

The Tao of ACeS

The TAO of the ACeS (**A**bundance **C**entered **S**ociety)

Aim: To become the core tenets of any Abundance Centered Society, be it an RBE (Resource Based Economy) or other similar socio-economic civilisations.

This should consist of the fewest number of tenets whilst still providing the decision making process for the majority of morals, ethics and other such decisions and should generally apply on personal, community and civilisation-wide scales.

An abundance-centered society is a post-scarcity and possibly post-monetary system which makes it very different from the current monetary based mindset, which values things according to human labour, property rights and perceived scarcity.

Currently the scarcer something is perceived to be, the more it costs. Due to the profit motive, monetary systems are inherently scarcity-based. As corporations and individuals will intentionally increase demand through things like advertising, whilst also increasing the perceived scarcity of a product. Little of which relates to either the actual value of a product or service, nor the almost always negative environmental effects.

But the same profit motive affects Communism and Socialism not just Capitalism.

Our monetary society is having major troubles dealing with the nearly zero marginal cost civilisation we are developing, thanks to technologies such as the Internet and renewable energy we are starting to see major changes needed.

At the same time the chronic effects of environmental externalities are creating major environmental disasters.

Major income and other types of inequality are leading to devastating human rights abuses and an ecosystem that's being pushed beyond its carrying capacity.

A lot of this is because our current **cultural definition of success** is based around acquiring financial and material wealth, power, control and/or fame.

Note that your individual definition of success and our individual actual aims are often different from the cultural definition, but there's still a cultural pressure there.

But what if we lived in a world where we valued contributions to the wellbeing of the environment, people, and the systems which enable that?

With the advent of new waves of innovation, including localised 3D printing and manufacturing, vertical farming, AI, drones, IoT (Internet of Things), Blockchain and more, we are increasing our capabilities which could raise the amount of abundance in the world for everyone, not just a tiny percentage.

However, we have the wrong systems to enable that. On a societal scale we don't even have the correct intentions in trying to use these capabilities in wholesome ways.

We need a new way of dealing with resource distribution: one that revolves around abundance and sustainability.

The core tenets of an abundance Centered Society are:

1. **Abundance** - Create through systems design, innovation, automation, Cradle to Cradle and shared access.
2. **Responsibility** - Look after the systems that support you and your fellows. The opposite of sustainable is terminal.
3. **Reduction** - Reduce needless violence, waste and stratification, towards zero.
4. **Scientific Method** - Pursue abundant knowledge, but apply it ethically.
5. **Dynamic Equilibrium** - Expect change, just as our Universe and evolution is always changing.
6. **Intelligence** - Try to be in the intelligence quadrant and do things that are good for you and for others.
7. **Integral** - Integrate ideas from various aspects to increase sensemaking, whilst also expanding empathy towards all living beings.

Many of these concepts are a part of the Zeitgeist Movement and Venus Project, however some are new to the movement or not as well defined within it but are being discussed in Game B, are standard in Parecon or other groups.



It is possible to make the world a better place for everyone:

- by reducing the cost of knowledge and resources to zero and by making them free and abundant for everyone.
- by reducing waste output to zero via renewable and sustainable living.
- by reducing violence and stratification to zero whilst increasing unity and diversity.

Use the Scientific Method where appropriate to ensure the most effective and efficient use of resources.

Promotion of the abundant pursuit of knowledge but ethical use of its applications.

Our Universe is always changing and improving, and so must we constantly change for the better.

Replace the current Money as Debt monetary system with a Resource Based Economy, to promote abundance instead of scarcity.

Replace the current Cradle to Grave system with a cyclical Cradle to Cradle system by using sustainable and renewable resources.

Everyone should have the opportunity to further humanity, especially through science, education, and creativity.

By applying the best technology possible, we can work to automate and replace outdated and demeaning jobs.

WWW.THEZEITGEISTMOVEMENT.COM

WWW.THEVENUSPROJECT.COM

1. Abundance - Through innovation, automation, cradle to cradle and shared access

An abundance-centred society is just that, focused on abundance, it is also known as a post-scarcity society and is related to zero marginal cost and a Resource Based Economy (RBE). It recognises that there will always be some forms of scarcity. For example time, recognition, access to certain places and certain objects.

However, the aim is to have access abundance and at least the necessities of life available for free, to everyone on the planet. This includes food, water, electricity, transportation, health, education, entertainment and more. Beyond that, there are certain strategies which can dramatically increase the amount of abundance we experience, whilst also increasing our quality of life and the well-being of the ecosystem.

Science and technology has provided us with an incredible amount of power to manipulate the environment. Unfortunately, we are doing it with disregard to the environmental costs. An abundance-centered society knows that it has to achieve that abundance whilst remaining within the carrying capacity of the planet (or whatever ecological system it is in, be it a spaceship, a gas giant or a digital world).

Access Abundance and Cradle to Cradle are two important concepts, used to increase both abundance and sustainability.

Access abundance is about a sharing economy. You don't need to own a drill - you just want a hole in the wall. So you can borrow one from the local community tool shed.

Few people need to own a car, especially if self-driving cars mean you never have to worry about parking again or washing it. In addition, you can enjoy the drive and watch a movie.

There's no need for a massive library of Blu-Rays / DVDs in each home given we now stream online.

We don't all need a vacuum cleaner, but we want clean carpets and floors. Instead of 50 houses each having their own vacuum cleaner, there could be 2 really good, industrial grade, self healing, auto-recharging, robotic vacuum cleaners which will come and clean your carpets. Now you don't have to worry about it. Not only would that decrease the amount of resources being used by nearly 1/50th it'll also have increased people's quality of life.

Of course, you can go a step further and, with a systems design perspective, realise you can remove the need for vacuum cleaners by having hydrophobic carpets, which automatically ripple the dirt to the edges.

Cradle to Cradle is a systems design process of creating things with the full life cycle in mind. Items should be either bio-nutritional, and thus short lived but good for the environment, or built to last but then able to be broken apart into their constituent elements, so they can be reformed into new products with be uses. The tracking of these materials is known as the technical flow and is similar to the water cycle or the hydrogen cycle. We would track the titanium, copper, plastics, wood and all other such materials, while designing objects so we can keep reusing the materials, instead of just throwing them away; a true circular economy.

The actual distribution of resources is likely best done using an algorithm, or set of algorithms, and based on a next-generation distributed ledger system. If Bitcoin is 1st generation, Ethereum is 2nd gen, Iota is 3rd gen and Hashgraph is 4th gen, then a yet developed 5th generation system is likely what will be needed. Being a global distributed ledger system means that everyone can transparently see what algorithms are running, what the calculations are, and thus how resources are being allocated where and why.

This replaces the majority of politics with working out better algorithms. Local cultural requirements will likely also have an effect. An all vegan city or fully anonymous town will be different from one trying to push the boundaries of technology.

What happens if we are actually running out of copper? You can try mining for more, or we can look at where the material is being used and if there are alternatives which can be used instead. As copper is used in a lot of electrical cabling, we could progress with research into ceramic superconducting materials or graphene, and replace a lot of the power lines with ceramics whilst also reducing our energy loss.

Although we might approach the same outcome from the reduced power loss perspective so we don't have to build as many renewable energy power plants.

This likely manifests itself as individual, community, global and universal challenges or projects, which people tackle as Tao point 2, *having a responsibility for the systems that support us*.

An abundance-centered society is not based around materialism. The majority of items we need in order to survive are likely made locally, be it from 3D printers, local automated factories or farms. Most things are fungible, meaning they are easily replaced. Just select an item you need and within a certain amount of time you'll get it.

You could arrive at a city with hardly more than the clothes on your back and have access to all the things you need.

Select a nearby spare room. Receive food cooked to your needs. Have a 3D body scan and get new clothes tailored to your current shape.

Need a mobile phone? There's a stock of them.

When you are done with the clothes, the nylon can be unthreaded, coloured and infinitely re-threaded into new clothes.

The point isn't about having things. It's about living a fulfilling life. Being in the flow. Working on your craft. Having great experiences and doing remarkable things. Even just spending quality time with friends and family.

In an abundance-centered society there's a focus on automation and quality systems, so that there are fewer day-to-day tasks you need to deal with. You can still choose to go out and garden, cook food or clean house, but you don't have to. You don't have to slave away working in order to survive.

It's expected most people will still want to choose a craft or occupation, something they can spend a decade mastering be it painting or programming, dance or biology. Something that you'll enjoy. Note that in an abundance centred society instead of the focus being on capital, the focus is on reduced running costs even if the initial resource and time investment is higher.

2. You have a Responsibility to the systems that support you and your fellows

You have a responsibility to support the ecosystems, social systems and technical systems.

The ecological system is everything, from the physical laws of nature to the fauna, flora and geology, which help capture the sun's energy and convert it into a form that we can consume, along with the life-supporting nutrients we need.

Think about going to the store and buying some fruit. You don't really own that apple. When you consume it you use the life supporting nutrients. But most of it will eventually pass through to the rest of the ecosystem.

In an abundance centred society you would now have a general responsibility to the tree that bore the fruit, the orchard it came from and importantly, the entire ecosystem it and we are a part of. The social and technical systems can be considered human run sub-systems inside of the ecosystem.

The technical systems are things like the tracking and allocation of resources, the production and use of goods and services. They include the objects you use, the Internet you access and associated storage and computing power. Even the clothes you wear.

The social systems are our institutions, knowledge bases, ideologies and ethics. Our culture, friends, and family. They include the governance structures and decision-making processes we use, as well as these very tenets.

Your responsibility includes supporting and developing these systems.

In general the aim is to design such systems without the need of much menial labour. Reducing the labour needed for general running and maintenance of the systems through automation, systems design or sometimes behaviour change. There's almost always going to be some manual maintenance required, but the aim is to reduce it.

An example is that at the peak of the Agricultural era there used to be nearly 80% of people working the farms, but in most western countries by the middle of the 1900's there was only 2% of people working in agriculture.

Unfortunately it seems like the current intensive monoculture crop production is very environmentally damaging and alternatives like vertical farming might be needed for better long term sustainability. Which shows that our systems and responsibilities will change over time.

People vary in a variety of ways, the most basic aspects being skills and availability.

Thus the actual tasks done will vary from person to person. Likely drawn from a combination of both what their skills are and what the tasks that attract them or are considered important and urgent, or important but not yet not urgent.

People will also have different work intensities. Some might work every day for years, whereas others might spend decades levelling up and then invent something, which removes the need for thousands of others to do such daily work.

That said, if you are not working in the intelligence quadrant (check Tao tenet 6 for a definition of a bandit or stupid person), and are consistently doing harm to others and / or yourself then maybe keep away from doing too much work until you've first resolved that.

Automation is a useful tool for reducing needless suffering and increasing abundance, although on its own it's not enough, but when paired with a systems redesign perspective, it can be incredibly powerful.

An important part of having a systems design perspective is that you usually need to look at the core problem, or start from 1st principles. It's found that this usually involves zooming out, or zooming in, your thinking to the appropriate level.

For example, if you are trying to automate supermarkets, the first thought might be to replace checkouts with self-serve checkout stations, but that's only changed who is doing the work. You could put RFID tags on all items and let people walk out, detecting what they are taking from the store, which saves the scanning step. Think about it, though. Most people usually drive to the shopping centre, get out of their car, walk into a shop, walk around selecting products and put them in a trolley, take the products out to scan them, repack the items, bring them to the car, put them in the car, drive home, take them out of the car, plonk them on the kitchen table, and then distribute them around the house. That's a lot of effort.

Analyse the core problem and zoom out to see the whole process from farm to fridge.

People need stuff in their cupboards and food in their fridge, so build a distribution system which does just that, delivering the items needed, directly into their cupboards and fridge. Maybe it uses little robots on rails, which hold reusable tupperware containers, or maybe it uses drones, but the end result is that someone could be cooking dinner and, by the time they've finished cutting up and cooking the tomatoes, a new set have been delivered, fresh from the local vertical farm.

Another way of thinking about systems design is realising that often what is needed, is a change in the defaults. For example, imagine you are in the city late at night and what you should have is good food, available by default, instead of fast, but unhealthy food.

Knowing when systems need refinement, as opposed to a full redesign, is important and being ready to take on such redesign challenges often means we need both imagination, of what is possible, and the application of the scientific method, to know which is the best option to implement.

As part of your responsibility to the systems, you should understand how to balance production versus production capacity.

Production is the creation of the end result, be it a 3D printer creating a new chair, an AI assistant providing personalised advice, or a person researching a new field of science.

Working on production capacity is usually about recharge and recovery, as well as increasing the capabilities. It could mean having to stop the printer after the next print, to clean the nozzle and

replace the spindle, or you might need to spend some time teaching the AI more about you. It could mean you need to relax for a day or two, before getting back into the fray.

Upgrading the capabilities could mean creating a new printer that works with new chemicals, so it could print pharmaceuticals, letting the AI assistant give out some personal information to other AI assistants so they can find a likely dating match, or spending time learning a needed skill, so you can complete your project.

Another way of thinking about the right balance is about the need to find the right tension for a violin (or guitar) string - too tense or too slack and it won't sound right. It needs to be tuned just right, which is to say that over- or under-exerting yourself too much is detrimental to your physical and mental health, and thus your happiness.

3. Reducing needless violence, waste and stratification towards zero

We can never achieve zero suffering, at least not as biological entities. There are forms of suffering that are important for development, from physical or mental exercise, to the suffering of a tree being blown in the wind. However, these things harden us and let us better cope with the realities of life in a complex universe. There're also certain types of creative destruction, as part of the dynamic equilibrium process, which will cause violence, even as a required part of life.

It is needless violence, both direct and indirect, structural or ephemeral, which we should seek to minimise.

It should be noted that we treat violence like a contagious disease. It is usually started as a result of scarcity or structural violence, but can be perpetuated and spread like a contagious disease. Thus, you don't want to inflict or spread it.

More info:

http://www.ted.com/talks/gary_slutkin_let_s_treat_violence_like_a_contagious_disease.html

Waste comes in a variety of forms, from material to thermal, energy, time, emotional and mental. Most waste is actually just a form of energy or material for which we don't yet have a process of managing and putting back into the ecosystem.

Within an abundance-centred society, we live with a Cradle to Cradle material system. As with water and carbon cycles, we track the materials flow, from metals and plastics to fibres and electronics. Items are designed to be both long-lasting and easily broken down into their constituent parts, to be reused in new ways. Alternatively, they are designed to only last a short time, but are bio-nutritional and thus good for the environment. Instead of garbage bins in the park, there're signs saying "please litter here", because of the bio-nutritional packaging. There's also the Tupperware economy - reusable containers that are part of the interconnected distribution system, in which case you would put the strong, reusable containers into an appropriate bin-like receptacle. In a cradle to cradle system, nearly all material items can be repaired, reused, recycled or composted. However there is still energy used in such processes and therefore, we don't want to needlessly generate large amounts of waste.

It's unlikely we will ever be able to prevent the release of all thermal and other forms of waste energy from dispersing, as entropy is hard to stop. However we don't need to needlessly waste energy.

The wasting of time, and emotional and mental energies, is likely one of the hardest challenges. Note that we should definitely spend lots of mental energy, processing thoughts, we will have to go through lots of emotional turmoil in our lives, and we will spend a lot of time doing seemingly little, but most of what people consider time wasters, such as computer games and TV shows, can provide positive benefits, even if they are simply entertainment.

However, there is a large amount of needless bureaucracy and other actual wastes of time: the filling in of forms and applying for things can be astounding wastes of time. Simply not knowing when the public bus is going to arrive, because the website doesn't work properly, is bad enough.

The reduction of needless stratification helps address the way the extremes of wealth and poverty, especially when paired with competition, often reduce our ability to innovate and be productive. The work by Richard G. Wilkinson and Kate Pickett in the book *The Spirit Level: Why More Equal Societies Almost Always Do Better* explains this well

[https://en.wikipedia.org/wiki/The_Spirit_Level_\(book\)](https://en.wikipedia.org/wiki/The_Spirit_Level_(book))

In general, the ideas of a single person, a dictator, are worse than that of competition, multiple people, or organisations competing together. However, collaboration usually works even more effectively.

Dictator < Competition < Collaboration

You are on your mobile phone and the cell reception cuts out. There are three other service providers, which could give you service, however because they are all competing, you can't connect to them. In a collaborative environment, you would be able to connect to not just the other service providers, but also other people's Wifi connections, a LPWAN connection (Low Power Wide Area Network sometimes called LoRa), or even to other people nearby, with a mesh network that eventually connects you to the person with whom, you are trying to communicate. Whilst this example is somewhat solved through the access abundance tenet of the TAO, other examples include patents and copyrights, secrets, intentional sabotage, and manipulations.

Different mutually-exclusive forms of systems, technology and methods of dealing with the world, will appear all the time, however that shouldn't mean we have to fight each other, in order to develop them. We can work together and let the most appropriate system become the default, or if possible, use the best of both. <Transport system centric vs Container/Person centric is an example of this>

Reducing these points, whilst having abundance, is what puts pressures on the systems to be changed.

Social Stratification is the hierarchical or vertical division of society, according to rank, caste or class. Humans have elements of both pair-bonding and tournament (alpha male) systems. Thus, like many animals, we will automatically (and nearly subconsciously) rank people according to different traits, be it dominance, intelligence or skill at playing Super Mario Brothers. However, intentionally reducing access to required resources, based on such ranking, is something to be avoided, as it causes structural violence and reduces individuals' capabilities. Remember, people have different traits, and you shouldn't judge a fish for it's ability to climb a tree.

Everybody is a genius.



But if you judge a fish by its
ability to climb a tree, it will
live its whole life believing
that it is stupid.

Albert Einstein

Also, we all do better, by us all doing better.

You could be the richest person on the planet, part of the 0.001% who own way more than their fair share, however if you get sick - be it cancer or some other rare disease - you will still die. This could be alleviated, if the suffering your excessive wealth created could have been used to bring people out of poverty, instead, so they could have, in turn, created treatments and cures for your illness.

4. The Scientific Method - Making the most effective decisions by getting closer and closer approximations of reality

The scientific method is actually a number of different processes, used to ensure that our mental models of reality are as close as possible to what is going on, which allows us to make better decisions. In fact, we can use the scientific method to help us work out what the best decision-making system to use is.

This means that through the use of the Scientific Method towards social concern, we can determine and select far better systems of governance, resource-distribution and more.

This is a massive improvement from the current setup. In most democratic capitalist countries, there is an expectation that people will work in their own self interest (profit seeking), yet the citizens are voting for people to represent them. This is a massive misalignment of values and causes a large range of problems.

<Insert ability to understand reality and thus change it>

<Insert the video on how development happens. Incremental improvement, great tipping points and quantum leaps>

<insert Black Box thinking - Learning from our mistakes. Everything else in the Tao can be wrong, but if we learn from our mistakes and improve over time, we'll get better over time. Transparency is key for this.>

5 "why's" analysis and dealing with each level of the issue.

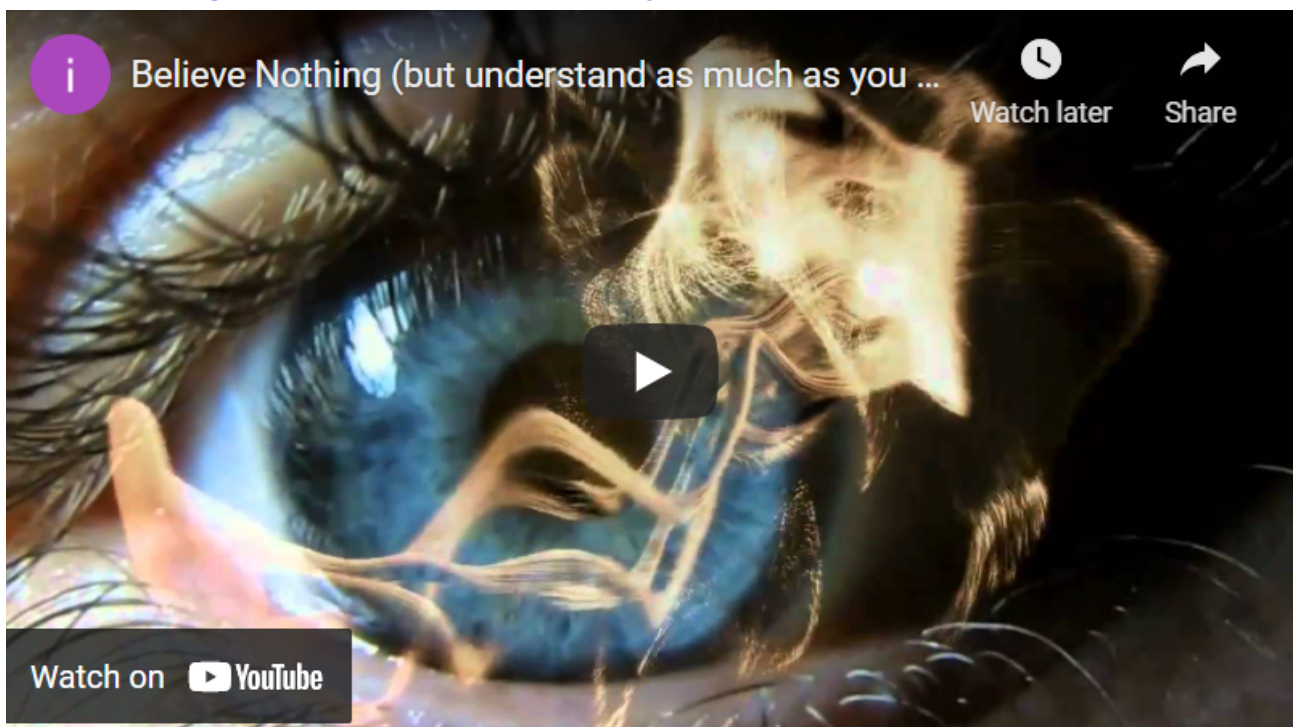
@todo: Insert pure science vs application and need the ethical use of it's application

5. Dynamic Equilibrium (Emergence) - Expect change

The Universe is constantly changing. From the day and night cycle, and changing of seasons, to entropy and even the evolutionary arms races, which have created and destroyed so much life, an ideal Utopian state will never be achieved. As such, change is to be expected and planned for. Just as Einstein's theories of relativity overturned Newtonian physics, everything you know when you are 20, could be considered wrong in some fundamental way, before you die.

That said, when you are making decisions, especially those with consequences, you should consider how this will affect **7 generations' time**, or approximately 150 years in the future. This allows us to use future-oriented thinking.

[Believe Nothing - But Understand as much as you can](#)



[Innovation Explanation](#)

Innovation - Incremental, Incremental with side effects (e.g opposable thumb), transformational / Quantum leap change



Dynamic equilibrium comes about from eternal struggles: the birds whose beaks become longer to access the nectar of the flowers whose stems grow longer - the iterative waves of generations.

6. Intelligence - Be in the intelligence quadrant



Why are people stupid? A scientific approach | Eternally Curious #1

<https://www.youtube.com/watch?v=BzzalezXS8w> Why are people stupid? A scientific approach | Eternally Curious #1

This is a reference to the graph of stupid people, bandits, helpless and intelligent: the aim being to do things good for yourself and others (Intelligent quadrant), trying not to be in the helpless quadrant (doing things that are good for others, but not yourself), with being a b1 bandit (doing things good for yourself, but neutral for others) rather frowned upon, and being a b2 bandit (doing things that are good for you, but bad for others), or doing stupid things (bad for you and others), actively detected and discouraged, with systems in place to try to prevent most such decisions and actions from happening, by default.

That said, see the THE BASIC LAWS OF HUMAN STUPIDITY by Carlo M. Cipolla, including the fact that :

- Always and inevitably, everyone underestimates the number of stupid individuals in circulation.
- The probability of a certain person being stupid is independent of any other characteristic of that person.
- A stupid person is a person, who causes losses to another person or to a group of persons, while himself deriving no gain, and even possibly incurring losses.
- Non-stupid people always underestimate the damaging power of stupid individuals. In particular, non-stupid people constantly forget that at all times and places, and under any circumstances, to deal and/or associate with stupid people, always turns out to be a costly mistake.
- A stupid person is the most dangerous type of person.
- A stupid person is more dangerous than a bandit.

<Basically, don't be stupid, don't fuck other people over, and with a better plan you shouldn't need to sacrifice yourself>

You can also think of it as being a giver, not a taker. Be a matcher, if you can't be a giver.

<https://www.youtube.com/watch?v=YyXRYgjQXX0> - Are you a giver or a taker? | Adam Grant

7. Integral - Attempt to understand others. By using Psychometric Profiling such as the OCEAN model and Spiral Dynamics Integral we can better understand people and their progression

<https://www.kublermdk.com/2018/09/29/spiral-dynamics-integral-an-introduction/>

Spiral Dynamics is somewhat a system of Psychometric Profiling. Think of Myers Briggs or the OCEAN model mixed with Maslow's Hierarchy of needs, but a whole order of magnitude more than that.

The core idea of the model is that people focus on certain aspects of life at different stages. At the higher stages they are usually in a higher order level with more complexity.

Whilst Spiral Dynamics is the work of Clare W Graves, Integral Theory is the work of Ken Wilber and SDi or Spiral Dynamics Integral is the merging of the two concepts.

Survival (Beige) – Where all the attention is focused on survival.

Tribal (Purple) – All about social relationships and maintenance of customs.

Egocentric (Red) – Explore personal identity and challenge tribal authority figures or belief systems.

Authoritarian (Blue) – In order to understand purpose of life and have security need to obey higher authority and rules. Think police / the people who go to church religiously.

Enterprising (Orange) – Awaken independence and achieve results while challenging authority and test possibilities. Think scientists and entrepreneurs.

Humanistic (Green) – Seek love and peace within through sharing and becoming useful in the community. Think climate change / sustainability activists.

Integrative (Yellow) – Live free and explore what is life about while understanding that chaos and change are natural.

Neo-tribal (Turquoise) – Experience the wholeness of existence by becoming one with all things, and restore natural harmony and balance.

Spiral Dynamics

Don Edward Beck & Christopher C. Cowan

illustration by Brandy Agerbeck, Loosetooth.com

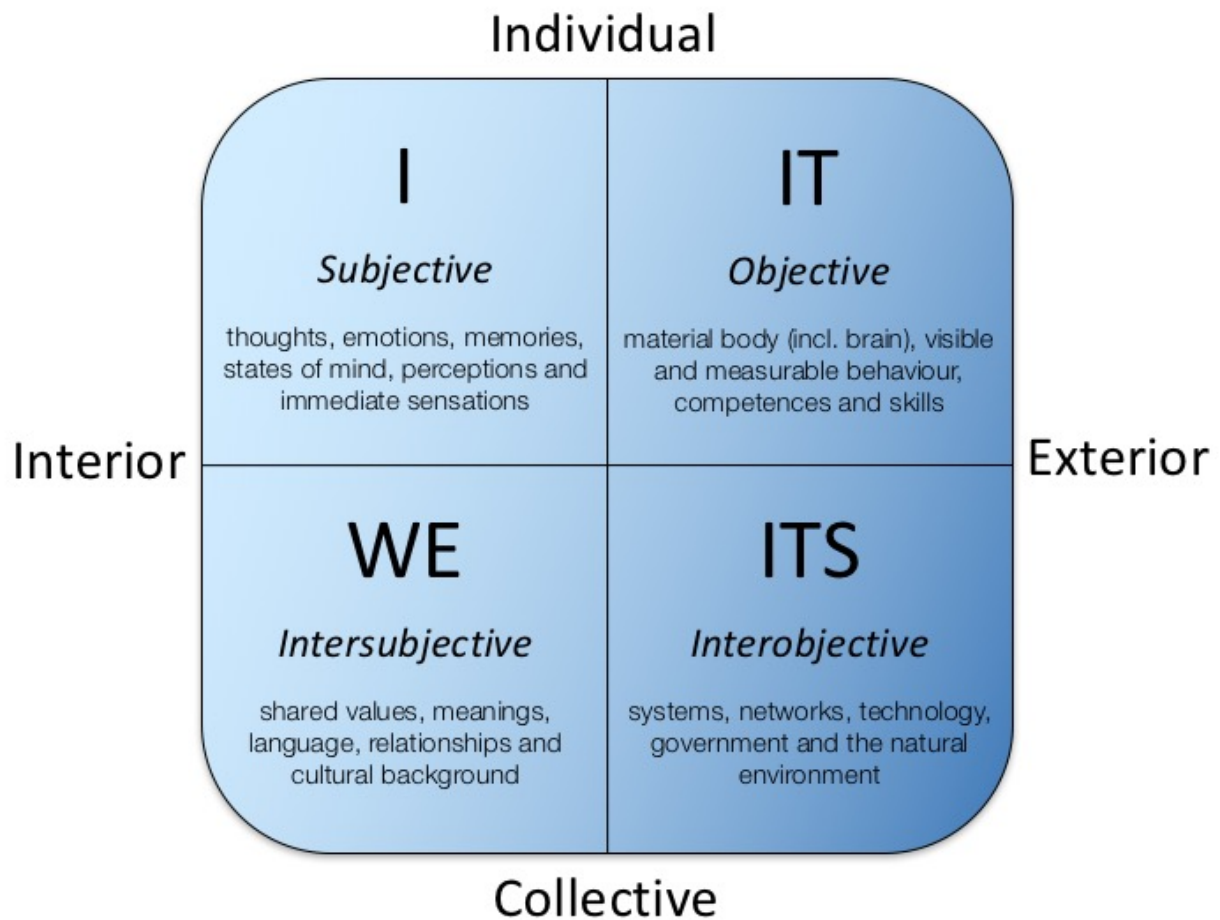
Sources

1 Beck, Don Edward & Christopher C. Cowan, *Spiral Dynamics: mastering values, leadership, and change*. Blackwell Publishing, Oxford, 2006

2 Wilber, Ken, *A Theory of Everything: an integral vision for business, science, and spirituality*. Shambala Publications, Boston, 2000.

tier ¹	# ¹	meme ¹	popular name ¹	structure ¹	motives ^{1,2}	characteristics ^{1,2}	% of pop. ²	% of power ²
2nd being	8	Turquoise	GlobalView	global	compassion, harmony	holistic, global	0.1	1
	7	Yellow	FlexFlow	interactive	adaptability, integration	systemic, conceptual, ecological, flexible	1	5
1st substance	6	Green	HumanBond	egalitarian	approval, equality, community	relativistic, personalistic, sensitive, pluralistic	10	15
	5	Orange	StriveDrive	delegative	autonomy, achievement	materialistic, strategic, ambitious, individualistic	30	50
	4	Blue	TruthForce	pyramidal	order, right & wrong	absolutistic, obedient, purposeful, authoritarian	40	30
	3	Red	PowerGods	empires	power, dominance	egocentric, exploitative, impulsive, rebellious	20	5
	2	Purple	KinSpirits	tribes	magic, safety	animistic, tribalistic, magical, mystical	10	1
	1	Beige	SurvivalSense	loose bands	survival	archaic, instinctive, basic, automatic	0.1	0

Integral Theory is based on the 4 quadrants of I, Me, We, It's.
A great visual explanation of the quadrant:



Empathy - Expanding Empathy towards all living beings, biological or digital

The levels of spiral dynamics, also known as the double helix <insert description> integrated model is built into the Tao of the ACS.

Beige base = Abundance-Centered survival.

Other points of Interest

Jeremy Rifkin's **Empathic Civilisation**

Karl Popper's - **The Paradox of Tolerance**. Don't tolerate the intolerant.

THE PARADOX OF TOLERANCE

BY PHILOSOPHER KARL POPPER*



IT'S A PARADOX, BUT UNLIMITED TOLERANCE CAN LEAD TO THE EXTINCTION OF TOLERANCE.



*Source: *The Open Society and Its Enemies*, Karl R. Popper

PICTOLINE.COM



RSA ANIMATE: The Empathic Civilisation

<https://www.youtube.com/watch?v=I7AWnfFRc7g>

Empathic civilization.

With Mirror neurons humans are soft-wired to search for sociability, attachment, affection, and companionship. The first drive is the drive to belong.

We also want a life that is meaningful.

Selfhood goes together with empathic development.

Around 8 years of age, children learn about birth and death.

Homo-Empathicus denotes being able to show solidarity through our compassion, not just with humans, but fellow creatures.

In the time of the hunter-gatherers, empathy only extended to our family (blood ties). Then, it expanded to our village, our institutions (especially religious) and now it's expanded to nation states. The next step is the expansion of empathy to all of humanity, our fellow creatures, and the entire biosphere.

Empathy is the opposite of utopia. There is no empathy in heaven, as there's no mortality and no suffering. Empathy is grounded in the acknowledgement of death and the celebration of life. It's based on our frailties and our imperfections.

Note: It's expected that a sufficiently advanced technological society will be able to create amortal and eventually immortal beings. Amortal from not dying of ageing and disease, immortal by being able to be digitally backed up, and having so many copies and snapshots, it's effectively impossible to be outright killed.

Todo:

1. Add anti-fragile and collective sense making points.

Notes from Cliff:

- We are in the same online space as everything from Nascar races and Justin Bieber concerts to TZM. So who is this targeting? **Answer - The novel is aimed at Teenagers who will likely help create the transition and live in this world. Likely similar to [Sophies World](#) but if possible with the popularity of Hunger Games and Harry Potter .**
- Likes the somewhat neutral perspective
- Is this about Cultural change or forced occupation similar to the pilgrims coming to America? Answer: More like a handbook that explains some core principles similar to the [TAO of Backup](#).
- Most TZM documents and content is too intellectual.
-

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- Or just comment on this document