e.g., metal coins and paper bills)?						
Is it a fabricated software product (digital coin, digital cryptocurrency)?						
Fees (Priceability)						
Is there a fee for storage?						
Is there a fee for making a purchase (purchase transaction fee)?						
Does the exchange for another type [of credit] have fees (currency exchange fee)?						
Is there a fee for giving an amount to another person or group (taxation, transaction processing fee)?						
Is there a fee for control and regulation (taxation fee)?						
Is there a fee for the production (production fee)?						
Is there an interest debt fee (a bank loans credit, inquiring the in-debted asset owner who provides payments [on "interest"] over time? Are there debt[or] fees; is there "interest" (interest fee)? Is there a fee for lending?						
Is there a fee for assistance with ownership and regulation (financial and legal services)?						
Is there a fee for replacement of a purchase if it breaks or is damaged (insurance)?						
Resources (Materials)						
Requirements for material resources?						
Requirements for human resources (administration)?						
Requirements for electrical power?						
Producability (Printability)						
Is the amount producible fixed (finite) or infinite?						
Is it inflationary or deflationary?						
If fixed in quantity produced, does the structure require taking salary from some workers to pay other workers?						
If flexible in quantity produced, is it produced and deleted as required by an algorithm?						

TABLES

Is it printable by a central bank (fiat currency)?						
Is it printable by each agent in a distributed network [bank] (holochain coins)? Is there a fee for sharing storage and computation?						
Is it printable by the first node to solve a computational problem in a distributed [digital] network (blockchain coins)? Is there a fee for proof of work/stake?						
Is it printable while being stored/ staked ("planting", hex and seed coin)?						
Is there a cost to the producer of the credit?						
Is it a commodity produced for profit?						
Exchangeability (Tradeability, Circulatability)						
Can / cannot be exchanged for credits of another type?						
Can / cannot be exchanged for another purchase (can be used to purchase again)?						
Can / cannot be given freely (without price) to another human or group?						
Is / is not a commodity (can it be bought and sold; priceability)?						
If price is present, is price disconnected from the total volume (quantity) available?						
If it is loaned, can it be loaned again (re-loaned)?						
Receivability						
Is acquisition by means of a payment (Read: salary) determined by private owner ("boss"), or by an open source, common algorithm?						
Is / is not connected to work?						
Is / is not connected to hours?						
Is / is not connected to work results (reputation)?						
Can it be bought by another currency?						
Storability						
Can / cannot be stored over time?						
Does amount reduce over time of storage?						
Does amount increase over time of storage (e.g., "staking")?						
Deletability (Eraseability)						
Can / cannot be deleted?						
Is deleted after what?						
Is deleted by who?						
Rewardability						
Is there a credited reward for joining?						
Is there a credited reward for having prior assets (i.e., the prior assets are converted to the credit)?						

TABLES

Is there a credited reward for explicated behaviors?						
Decidability						
If algorithmic, who decides the algorithm?						
If algorithmic, what data is input into the algorithm?						
Recorded accountability						
What can be bought with the credit?						
Is the ledger public (open to everyone) or private (closed to those not explicitly permitted)?						
Taxability						
Can the token be taxed?						
Once the tax is taken is the token deleted?						
Once the tax is taken is the token added to a general ledger?						

Table 24. Execution > Relationship Development: *Demonstration experience criteria for the facilitation of relationship development and understanding.*

Role	Measure (destination = city/cities in a community-type society)
SELECTION	
Selection	The extent to which the destination is chosen over others.
Identification	The degree of recognition/association of the destination.
Differentiation	The lack of confusion with other destinations. The lack of confusion with other projects and organizations.
Anticipation	The extent to which the demonstration/showcase generates a desire to visit the destination. The intensity of the desire to visit that the demonstration/showcase generates.
Expectation	The nature and importance of the specific benefits the visitor expects to realize from the destination experience.
Reassurance	The extent to which the project proves a "cloud of comfort" for the visitor a feeling that all is, or will go well, at the destination.
RECOLLECTION	
Recollection	The ease, frequency, and strength of recall of the destination experience (via demonstration/showcase). The extent to which the project/brand helps create memories of the destination and the visitor's experiences. The intensity or warmth of memories elicited. The degree of comfort provided that the future/current choice was/is a sound one.
Consolidation	The ability of the project to serve as a catalyst to tie together the many "bits" of memory of the destination experience
REINFORCEMENT	
Reinforcement	The ability of the project to "cement" a consolidated and coherent memory of the destination experience.
REGENERATION	
Regeneration	The extent to which the project regenerates word-of-mouth enthusiasm and interest from past to potential visitors. The frequency with which word-of-mouth regeneration occurs. The breadth and scope of word-of-mouth among various types of market segments.

TABLES

Table 25. *Table shows a comparison between a market-State type of society and a community-type society formed through habitat systems. The market-State is formed from abstractions, whereas a habitat in community is formed from the requirement to meet real-world human needs for fulfillment without overlaying non-required and non-desirable abstractions.*

STATE ABSTRACTIONS	MARKET ABSTRACTIONS	HABITAT SYSTEMS			
Authority, Coercion	Property, Trade	Data Objects	Habitat Elements	Device Elements	Application Elements
State (a police role)	**Market (a trade role)**	**Projects**	**Habitat [Project]**	**Hardware [Project]**	**Software [Project]**
State component *Political enforcement role in: authority over life*	Market component *Business role in: trade of life*	Communications	Habitat component	Technology component	Application component
State interface *Political enforcement role in: authority over life*	Market interface *Business role: in trade of property*	Locations	Habitat interface	Technology interface	Application interface
State process *Political enforcement role in: authority over life*	Market process *Business role: in sales and purchases*	Materials	Habitat process	Technology process	Application process
State function *Political enforcement role in: authority over life*	Market function *Business role in trade of human labor for credit for purchase for profit/trade*	Equipment (devices)	Habitat function	Technology function	Application function
State interaction *Political enforcement role in: authority over life*	Market interaction *Business role: in ownership*	Allocations	Habitat interaction	Technology interaction	Application interaction
State service *Political enforcement role in: authority over life*	Market service *Business role: in trade of usage*	Occupations	Habitat service	Technology service	Application service
State event *Political enforcement role in: authority over life*	Market event *Business role: in trade of operations, and when operations occur, there is profit*	Operations	Habitat event	Technology event	Application event
State issue *Political enforcement role in: authority over life*	Market issue *Business role: in trade of maintenance and problems, and when there are problems and maintenance, there is profit*	Resolution (Solution issue)	Habitat issue	Technology issue	Application issue

Table 26. Execution > market interface: *Market-State vendor requests types.*

	Request for Information (RFI)	Request for Information Registration of Interest (EOI / ROI)	Request for Proposal or Request for Offer (RFP / RFO)	Request for Tender (RFT)	Request for Quotation (RFQ)
Purpose	Develop strategy or learn more about suppliers capabilities	Develop strategy or learn more about suppliers capabilities	Determine feasibility of each potential supplier's bid	Compare costs between competing vendors	Compare costs between competing vendors
Why	Purchaser does not have sufficient information to write a detailed request	Similar to an RFI	Purchaser seeks solutions-based submissions to meet their requirements	Purchaser has clearly defined criteria or specification	Purchaser has clearly defined criteria or specification
Why	Purchaser is not necessarily committed to buying	Purchaser is not necessarily committed to buying	Possibly no clear specification	Judged on both price and qualitative factors	Judged primarily or solely on price
Why	Likely to involve a further request before final decision	Likely to involve a further request before final decision	Greater flexibility than RFT	Purchaser is committed to buying	Purchaser is committed to buying
Why		Often used as a screening or shortlisting tool	Suited to professional services		

TABLES

Table 27. *Market-State to community tokenization (and non) access frameworks.*

Productive Activity (Tasks)	Entity that Recognizes Work	Entity that Produces Token	How is a Token Produced	Who Has Addresses / "Wallets"	Storage of Record	How are prices determined	Sales	Taxable	Access Result
Work Type	Location-Organization	Tokens (Fungible are tradeable & Non-Fungible are non-tradeable)							Usage
CONTRIBUTION	Contribution Service System	Contribution Service System	ID tokens only; No money token	Only human addresses, No "Wallets"	Public databases; Verifiable & distribution	Only calculation & contribution; No prices	Only distribution centers; No Sales	No token no tax	Only Personal & common access; No ownership
USE-LABOR	Production/ Distribution entities	User (self) &/ Production entity &/ Bank &/ DAO	Working hours &/ Labor Complexity &/ Vote	Individual wallets &/ Production center wallets	Public databases; Verifiable & distribution	Working hours &/ Rent on ecosystem (land,materials,power labor complexity)	Sales distribution centers	Tax to education and leisure general ledger / deletion	Property
WAGE-LABOR	Banks & Employers	Banks / States / Miner	Fractional reserve &/ Mining reward	Bank wallet &/ Production center wallets&/ self-wallet	Private databases;	Market	Sales distribution centers	Tax to general ledger / deletion	Property
EDUCATION	University (Academy)	University (Academy)	Certifications complete &/ Education hours	Individual wallet &/ University wallets	Public databases; Verifiable & distribution	Working hours &/ Rent &/ Certifications	Sales distribution centers	No	Property
LEISURE	No work	Societal Leisure Service	ID tokens only; No money token	Only human addresses, No "Wallets"	Public databases; Verifiable & distribution	Only calculation & contribution; No prices	Sales distribution centers	No	Property
HOME KEEUP (in community)	Self	No tokens	No tokens		Self	No prices	No sales	No	Personal Access

TABLES

Table 28. *The possible functions of any token include, but may not be limited to the following: is usable (usability), is deletable (deletability), is produced by what organization, produced when (producibility), is usury, is tradeable, is taxable.*

Function	Possibilities			
Is usable?	For ID access (community use)	For priced access (market use)		
Is deletable?	Is deleted after first use	Is deleted after *n* number of uses	Is fractionally deleted over time or with events	Cannot be deleted
Is produced by?	Produced by self *(make up number and write it down)*	Is produced by bank *(fractional reserve)*	Is produced by digital miner on distributed digital ledger	Is produced by producer onto distributed digital ledger
Is produced when	Before work is recognized (proposal-role tasks)	After work is recognized (working hours)		
Is usury?	Interest on stake/ storage	Expectation of greater return "investment"		
Is tradeable?	For another of the same	For one of a different	For an object/service	As a "gift"
Is taxable?	No	Yes and deleted	Yes and added to a general ledger (State general ledger)	

Table 29. *The financial calculation of an economic sector. All figures are thousands, millions, or billions of currency (e.g., dollars, etc.). Generally, the capitalist class spends their surplus income (surplus over other laborers) on luxury items. Herein, there are several constraints that are introduced during transition. Firstly, the total output of the means of production has to equal the total use of necessities in the economic sectors of community (life, technology, and exploratory). However, during transition, the total output of the means of production has to equal the total use of resources over all economic sectors. Secondly, the total output of necessities has to equal the total wages paid amongst (all community habitat sectors, or all societal sectors). Thirdly, the total amount of luxuries produced has to equal the total profits (and these luxuries are made available to the leisure class (a.k.a., retired) permanently and the other classes periodically).*

Inter-Societal Economic Categories	Economic Sectors of Society	Financial variables				Total Cost in currency
		Constant Capital	Salaries (a.k.a., wages, variable capital)	Profit Income (a.k.a., profit + interest + rent, surplus value)	Rate of income / salaries (a.k.a., living labor, wage rate)	
Community Habitat Sectors *(produces necessities)*	Life (& Subsectors)					
	Technology (& Subsectors)					
	Exploratory (& Subsectors)					
Production	Sector(s) that produce the means of production					
Market	Market-based luxury goods and services sector					
Market	Market-based industrial production sectors					
State	State-based industrial production sectors					
State	State-based military-industrial sector					
Total Cost in currency						

Residency Service Operation (Plan)

Travis A. Grant,

Affiliation contacts: *trvsgrant@gmail.com*

Version Accepted: 11 January 2024

Acceptance Event: *Project coordinator acceptance*

Last Working Integration Point: *Project coordinator integration*

Keywords:

Abstract

In the market-State, there are typically representatives who take governance decisions for citizens. In community, there is the concept of residentation, where individuals humans are not represented (in a political State legal system), but resident (in a common heritage habitat-societal network). Residency operational services seek to faciltiate the movement and onboarding of residents into a community-type habitat newtork, where they live and decide through consented agreement.

Graphical Abstract

Image Not Yet Associated

1 [Plan] Community residency

A.k.a., Community residency program.

In order to transition to community, it is necessary to begin developing and moving into membership and then residency in community-type habitats.

A simplified, potential, residency service operation plan may consist of the following phases:

1. The service of eduction is open to those who see the value of a community-type configuration of society (i.e., the service of education is open to those who see the value of community).
2. The service of contribution ("labor") is open to those who have gone through education.
3. The service of residency is open to those who have gone through education and/or contribution.
4. The service of leisure (as a phase-of-life) is open to those who have gone through contribution.

More simply, the phases are:

1. Become educated on community standards.
2. Contribute to the development of community habitats and standards.
3. Reside in a community habitat once educated, and once the physical habitats of community are constructed.
4. Enter the leisure phase-of-life after the contribution phase.

1.1 Community habitation touch points

Touch points for community habitation include:

1. **Volunteering** - visiting to do work.
2. **Visiting** - visiting with no work requirement.
3. **Residing** - living in a dwelling unit full-time.
4. **Renting temporarily** - paying to use a dwelling unit.
5. **Voting/surveying/agreeing** - customizing the configuration of the habitat.

1.2 The organizational transition service plan

A.k.a., Organizational service-function plan, services, organizational services, organizational functions, actors, service proposals.

The Project organization shall provide the following services (i.e, user service analysis, stakeholder analysis):

1. Token coordination (a.k.a., token management).
2. Coordination of communications.
   A. View access.
   B. Message access.
3. Coordination of education and orientation.
   A. Learning service agreements.
   B. Mentoring service agreements.
4. Coordination of residency.
   A. Residency agreement profiles.
   B. Residency agreements.
      1. Surveys, analyses, and decisions.
5. Coordination of contribution.
   A. Work agreement profiles.
   B. Work agreements.
      1. Work description "contract".
6. Coordination of standards.
   A. Information service agreements.
   B. Information service operations.
7. Coordination of habitation.
   A. Habitat service agreements.
   B. Habitat service operations.
8. Coordination of production.
   A. Production service agreements.
   B. Production service operations.

User objectives for the organization's service include:

1. The objective of the user is to visit and eventually gain residency in a community habitat where their human need fulfillment is optimized without trade or coercion.
2. Different phases of life have different contextual objectives related to the primary user objective in each phase:
   A. Those in the education phase of their life have the objective to learn about the operation of community.
   B. Those in the contribution phase of their life have the objective to contribute to the construction and operation of community.
   C. Those in the leisure phase of their life have the objective to live up to their fullest potential.

Herein, members of the public ("citizens") may acquire access to an organization with the following functions:

1. Tokenization.
   A. Token exchange agreements.
   B. Token exchange protocols.
2. Coordination.
   A. Project control agreements.
   B. Coordination control protocols.
3. Identification.
   A. Identification agreements.
   B. Identification protocols.
4. Communication.
   A. Communications agreements.
   B. Communications protocols.

5. Education.
   A. Education agreements.
   B. Education protocols.
6. Residentation (residency agreement program, habitation).
   A. Habitat residency agreements. Habitat operational [live-in] agreements.
   B. Habitat residency protocols. Habitat operational [live-in] protocols.
7. Habitat operation.
   A. Working and User agreements.
   B. Working and User protocols.
8. Production operation.
   A. InterSystem team production [for work] survey.
   B. End-user production [for access] survey.

Members of the public ("citizens") will have access to a functional organization through a stepped process:

1. Get identified.
2. Get token(s).
3. Get communications.
4. Get residency agreement program.
   A. Become societal residents through the residency agreement program.
5. Get education services.
   A. Become educated/oriented through education services.
6. Get contribution services.
   A. Become contributors through contribution services.
7. Get habitat service access.
   A. Become habitat residents through habitat live-in programs.
8. Get production object access.
   A. Complete product production surveys cyclically.
   B.

2 [Plan] Finances

A.k.a., The financial plan, the monetization plan, the money plan, the business plan, the market-interface plan, currency plan, funding plan, profit plan.

In order to complete work in the market-State, money must be accepted and spent. To do anything in the real world, there is the requirement for internal motivation. So, the first thing we need is contributors. To do anything in the market-State, there is the requirement for money. So the second thing we need is money. In the market, finance dictates choice. If you don't have the finances, you don't have the choice (i.e., you have a more limited range of options). For any interaction with the market there is the requirement for multiple financial-type relationships and interfaces.

The primary purpose of any financial plan in the market-State is to:

- Create a plan to attract the [money] resources to where you are.

A financial plan is a plan for acquiring currency (monetary "funding", financial input) in order to develop and duplicate the specified and standardized community across the planetary population, under conditions of market price. Here, the business plan is not to extract value from individuals, but rather to enhance the fulfillment of individuals through interfacing with the market, but not participating in the market.

Standard financial operations include:

1. Recording all events that involve money.
2. Accepting money.
   A. Market entities.
   B. State entities.
3. Paying money.
   A. Market entities.
      1. Transaction service entities.
         i. Escrow (tactical short-term money holding) service entities. Escrow is a legal arrangement in which a third party temporarily holds large sums money or property until a particular condition has been met. Escrow generally refers to money held by a third party on behalf of transacting parties.
   B. State entities.
4. Storing money (placing and taking out of).
   A. Market entities.
      1. Banking (midto long-term money holding) service entities.
      2. Investing (giving/paying money to another