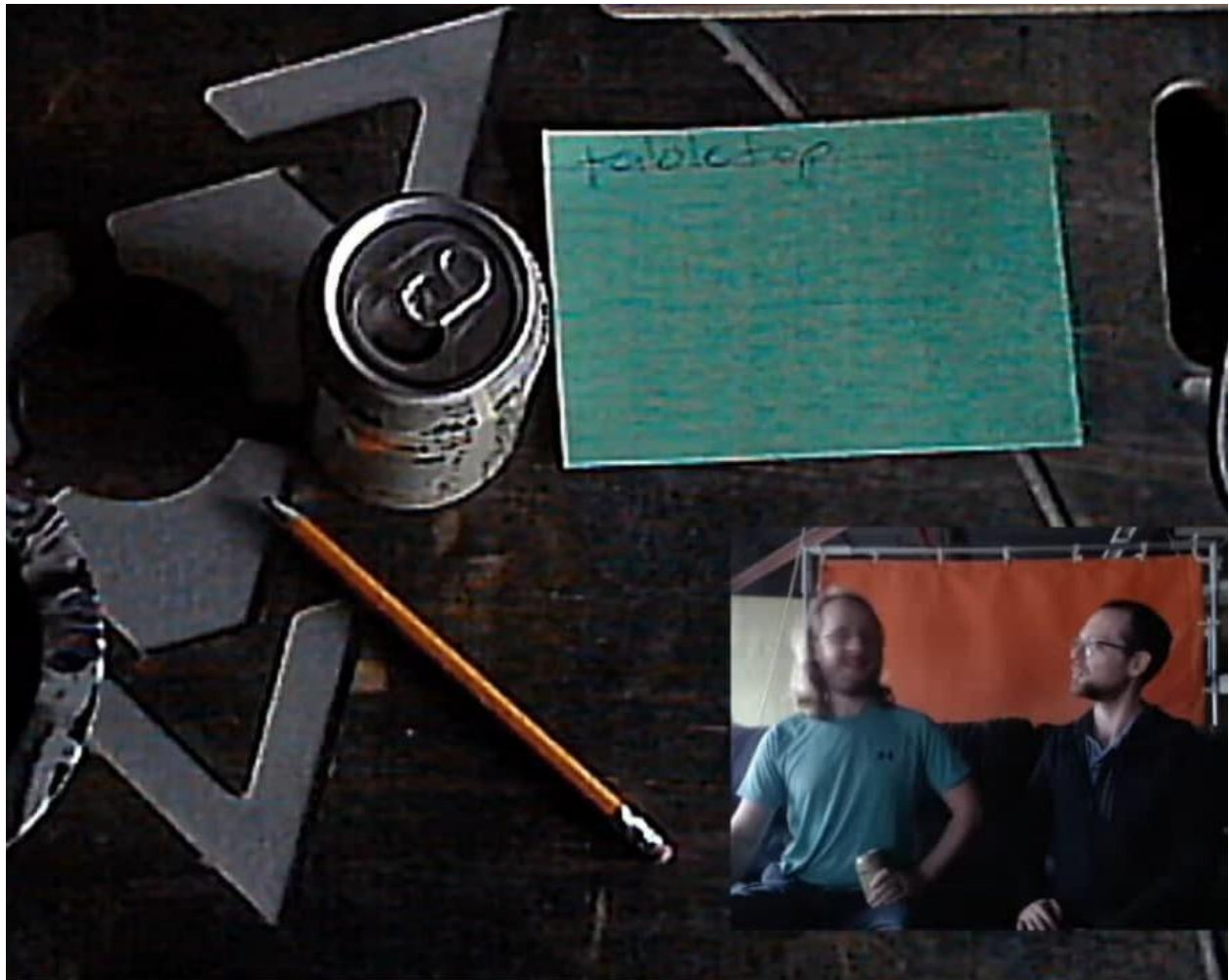


Dev Meeting Series 2021 - 2024 Table of Contents



Timestamps and notable topics covered

Youtube Playlist of all Videos in this series:

https://www.youtube.com/playlist?list=PLm_s2wGgBz4iv5g8Zgyay7SoUxMzFErrg

Dev Meeting Series Complete Transcript Collection Document(Part 1):

<https://docs.google.com/document/d/12aznhYWz1kLgM5vxjAhBQu20Ahee4kH6sa8g6EQxUas/edit?usp=sharing>

Dev Meeting Series Complete Transcript Collection Document(Part 2):

<https://docs.google.com/document/d/177XnBNDAWdgvH2xFvM1bTLyWv5epR69-T5b2jm6riTg/edit?usp=sharing>

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[Meeting 16 - Dreams, Myth and Magic plus Backstory Context of Portal Mountain](#)

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[Meeting 18 - Exploitation of Affect: the Myth of Good and Evil](#)

[Meeting 19 - Reification of Affect: the Myth of Consolidation and Decay \(clip 1 of 2\)](#)

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[Meeting 21 - Animism and the Architecture of Abuse](#)

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[Meeting 22 - The Medium of the Strange Loop and the Structure of the APS \(part2\)](#)

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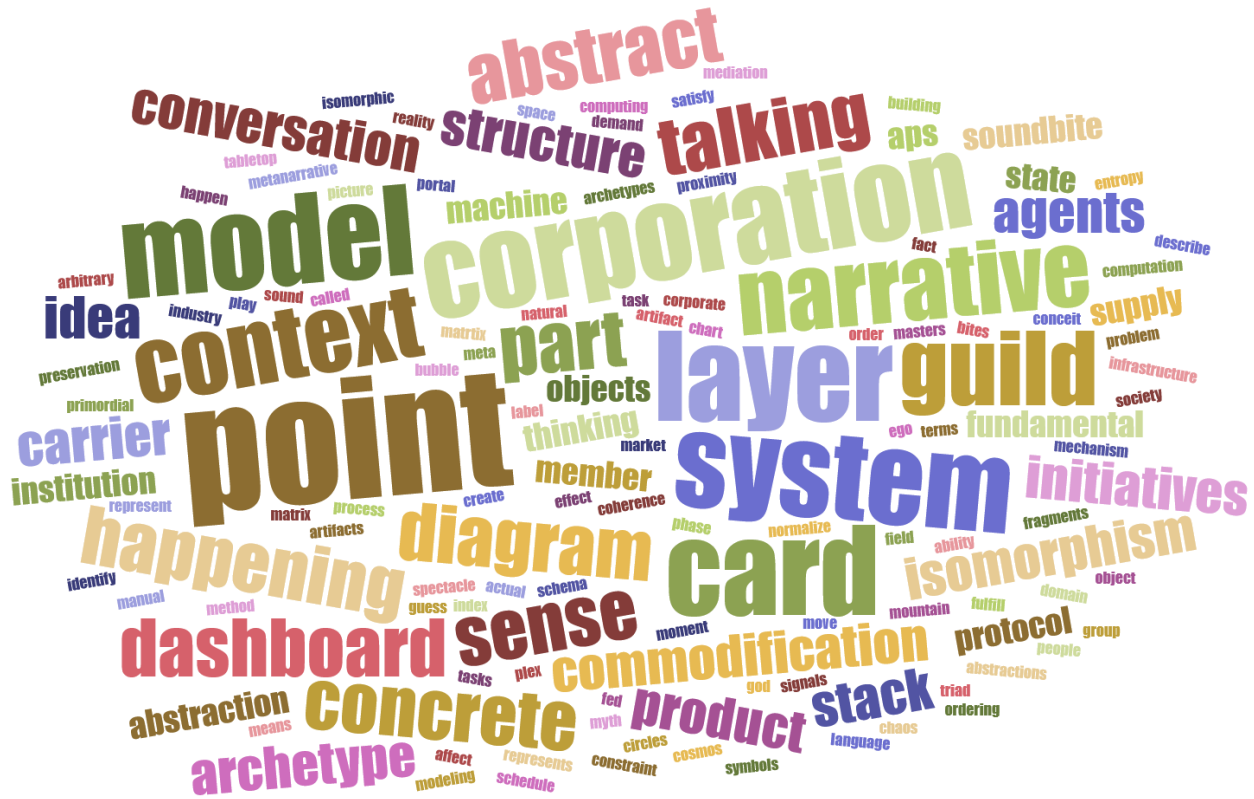
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Meeting Title	Duration	Youtube	Transcript	Word Cloud	Date	
Meeting 1 Perception Mechanics	2:41:00	https://www.youtube.com/watch?v=xuLBHcC42-o	https://docs.google.com/document/d/1fP8jgK3JuTFruki0y8_xypaKkYRsgtH1y3yGEIDr4/edit	narrative diagram signals system plex happening objects artifact spectacle effect fed called sense bubble moment play create actual point	Nov 9 2020	
Meeting 2 Plateaus of Commodification, Primordial Archetypes	1:29:00	https://youtu.be/R1T2-jpBzp8	https://docs.google.com/document/d/1FhEJCtoW_8tBopK6ZT4Cic0jlg26wx	archetypes institution diagram commodification narrative structure primordial state layer phase corporation picture terms point		

			UAG3k_Tkv5VCM/edit	happening talking circles context APS cosmos		
Meeting 3 Guild Organizational Dynamics	2 hr	https://www.youtube.com/watch?v=af9P3Plz3Os	https://docs.google.com/document/d/1YDaR53Uijms9tBDX8KNBmhPWk4H-Bdfghz5BC43fuc/edit	corporation diagram dashboard model isomorphism narrative happening layer thinking point card represents conversation structure product abstract archetype talking coherence abstraction		
Meeting 4 Guild Organizational Dynamics continued	2:40:00	https://www.youtube.com/watch?v=r7CVj73Hzk8	https://docs.google.com/document/d/158iieeNHxZUpGGM-36liboSYSqNwrqmRJoxLn-jAQo/edit	corporation guild dashboard institution corporate initiatives member archetype supply idea stack state part structure natural means tasks masters sense point		
Meeting 5 Ego Agent Matrix (Part 1)	20 min	Dev Meeting - Ego Agent Matrix (Part 1) - YouTube	https://docs.google.com/document/d/1YP1-fh3U_WpH-j/KkXrg_oqTNEsrD5hJEfLiJsmaN78/edit?usp=sharing	soundbite agents ego narrative system myth market mechanism archetype diagram happening commodification conceit metanarrative fragments meta aps process machine		
Meeting 5 Ego Agent Matrix (Part 2)	1:12:00	Dev Meeting - Ego Agent Matrix (Part 2) - YouTube	https://docs.google.com/document/d/11XdOsiK126lC71f6he-AVFZyH6flrZOFSFOxPXvYfcM/edit?usp=sharing	guild dashboard index card agents corporation artifacts model guess system normalize product card abstractions matrix affect machine concrete talking part triad		

Meeting 6 Agile Economics. Product Progression	1:25:00	Dev Meeting - Agile Economics Product Progressio n - YouTube	https://docs.google.com/document/d/1Olx-TVJD_k2C9MRla1CECHDpHYPP84jH6DLt-7MG3Pk/edit?usp=sharing	supply product corporation infrastructure demand mountain chart member method industry portal satisfy manual initiatives guild preservation card field thinking fulfill		
Meeting 7 computational economics	3:40:00	https://youtu.be/GkFzm_kZgC4	https://docs.google.com/document/d/1MLw60CvVbRENE6RpciTDaHJVU4jgZKmGx2858Ef1js8/edit?usp=sharing	domain model system agents problem context point modeling god carrier matrix sense layer idea part fact society sound bites ability soundbite		
Meeting 8 Guild Dynamics (Part 1)	3:10:00	https://www.youtube.com/watch?v=Jsw9AommNSs	https://docs.google.com/document/d/1lhNKNrR6JttN2VWklZ2nl1BG59AkX6SiyTlupmtifTY/edit?usp=sharing	guild happen model context conversation system corporation abstract idea point stack computing layer fundamental dashboard mediation protocol identify concrete proximity		
Meeting 8 Guild Dynamics (Part 2)	33 min	https://www.youtube.com/watch?v=Y5SXuk82lrE	https://docs.google.com/document/d/1c5woguXR-PSYprlClslRKRblHXXH5HWCxdKuTUiSMIEE/edit?usp=sharing	layer model language carrier space symbols computation building people card initiatives conversation guild constraint isomorphism point group		
Meeting 9 System-Mod	3:20:00	https://www.youtube.com/watch?v=Y5SXuk82lrE	https://docs.google.com/document/d/1c5woguXR-PSYprlClslRKRblHXXH5HWCxdKuTUiSMIEE/edit?usp=sharing	system commodification layer model carrier	Jan 10, 2021	

el Dynamics. Products (Part 1)		com/watch?v=76_5pLIHvS8	m/document/d/1Du3EU1zH5Xec-CH5B5uS4taQ9wM-emxnRI--jakV33A/edit?usp=sharing	point abstract concrete entropy stack narrative objects chaos move reality context sense arbitrary order fundamental		
Meeting 9 System-Model Dynamics. Products (Part 2)	30 min	https://www.youtube.com/watch?v=KRQwQlBxRTY	https://docs.google.com/document/d/1HUEvslCaDI3aJaDQAEwM3cxF7_GE9RtzrhkRnl58IFU/edit?usp=sharing	card abstract concrete label isomorphism task protocol talking object schedule tabletop isomorphic abstraction part schema context describe represent ordering	Jan 10, 2021	
Meeting 10 Untitled Audio only meeting 5 hrs (Part 1)		tbd	https://docs.google.com/document/d/1Lz7MfK53xmwFgLZWKrihtfCMvmgenBqhpLaalDRnlr8/edit?usp=sharing	fucking point fact stack cards concrete abstract context part problem abstraction means actual dashboard idea record decoding agent happening protocol		
Meeting 10 Untitled Audio only meeting 5 hrs (Part 2)		tbd	https://docs.google.com/document/d/1VOP_L6ulbjKaqTfJEcyon4EKluMs0aWYn4agCoS1CKws/edit?usp=sharing	fucking carrier media dashboard happening cards representing program agent protocol model point people concrete message roles explicit called world horses (wtf horses???)		
Meeting 11 Chronology of Spectacular	3:45:00	https://www.youtube.com/watch	https://docs.google.com/document/d/1vFW	system point state layers problem archetype roles truth tribe process sense		

Civilizations. Commodification of Life		?v=tP6shoGlgw	W3ZO_hYg8C8UghU_h4T1pUHLgp2fWwhAWOZynBUc/edit?usp=sharing	guild happening reality abstract commodification move fact abstraction context		
Meeting 11 Chronology of Spectacular Civilizations. Commodification of Life - Pre Meeting 1		tbd	tbd			
Meeting 11 Chronology of Spectacular Civilizations. Commodification of Life - Pre Meeting 2		tbd	https://docs.google.com/document/d/18H_ki--xjkC754bYjt7_zEoT_MlxVhEZjhd2wS_z5RJ0/edit?usp=sharing	doo fucking point testing talking people recording elders chat problem guild janet jackson carbon youtube system drunk tribes thought beer cans isotopes		
Meeting 12 Polyverse Carrier Stack Media. Zettelkasten Game, Mind Map Refactoring	4:20:00	https://www.youtube.com/watch?v=1dGsZxlXOsw	https://docs.google.com/document/d/13jELcyj-5BUf-uODtQMCweatKcRsu4gx0kJ0ujXEK/edit?usp=sharing	agent system carrier niche medium process describe idea ego entropy energy dissipating abstract number stack soundbite experience recognize resonance species		
Meeting 13 Entropy Stack Myth Polyverse. Word vs Number. Mind Mapping. Deck	1 hr	https://www.youtube.com/watch?v=5J3pufP5jZM	https://docs.google.com/document/d/1mfyY71Z9MZdQY_9vuSJKdoAN5lrjXKFhe2XJJGoZhgwge	activism layers model stack question interaction agents people terms point mechanism agencies world problem carrier mind meant complex adaptive system seed happening	Mar07 2021	

Protocol - Part 1			dit?usp=sharing			
Meeting 13 Entropy Stack Myth Polyverse. Word vs Number. Mind Mapping. Deck Protocol - Part 2	3:10:00	https://www.youtube.com/watch?v=l80qiMLpbuo	https://docs.google.com/document/d/1bD01hkHxgtjyN387yw1Bprtl-cBCFWfNuC2D_PsAs-k/edit?usp=sharing	carriers idea guild model stack energy protocol talking agent point environment mind mapping layer problem books actions game entropy world fact	Mar07 2021	
Meeting 14 Dev Meeting - The Meta-Religion: Inanimate Objects and the plight of the Living Being	4:45:00	https://youtu.be/BKmxE3v6UUK?t=197	https://docs.google.com/document/d/1ljwDTZJf1JSImRJJySI9ACof2V0puO02cQpdJI90pJU/edit?usp=sharing	system problem means point process reification currency market idea activity happening objectivism objects thought religion completely fact living superstition (part 2) gender myth ritual mythological point reification talking male part aspect model question roles feminism mythology female people woman lose english	March 21, 2021	
Meeting 15 The Meta-Religion pt2: Areas of Concern. The Routine of Fundamental Meditation	3:56:00	https://youtu.be/zcSt-RtHsrc?t=120	https://docs.google.com/document/d/1bZSCkWt-xXvzK5thCN9jpsVly3abjwUGOXo6Giyei5E/edit?usp=sharing	point meditation layer system built words narrative context society mapping abstraction activity shelter organism environment object body breath affect structure	April 04, 2021	
Meeting 15 The Meta-Religion pt2: Areas	1:07:00	https://www.youtube.com/watch	https://docs.google.com/document/d/1GugY	game fundamental guild membership abstraction tabletop member concrete point people	April 04, 2021	

of Concern. The Routine of Fundamental Meditation (part2)		?v=ANtk3eAR55w	FLadwt9Bc7t54lvR7-zNZJ3cJlyRxLDKqx3eMQs/edit?usp=sharing	protocol cards structure layer fucking assume board card stack established		
Meeting 16 - Dreams, Myth and Magic plus Backstory Context of Portal Mountain	3:59:00	https://youtu.be/NwXrAK_CXXk?t=61	https://docs.google.com/document/d/1-87YhgmvmMcNxyAatEFcyMfLrN7sGqcNhZ-EGiLW8ywM/edit?usp=sharing	talking guess stack objects layer bootstrap protocol magic system commodification great context model thought myth narrative idea reality point part	April 18, 2021	
Meeting 17 - Dreams, Myth and Magic pt2	3:25:00	https://youtu.be/NSzM-Ybfl5s?t=153	https://docs.google.com/document/d/15gxCL1LttNII5CSHDLYCVLGojynjKY2TwKgNOQghUJNQ/edit?usp=sharing	magic moment narrative soundbite stack diagram ego archetype lucidity experience fact sorcery element point system model context layer sense		
Meeting 18 - Exploitation of Affect: the Myth of Good and Evil	3:58:00	https://youtu.be/Fhl6DW86j4I?t=99	https://docs.google.com/document/d/1UsAwl9qcAgn1dE_ANRSYLFOjazQo3mUYes8VYle5mA/edit?usp=sharing	system point soundbite evil words narrative archetype ontological good model sound bites ego experience myth effect power context process fact reification	May 09, 2021	

			lazy			

Meeting 1 Perception Mechanics

Dev Meeting - Perception Mechanics

Youtube Link: <https://www.youtube.com/watch?v=xuLBHcC42-o>

Transcript:

https://docs.google.com/document/d/1fP8jgK3JuTFrukioy8_xypaKkYRsgtH1yy_3yGEIDr4/edit

Date Nov 15, 2020

First Hour:

Perception Mechanics Char (new, large, multi-area chart)

Narrative - APS

Space (Topology, memetics)

Hypernarrative - Metanarrative

The "Brain Chart" - Signal

1:43:00 Narrative -> Consolidation

2:18:00 Affect from Brain Chart

2:22:00 Affect -> Conceitedness - Altruism

2:29:00 Proximity Complex

31 Planes type perception

2:37:00 sympathy - empathy - proximity - ISO

Meeting 2 Plateaus of Commodification, Primordial Archetypes

Dev Meeting - Plateaus of Commodification, Primordial Archetypes

Youtube Link: <https://youtu.be/R1T2-jpBzp8>

Transcript:

https://docs.google.com/document/d/1FhEJCToW_8tBopK6ZT4Cic0jlg26wxUAG3k_Tkv5VCM/edit

5:00 Updates of the large chart

12:00 layers of the Neural OS
-note about mechanics of the mirror diagram

13:30 Modes - Phenomenology

18:00 Primordial Archetypes. What to point the memplex to - self-reference

32:00 The State of tThings

34:00 Switching Modes

36:00 Flower Chart. Plateaus of Commodification

1:07:00 Corporate Structure, Portal Mountain

1:10:00 Scope of Operations/Dashboard
-notice the dashboard is within the horizon

1:14:00 Real Estate archetype. State of Things

1:18:00 Meta Corporation - AO - Cept - Meta

Meeting 3 Guild Organizational Dynamics

Transcript: Dev Meeting - Guild Organizational Dynamics

Date: 11-22-2020

Length: 2 hours

Youtube Link: <https://www.youtube.com/watch?v=af9P3Plz3Os>

Transcript:

https://docs.google.com/document/d/1YDaR53Uijms9tBDX8KN_BmhPWk4H-Bdfghz5BC43fuc/edit

First 8 minutes = technical difficulties

Review of Perception Mechanics Chart

12:00 Topologies of Space

- Model based ISO

16:00 Consolidation Details

18:00 Topologies, Navigating Spaces

19:30 Nexus Chart. Description of Right brain emergence of neural net activity

23:00 Neural OS Layers

28:00 De-Programming. Neural OS - Physical

39:00 Brain Chart -> Affect

41:00 Affect Complex

1:09:00 Corporate Structure

- Reward and Punishment

1:13:00 The Guild - The Corporation

- Products

1:18:00 Guild Dynamics

- Model view of our corporation (bootstrapping portal mountain etc)

1:23:00 The Dashboard

1:27:00 explanation... hand off?? (unknown notes)

1:30:00 Corporate Organs, Dashboard

1:33:00 What to do about Chaos?

- The heat death of the universe

1:36:00 Dashboard.

- Conversation Engine
- Social Network
- Accounting Framework
- Metatext Database

1:41:00 The Dashboard. Reputation, web of trust, p2p networking

1:44:30 RECAP and NEXT

1:46:00 Good Dashboard Talk

1:49:30 Rolodex Protocol

1:51:00 The example - Derail (context)... (?unknown note)

1:53:20 Metatext Database (context)

1:58:00 Using the product to bootstrap the product

- Neural OS layers

2:00:00 The Zen Corporation

- The Cardbox Game

2:01:00 Becoming Statesmen

- The products, field manual

Meeting 4 Guild Organizational Dynamics continued

Transcript: Dev Meeting - Guild Organizational Dynamics continued

Date: 11-29-2020

Length: 2 hours 40 minutes

Youtube Link: <https://www.youtube.com/watch?v=r7CVj73Hzk8>

Transcript:

<https://docs.google.com/document/d/158iiieeNHxZUpGGM-36liboSYSqNwrqmRJoxLn-jAQo/edit>

???:?? The Meta-Product

17:00 Potentiality

21:00 The mental Implants

- Corporate Value Framework

Spreading from Peer-to-peer Business-to-Business

23:00 types of Dashboards

- 29:00

34:30 The Natural Concerns

36:00 Shelter as Archetype

38:00 - ???

40:00 Corporate Activity - Initiatives

43:00 Replacing Profit Motive

- Initiative and Fulfilment
- Corporate -> Field Manual
- Org <-> Education
- Mediation requirements

50:00 Corporate Positions

- Archetype mechanics
- Horizon

53:00 Rhizomatic - Flat - Holarchy

54:00 Corporate Organizational Dynamics

55:00 The Role of the Grand Master

59:00 ??New chart?? State Archetypes

- Corporate Structure <-> Natural Guilds

1:09:00 Everything is a Guild

- Opening up a space where others are part of self
- The (Guild) membrane

1:12:00 Consultancy Corporation Hyperstition

1:13:00 Commodification Business-To-Business

- The Economy

1:15:30 Mediation Requirements

1:28:00 Meta about Natural Guilds

1:52:00 Corporate / State Person

1:55:00 Personal Archetype Stack

1:56:00 The Economy - Demand and Supply

1:57:00 Inner Experience of Needs vs Profit

2:00:00 Demand - Supply - Facilities

2:01:00 Specialization

2:02 Serving two masters (nondual)

2:03:40 Supply&Demand vs Demand&Supply

2:05:30 - Efficiency

2:11:00 Demand & Supply

2:12:30 Initiative -> Fulfilment -> Feedback

2:13:00 Demand & Supply - Grand Mastery

2:14:00 Government - GM/Master

- Satisfied by the every constraint of the mediation guilds (???)

2:16:00 Egalitarian , yes, but... (?)

2:20:00 Institutes

2:22:00 Validation - Immunity (Side Point)

2:23:00 Human Resources

2:24:00 Corporate Tasks

- Institution <-> Corp relationship

2:26:00 Archetypal Soft Skills

- Corporate <-> Institution = Many to Many

2:28:00 The Meta-Schedule

2:29:00 The Web of Trust

- Voluntary Nature
- Non-compete

2:30:00 Participant Coherence

2:31:00 Corp/State Person

Meeting 5 Ego Agent Matrix (Part 1)

Dev Meeting - Ego Agent Matrix (Part 1)

Date: 12-06-2020

[Dev Meeting - Ego Agent Matrix \(Part 1\) - YouTube](#)

Transcript:

https://docs.google.com/document/d/1YP1-fh3U_WpH-jVKkXrg_oqTNEsrD5hJEfLiJsmaN78/edit?usp=sharing

TOC

2:20 market machine, commodification of life, positive feedback of APS projection

3:25 Ego

4:05 Agents

6:25 Soundbites

7:00 simple enough for a child

8:00 primordial myth

8:45 gender myth

9:40 critical theory owch

10:20 market of ideas

11:20 ego stack ego structure

12:12 hypertextual-metanarratives

13:20 ego - coalescence of ego - conceit

15:15 GTG

15:20 ego - conceit, narrative, soundbytes

17:00 ego producing multiple agents

18:00 myth

- "33 myths of the system" comes up

18:30 archetypal myths

Meeting 5 Ego Agent Matrix (Part 2)

Dev Meeting - Ego Agent Matrix (Part 2)

Date: 12-06-2020

[Dev Meeting - Ego Agent Matrix \(Part 2\) - YouTube](#)

Transcript:

<https://docs.google.com/document/d/11XdOsiK126lC71f6he-AVFZyH6flrZOfSFOxPXvYfcM/edit?usp=sharing>

TOC

PART 2

0:30 ego as mechanism with useful definition
-ego-agent-soundbyte-matrix

1:35 reality tunnel

2:30 continued diagram explanation
-explaining that what were describing is usually the normal terrain.

3:30 market machine in dys form
- dealing with the problem of counting (categorization)

7:00 the whole discussion around we are not calling things bad or adversarial. us vs them etc.
were just trying to describe.

10:00 delayed consequences of decay at the upper strange loop stack - plateaus of
commodification

11:30 karmic black box

12:30 still recapping that what were describing isnt "bad"

16:00 agency in the world

18:00 recap

- nihilism myth worldview

20:30 positive-negative feedback loops

- market machine - guild

21:30 the hunger seeker algorithm. system snuffing out the model

22:00 affect, dopamine - market machine maintenance

23:00 counting/categorizing, value

- something cant be counted if it doesnt belong to a category

26:00 affect built into soundbyte

27:00 what were seeing in the spectacle matrix wise, transition time, to new chart.

29:00 walking through natural guilds,

agile economics,

industry, etc

32:00 Product development.

35:00 natural guilds continuing on. - technology, index card example

- dashboard as computation

-lots more details about industry

41:00 corporate structure

42:00 temperament vs hgma dev discuss hints

45:20 fixes the product structure

portal mountain

corporation

index cards

dashboard

- "sub projects"

47:00 ongoing development

48:30 data, and general description of natural guild artifacts

49:00 ongoing breakdown of industry, products...

up to 1:14. same topic

Meeting 6 Agile Economics, Product Progression

Dev Meeting - Agile Economics, Product Progression

Date: 12-07-2020

[Dev Meeting - Agile Economics, Product Progression - YouTube](#)

Transcript:

https://docs.google.com/document/d/1OIx-TVJD_k2C9MRla1CECHDpHYPP84jH6DLt-7MG3Pk/edit?usp=sharing

TOC

7:00 demand and supply

10:00 ongoing explanation

18:00 guild institution chart explanation

19:30 mapping surprise

21:30 recap of industry guild, specifically our products

26 linking up four products

28:00 provision

31:30 upending the facilitation industry

you wont get to be supported by the network unless youre certified as a cool corp which uses our model

35:00 still rambling, dashboard mentioned, quantification

38:00 still dev

39:00 product column

*** lots of dev in the dead end?? cool dev tho?

54: more stuff, extrapolating out further. an example of dev which may or may not be useful

1:23:00 etc.

Meeting 7 computational economics

Dev meeting - computational economics

https://youtu.be/GkFzm_kZgC4

Transcript:

<https://docs.google.com/document/d/1MLw60CvVbRENE6RpciTDaHJVU4jgZKmGx2858Ef1js8/edit?usp=sharing>

TOC

10:10 recap-agenda

11:30 agile economics introduction

- how to build society not the breakaway civilization

12:30 not-communism the guild, the model

14:30 modeling the domains of behavior

- not everyon has to do it all

20:00 dustin arrives

22:00

26:30 problem domain - ontological matrix, faced by the agents, tasked with resolution

29:00 matrices - agents. mesh-matrix. (metanarrative?)

31:00 break

32:00 dustin starts table saw

32:30 a machine, interatigng in a structured way to get things done in a problem domain.

-soundbytes as definition of interactoin between agents

33:10 soundbyte - self contained memetic algorithm

-soundbyte slots into larger existing meanings. (think smallest unit or cluster of meaning relationships)

35:00 explaining soundbyte processing heuristics

35:30 expressing the problem of losing sight of the loop, the usual grand problem being expressed in this particular domain of behavior

36:10 soundbyte-to-soundbyte web (indras net etc)

37:10 yet another explanation point of the problem of expression. that it has to be maintained constantly.

37:45 carrier definition, noise definition. organizing signalling of each carrier level.

39:00 still carriers elaboration. signals/noise

- also the secret of how to build back down the stack within each layer by speaking the correct language (next video post-live hidden tracks discussion)

40:30 maintaining constraints

-you're effecting changes on a medium that medium is maybe growing plants soil and air and temperature humidity etc.

42:00 target object / commodity - (revisit this pls)

- commodity dynamics hmmmmmm... how to detect what is a commodity.. this is trade guild problem.. making sure that what comes in is what's needed

44:30 still commodities

44:45 Identity Politics explained very quickly

-that empathetic relationship proximity complex

46:45 that loop again. the typical neglect

49:00.

- (setting up corporate structures with these programs. being triggered by for example the paying for an order at a restaurant and the corp springs into action upon completion of payment)

52:00 ongoing explanation of carriers and domains. the modeling itself thing. this is the topic that came up in the next episode.

- modeling domain models the agents that do modelling. so we need to insert the modeling domain into the agents that do model...?? anyways u get the idea

- the basic bootstrap

- model the memetic model, domain modelling system.etc etc 54:00 zhenya going completely nuts

54:30 ask question. jump from concrete to abstract ok but how to jump to memetic (I think)

56:00 still going.

- at that point, links up to the archetype stack, the ability to go out to the larger context the tree of life the bigger picture, all the layers, all that has to be iso WITH, etc. praise God.

58:00 back to the garden. reversing the breakaway civilization

59:30 recap of domain modeling

1:01:00 holonic isomorphism, tree of life

-modeling ourselves within our social interaction. (did he say like a kind of two tiered translation spacebetween personal and social)

1:08:00 back?? a just and civilized society.

-guild institution/corporate structure

1:09:00 computational domains. agile economy

(side thought mike provided the concrete snake shape of narrative in the dashboard)

1:11:00 detailing initiative corporate interaction? members?

1:12:00 interruption

1:13 demand and supply modeling computation within a domain. computation is how to fill a demand. demand comes from the existence of an individual just being there and also what they express.

-(the problem of abstraction, mentioned)

1:19 computation, cardboard game, agents into model, model back into agents, implating memetic system into the modeling that's in the agents which becomes the basis for the game, the guild. ladies and gentlemen.

-this whole thing is basically seeing how fundamental guilds work. to see the most basic structure of what's being reflected out into the social as media. Isomorphic media. Mediation guild is one of the fundamental guilds.

1:20:00 agents on a carrier, modeling a domain, with feedback.

1:22 fractal of interconnected archetypes. the archetype stacks, finding boundaries. steamrolling alien contexts unnecessarily

- sounds like the typical problem of expression, of projecting models as navigation.

1:25:00 responsibility. the problem of the cold market machine.

1:27:00 decay-entropy. cancerous runaway portions of the stack.

1:28:0 conflict resolution

- third party mediation

1:29:00 conflict resolution continued not the parents fault necessarily. law gets in the way, not able to constrain the child for fear of law

1:30:00 children in adult bodies.

1:33:30 rights of passage continued. fake rights of passage.

1:35:00 true adulthood.

-well centered perspective, spiritual adults-membership

1:36:10 monologue. spectacle perception. responsibility of the navigation of spectacle.

-participation as just following instructions

-the ability to learn in context towards iso/harmonization

1:38:00 society prefers to raise Participants

- false discipline

- the emotional part of what we do what we do :D

conundrum - immoral or moral black and white ideals

without context shit doesnt fly

heavy breathing

1:40:50 I hate monologing lol

1:41:00

-recap computatoin fomalizing processes within a domain, where you apply agents in a matrix, also where yo uaaply a model to interface with the artifacts oin a carrier, overlay all that with a memetc model so its isomorphic.. etc.

1:42:30 agents within a domain.

operations

1:44 moving towards the card game, facilitation. discussion on fulfillment. planning, execution, etc corps.

1:45:45 abstract concrete example

1:47:00 everything is unique is a generalization, once again this type of thing is not something to be fought

1:48:00 synthetic neurological computation. two phases. constricting, taking something and constricting down.

constricting and expanding, the cycle of carrier stacking). oh yeah. carrier stacking. that's right.

-(this topic is taken up in the next video as well)

-this phenomenon we call a pattern.. symbol set as a grammar into infinite variations.. AMGH... (HGMA)

-1:53:30^

-1:50:51

BIG TOPIC the layer enveloping embedding.

-computation->implements agent-carrier protocol schema. implements the first?? . model schema used for the deck protocol

computational schema talks about domains. agents use computational schemas. computational schemas need to model the agents.

1:53:00 still going. explaining agents in economy market machine, etc

1:53:30. articulating the loop - very difficult- pay attention - . zhenya again describes the loop here.

1:57:00 [starts messing with the video settings]

sentient machine stuff right:>?

-cardbox game. how it's oriented. along the above described domain model - memetic model. (this is guild dynamics right)

1:59:00 modeling of the model. the deck model schema. pragmatic meta-product

2:01:00 cardbox

2:01:10 the card game expression will fall apart immediately if it does not account for the whole.

2:02:00 money has the laundering effect, you don't recognize what comes from where. can't keep track of it, can't know about your commodity, no accountability possible. (interesting discussion of the responsibility of demanding goods). (ha ha healthy consumer discussion bring up later)

2:04 capitalistic motives, driven by profit is the issue. its not come and go satisfy a demand and let death do its thing.

- "made in ____ tags missing" example.

2:05:45. the usual problem between concrete and abstract articulated in yet another domain (trade)

2:06:30 the concept of demand and supply vs the concept of supply and demand (didnt go there?)

2:07:20 plateaus of commodification

-utilizing pure potentiality

2:08:30 great success!. the idea of a solution. philosophy discussion

2:09:25 "what matters is good self organization and good community organization"

2:10:00 philosophical continuation

2:11:00 the soundbite effect

2:12:00 the matrix scenario becoming an agent. becoming an agent of the system. examples

-system grinding everyone

2:15:30 you have to become agent smith. my landloard will throw the knife at me.

-break

2:24:00. were back. sentient mschine

- model itself with the memetic model

-overtime discussion

-exhausted our fuel.

-discussion of having a schedule to plan the livestream. - becoming professioals.

2:26:00 the idea of having q and a. reconciling memetic foreground and background .

2:28:00 archetypal-academic speech. being correct but not having anything to do with anything!!

-context becoming such a huge deal.

2:28:50 intersecting a narrative. making a relationship. the concrete relationship.

2:30:00 everyone having their own piece of the puzzle to offer, hints at the need for soundbites.

-mythologies. modeling as part of heuristics. embedding the model. how to model models. how to model agents, how to model the model within the agents. carrier dynamics ?

2:31:30 the tribe of one that we are just ourselves. the larger metanarratives. we are communal people.

2:32:45: things can get off course. were all guilty of this. none of us can do this properly, this ideology. its hard to do its more of a glimpse into something.

-each person having a piece of the puzzle.

- a very common piece, the fundamental guild membership

2:34:00 functioning through truth?? what are u taling about zhenya. ahh still humility and im not there yet and were just trying to express this model to other fellow travellers who are also tying to figure out this holonic orgnaizational type stuff. and if we try to work to gether we cann step into it and something can fundamentally shift towards the group dynamic of the carrier. (media etc.) -2:35:30

the problem of assertiveness as someone who is trying to express certain isomorphisms.. or dealing with materialistic judgements (common major failure of existence)

2:37:00 authoritative expression as the being of existence.

- nature as a particular kind of machine. (not a market machine) - behavioralism etc right a value exchange system.

-trying to peel apart the issue of value as a mental thing or a matter of context. value as power and as medium / capacity. how the pieces fit together too

- cant cut a piece out and say this on its own is valuable. dissecting the living organism and killing it.

-issue of breakaway civilizaiton valuing theings beyond the level that something breaks badly

2:40:00 continuation of value explanation. experience. question of fiat. do we inject value due to externaly inserted value system or has it been of the individual experience to like or not like something from its own experience and give that a higher or an exclusive weighting of consideration.

2:42:45 frame of reference. relativity. (physics = largely isomorphic and interesting, a concrete link to physical reality.). metaphor yes, analogy all the way down etc, analogy-logic. -2:45:00

2:45:00 carrier details... protocols, separate stacks, carriers,

2:46:00 special encoding technique explained continued

2:47:50 cosmicpranksters chart explained.

2:49:00 false impression (yup , delayed acknowledgement of some aspects of this explanation.)

2:50:00 breaking down cosmic's theory

2:54:00 true false convergence. true spot in the middle is not definable the false one is definable.
- sloppy drawing.

2:59:00 back. why this is all important. where authority comes from, its own structure
-the breakaway civilization the great axial war.
-growing up. self actualization, self realization, in which you will become your own government.
-very stunted.

3:00 benefits of politics, government
-corruption, addicted to the function itself. dopamine hit for processing people according to a set of rules.

-context discussion, waiting for a ride.

OVERTIME

3:02:00 overtime. the idea of having the be right back screen. what to do with this livestream.
- lol zhenya explain where authority comes from and why its not either of us. and zhenyas trauma that he feels like people accuse him of being a cult leader and having to deal with the image of feeling like a leader or a spammer when youre trying to share the dashboard, portal mountain etc. the problem of diplomacy. the cult with no followers, lmao.. yeah its cool but no worries.

3:05:00 zhenya still talking about his traumas from the sots lobby and certain people etc
-zhenyas speech impediment. people not able to understand him just because of his perspective or frame of reference for his normal experience of reality.. communication requires bridging. temperament studies and percentages is also interesting conversation at this point.

3:07:00 -superiority complex lol

-fiat, viable systems, chicken and the egg problems.

-challenge against the signal itself not necessarily the content. a matter of protocol to dismiss etc.

3:09 angles of ingress. refusing to bend backwards (across ingress ;)

3:10:00 pat robertson. personal journey from atheist perspective. ridiculous christians. 20 years later here we are fundamentally going we know why he is doing it and he cant help himself either. not right but not wrong. not wrong in that he understands the human psychology he is a sorcerer, psychiatrist, marketer, lizard brain manipulator etc.

3:12:00 market machine, sounding great thaaaaannks!

3:15:40 - back from break.

3:16:00 - zhenya reaching out to transition

- pieces of the puzzle, already existing organization.
- suffering from the problem of consensus (democracy etc) an uphill battle of popularity contests, having nothing to do with merit.

3:18:00 dustin arrives after work

- self discipline as authority.
 - authority genuine or not.
- zhenya makes distinction. fulfil a desire or a need.
- genuine = from the body lol..

3:20:00 zhenya continues authority discussion with dustin

- legitimacy of authority. (is law legitimacy itself or an abstraction of it)

3:22:00 comparing the model with various different countries. intersecting their narratives, the concrete of many mines of what a country *is*

-corporate interface 3:23:00

3:23:30 -separate of religion and state should be separate, but is it???? religion is just what the people currently believe to be true (relevant to some specific domains of behavior). technical definition of religion.

3:24:30 schooling, certification, commodification.

- teaching your children to participate in these systems, teach responsibility, etc, a good worker a good profesional, to survive in todays cultural carriers as a valid agent of reality.
- not the church but the school. re still have the same way of believin things.
- upgrading the social os, memetic, etc.

3:26:00 continued church discussion

- corrupt systems? class labels, gaming society. social warfare. size of the bank account size of the transaction. relegated to a number.
- you can live in a virtual world with cash and buy whatever you want just say words and people do things. so the way to describe this is through the structure of the organization of people together (social - shared)

3:29:30 brian jump in lol.

- work in our system then stand by our standards. its normal yes for a state to want to control the certification, creating a wall, the shelter of siciety itself to say that we have our standards and when you join up to this coundtry you may have to recertify or at least do some normal bridging program from one country to another.. a tailored approach to whats there and whats here and making sure that whats needed to be known to safely translate the profession translates from one region to another, this is just a basic bridge, normal thing.

3:32:00 zhenya gets back. universal standards for everything, . zhenya hung up on authority issue.

3:32:30 love your enemy: a fucked passage. who is your enemy. who you love is not your enemy. fallacy. you can only remove the category of enemy from appearing onto perception of reality.

3:34:30 good and evil

-psychopath discussion

3:38:00 -nature v nurture

Meeting 8 Guild Dynamics (Part 1)

Dev meeting - Guild Dynamics (Part 1)

<https://www.youtube.com/watch?v=Jsw9AommNSs>

Transcript:

<https://docs.google.com/document/d/1lhNKNrR6JttN2VWklZ2nI1BG59AkX6SiyTlupmtifTY/edit?usp=sharing>

Date 12-27-2020

Duration 3:09:00

TOC

5:00 review of computational economics

- model vs system usual thing.

7:00 corps fulfilling initiatives, corp as interface to the external world. legal govt, social systems. to understand the commodities tat the corporation interfaces economically with other entities.

- the language the external world understands.

- the interface for the individual guild members, the people in this system, (intuition) system-model dichotomy.

9:00 - intuition - function - interface

9:30 perception mechanics

- guild dynamics as check list (?)

- it seems like a small little model but its encompassing a kernel and whats needed so a limited set of possible constraints in certain systems.

10:45 guild dynamics as the expressive mediated, shared, out towards the other, reflection of whats within oneself in the model, the isomorphic model ideally.

11:45 groups sharing membership identity (fundamental guild. shared media. projection of holonic/triadic organization

12:50:00 proximity guilds

15:30 proximity guilds example identities sweeping floor or training muscles. multiplicity of identity.

19:00:00 question from jacob regarding multiplicity of self. nice theme that echoed through the stream a few times

22:30 identities transience

24:00 proximity guilds being concrete - spectacle

- concrete - relationships, instances, current context etc
- people and groups (proximity guilds).

28:30 bring up the guild dynamics example chart

- fundamental guilds are fundamental to all proximal guilds. all proximity guilds are the network guild belong to the network guild.

31:10 responsibility of every guild. you mediate yourself in the same way as every other member. this is a social sharing of behaviors and interlocking of puzzlepieces, the how to do each part. mediation of a corp.

33:30 how does this model help people do what theyre normally doing.

- a self awareness, seeing itself. shifting of values. (Natural Values)

34:30 self responsibility. the sources of motivation

37:00 critical theory btfo

- the problem of seduction.
- works for us

38:15 back on topic.

guild from inner perspective

39:20? multiplicity of identities

membership network - mediation?? the meat and potatoes of guild dynamics. The Guild. mediation all together.

41:00 mediation guild elaborated through the Natural Guilds

41:30 corporations are using guild dynamics for their internal functions to satisfy initiatives.

- natural guilds as constraint stack as usual. not quite like archetype stacks but starting with education it seems to line up still anyhow, but this stack may be a bit far off.

43:00 continuing explanation of stack still education.

43:20 immunity, stacking phenomenon. always taking care of lower layers whenever you move up a stage.

you're just revamping what you've been doing in a more elaborate way.

45:00-(review comment. immunity of the most fundamental thing - YOUR WHOLE MODEL IE EDUCATION. - being insanely important and critical what is your map of reality through which you function!!!)

47:10 what is unifying all the corporations - guild dynamics, what's seen from the inside of that, the "user experience" the inner workings etc. (note facilitation as corporate service)

48:00

50:00 recap fundamental guilds and their constituents. natural guild stack proximity stack etc.

-what does the landscape look like to a member [pulls up guild dynamics chart

53:30 finally finishes describing the chart of guild dynamics.

-note about how it's all transient it changes moment to moment.

-also coherence aspects, connecting to the network, the web of trust giving you a view of coherence of those around you by how they're connected to you .

- offloading functionality into the network

- proximity as different identities. (note about the missing loner guild in the chart.

55:20 -takes break. tackled mediation, summary now we can come full circle, back to the last time's discussion about computational economics.

-embedding domain modelling into carrier modelling

-convoluted but necessary. top tier guild dynamics.

56:30 -the problem of just trying to write the cardboard game instruction manual.

1:13:00 unmutes from the break in the middle of talking about cepttr

- lots of discussion about cepttr including some things that the cepttr team would be interested in hearing because we introduce a couple views that we believe are superior to our perception of cepttr ontological details.

1:16:00 holotrees "you heard it here first folks"

- the problem of just making the same things that's just going to succumb to the garbage AI blob, become consumed.

1:20 agent centric, but to do what, the repetition of the same story. holochain/ceptr though brings an isomorphism into the technology stack. an important piece of the puzzle. agents talking to each other rather than a bunch of calculations returning values.

1:22:00 computation (sentient machine, synthetic neural computation). bringing this back to the previous video. ceptr as synth neuro net

-ceptr as major credit for guild dynamics. loopback strange loop of the model of the network within the virtual machine and a model of the virtual machine inside the network. this is how we arrived at fundamental guilds to begin with.

- cross? pollination. lol.

- not having a product yet

1:24:00 connection with ceptr. continued

-credit where its due and a recap of the parts that zhenya wants to communicate to the dev team in due time to tell them that there are certain parts of their model that doesn't seem quite isomorphic. DHT tree per app or per association. tree of knowledge shared in the moment. rebuilt as necessary, not a thing that's remaining persistent through all time officially declared the one.

- memory as carrier rather than database. memory as something triggered in response to stimulus rather than a request to data. memory is alive.

1:26:50 -semantic tree (ceptr)

-biology as actually containing a database lol naturally. a storage facility within bioform

-transience 1:28:00

1:29:00 coherence as a fundamentally different way of "understanding" value

1:30:00 the masses, incidental leaps into sentient machine, fleeting nature. were all usually robots

-spirituality comment/issue

-inner coherence, self reflexive to such an extreme

1:32:00 technical definition of sentience (sentient machine).

1:35:00 self awareness, sentience continued... self-reference

1:36:00 model overlay

1:37:30 recursion

1:38:30 identity

1:39:30 embedding, guild dynamics, sentient machine, RECAP, fundamental guilds continued

1:42:30 sentient machine RECAP

1:44:00 organizational implications of natural guild stack

1:49:15 [back from break]

- top natural guilds (sentient machine) organizational implications continued

1:51:00 model/system dichotomy of Institution/Corporation

1:53:00 discussion of meta-products, networks as products

1:58:30 breakdown of proposed meta-product networks

2:01:30 HGMA abstract/concrete breakdown, plato's forms

2:05:00 timelessness is an emergent property

2:08:20 [return from break]

2:09:00 understanding/orienting to HGMA (triad protocol) concrete/abstract continued..

2:13:45 meta-products continued.

2:17:30 facilitation of organization via shared overlay (virtual reality?)

<https://youtu.be/Jsw9AommNSs?t=8248>

2:20:00 index card medium, deck schema, label + content etc, context

2:21:30 deck schema (card types) continued.. temperamental triads. Linking with existing dashboard research re: convo broadcast workshop literature

2:25:00 corporate mediation, facilitating organization. Describing terrains.

2:32:00 back from break

- Discussion of dashboard concepts
- Using mediation to describe the rest

2:34:00 Top down and bottom approaches to using the dashboard

-data into a database - semantic trees? Embodied context to data

2:38:00 coherence, lobbies,

2:39:10 proximity guilds, lobbies

2:42:00 data entry, workshop

2:44:00 dashboard structure continued

2:46:30 dashboard ecosystem

- Bootstrapping membership mediation and network guilds (fundamental guilds)
-
-

2:47:30 issues of control, merit vs identity

2:49:00 deck schemas

2:50:00 immediate recap

- Cardboard game instruction manual.

2:51:00 deck schema, organizational facilitation

- Commitment as record, or history log.

2:52:00 commitment to history

- scheduling/meta-scheduling is distinct from commitment.
- Flux, continually modified

2:55:10 deck schema - abstract constraints

2:57:00 breaking constraints

- Entropy, decay

2:58:30 suite of protocols for sustaining holons, per domain.

- Awareness of why the protocols were written in the first place
- The danger of Participant Coherence (entropic drift)
- “ you get to be a synthetic neural network but not a sentient machine”

3:01:00 grand mastery, humility...

3:04:30 difficulties of deck schema, dashboard construction, bootstrapping the system that can describe itself.

- Deck schema and dashboard current research regarding conversation, broadcast workshop literature etc
-

Meeting 8 Guild Dynamics (Part 2)

Dev meeting - Guild Dynamics (Part 2)

<https://www.youtube.com/watch?v=Y5SXuk82IrE>

Transcript:

<https://docs.google.com/document/d/1c5woguXR-PSYprlCIsIRKRbIHXH5HWCxdKuTUiSMIEE/edit?usp=sharing>

Date 12-27-2020

Duration 0:33:00

TOC

00:00+?? embedding carriers

13:00 this model as meta-product

17:00 language, stacks

19:30 deck zkg tabletop narrative protocol, proximity guild

22:00 a note about how much dev had to go into the system to get to this point of making a card

23:00 meta-products devotional/shared

25:00 bootstrapping

26:00 problem of consensus, democracy

29:00 responsibility of we the people

30:30 freedom defined

- politics reduced to social identities

Meeting 9 System-Model Dynamics, Products (Part 1)

Dev meeting - System-Model Dynamics, Products (Part 1)

https://www.youtube.com/watch?v=76_5pLIHvS8

Transcript:

<https://docs.google.com/document/d/1Du3EU1zH5Xec-CH5B5uS4taQ9wM-emxnRI--jakV33A/edit?usp=sharing>

Date: Jan 10, 2021

TOC TBD

Meeting 9 System-Model Dynamics, Products (Part 2)

Dev meeting - System-Model Dynamics, Products (Part 2)

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

Transcript:

https://docs.google.com/document/d/1HUEvslCaDI3aJaDQAEwM3cxF7_GE9RtzrhkRnI58IFU/edit?usp=sharing

Date: Jan 10, 2021

TOC TBD

Meeting 10 Untitled Audio only meeting 5 hrs (Part 1)

Dev meeting - System-Model Dynamics, Products (Part 1)

Youtube link tbd

Date: Jan 24, 2021

Transcript:

<https://docs.google.com/document/d/1Lz7MfK53xmwFgLZWKrihtfCMvmgenBqhpLaalDRnIr8/edit?usp=sharing>

TOC TBD

Meeting 10 Untitled Audio only meeting 5 hrs ((Part 2)

Dev meeting - System-Model Dynamics, Products (Part 2)

Transcript:

<https://docs.google.com/document/d/1VOPL6ulbjKaqTfJEcYon4EKluMs0aWYn4agCoS1CKws/edit?usp=sharing>

Date: Jan 24, 2021

TOC TBD

Meeting 11 Chronology of Spectacular Civilizations, Commodification of Life

<https://www.youtube.com/watch?v=tP6shoGlgw>

Transcript:

https://docs.google.com/document/d/1vFWW3ZO_hYg8C8UghU_h4T1pUHLgp2fWwhAWOZynBUc/edit?usp=sharing

Date: Feb 07, 2021

Duration 3:44:00

TOC TBD

Meeting 11 Chronology of Spectacular Civilizations, Commodification of Life - Pre Meeting 1

Youtube tbd

Date: Feb 07, 2021

Transcript: unknown

Incorrect link

TOC TBD

Meeting 11 Chronology of Spectacular Civilizations, Commodification of Life - Pre Meeting 2

Youtube tbd

Date: Feb 07, 2021

Transcript:

https://docs.google.com/document/d/18H_ki--xjkC754bYjt7_zEoTMIxVhEZjhd2wS_z5RJ0/edit?usp=sharing

correct

TOC TBD

Meeting 12 Polyverse Carrier Stack Media, Zettelkasten Game, Mind Map Refactoring

Youtube <https://www.youtube.com/watch?v=1dGsZxlXOsw>

Transcript:

https://docs.google.com/document/d/18H_ki--xjkC754bYjt7_zEoTMlxVhEZjhd2wS_z5RJ0/edit?usp=sharing

Date: Feb 21, 2021

TOC TBD

Meeting 13 Entropy Stack Myth Polyverse, Word vs Number, Mind Mapping, Deck Protocol - Part 1

Youtube <https://www.youtube.com/watch?v=5J3pufP5jZM>

Transcript:

https://docs.google.com/document/d/1mfyY71Z9MZdQY_9vuSJKdoAN5lrjXKFhe2XJJGoZhgw/edit?usp=sharing

Date: March 07, 2021

TOC TBD

Meeting 13 Entropy Stack Myth Polyverse, Word vs Number, Mind Mapping, Deck Protocol - Part 2

Youtube <https://www.youtube.com/watch?v=l80qiMLpbuo>

Transcript:

https://docs.google.com/document/d/1bD01hkHxgtjyN387yw1Bprtl-cBCFWfNuC2D_PsAs-k/edit?usp=sharing

Date: March 07, 2021

TOC TBD

Meeting 14 The Meta-Religion: Inanimate Objects and the plight of the Living Being

Youtube: <https://youtu.be/BKmxE3v6UUk?t=197>

Transcript (first 4 hours):

<https://docs.google.com/document/d/1ljwDTZJf1JSImRJJySI9ACof2V0puO02cQpdJI90pJU/edit?usp=sharing>

Transcript (last 45 minutes):

https://docs.google.com/document/d/1NscBWcosbdYAQMRIMwC2_Nlyz0pLd1Lu5ZFMtHNI_Lho/edit?usp=sharing

Date: March 21, 2021

Duration 4:45:00

TOC TBD

Meeting 15 The Meta-Religion pt2: Areas of Concern. The Routine of Fundamental Meditation (part1)

Youtube: <https://youtu.be/zcSt-RtHSrc?t=120>

Transcript (part1):

<https://docs.google.com/document/d/1bZSCkWt-xXvzK5thCN9jpsVly3abjwUGOXo6Giyei5E/edit?usp=sharing>

Transcript (part2):

<https://docs.google.com/document/d/1GugYFLadwt9Bc7t54lvR7-zNZJ3cJlyRxLDKqx3eMQs/edit?usp=sharing>

Date: April 04, 2021

Duration 3:45:00

TOC TBD

Meeting 15 The Meta-Religion pt2: Areas of Concern. The Routine of Fundamental Meditation (part2)

Youtube: <https://www.youtube.com/watch?v=ANtk3eAR55w>

Transcript:

<https://docs.google.com/document/d/1GugYFLadwt9Bc7t54lvR7-zNZJ3cJlyRxLDKqx3eMQs/edit?usp=sharing>

Transcript (part 1):

<https://docs.google.com/document/d/1bZSCkWt-xXvzK5thCN9jpsVly3abjwUGOXo6Giyei5E/edit?usp=sharing>

Date: April 04, 2021

Duration 1:00:00

TOC TBD

Meeting 16 - Dreams, Myth and Magic plus Backstory Context of Portal Mountain

Youtube: https://youtu.be/NwXrAK_CXXk?t=61

Transcript:

<https://docs.google.com/document/d/1-87YhgmvmcNxyAatEFcyMfLrN7sGqcNhZ-EGiLW8ywM/edit?usp=sharing>

Date: April 04, 2021

Duration 3:59:00

TOC TBD

Meeting 17 - Dreams, Myth and Magic pt2

Youtube: <https://youtu.be/NSzMY-bfI5s?t=153>

Transcript:

<https://docs.google.com/document/d/15gxC1LttNII5CSHDLYCVLGojynjKY2TwKgNOQghUJNQ/edit?usp=sharing>

Date: April 25, 2021

Duration 3:25:00

TOC TBD

Meeting 18 - Exploitation of Affect: the Myth of Good and Evil

Youtube: <https://youtu.be/Fhl6DW86j4I?t=99>

Transcript:

https://docs.google.com/document/d/1Us_Awl9qcAgn1dE_ANRSYLFOjazQo3mUYes8VYle5mA/edit?usp=sharing

Date: April 25, 2021

Duration 3:25:00

TOC TBD

Meeting 19 - Reification of Affect: the Myth of Consolidation and Decay (clip 1 of 2)

Youtube: <https://youtu.be/NvvNz6dDSf8?t=70>

Transcript:

<https://docs.google.com/document/d/1fyiP7zNVH7njbPcBnHiobSlybWw8VJrDApMYKrm4RY/edit?usp=sharing>

Date: May 23, 2021

Duration 2 hr

TOC TBD

1:10 Objective Outline: Facilitating the Guild

3:20 Deck (Model) Schema

5:20 Hyperstitious Objects

6:40 Bootstrapping Membership

14:20 Deck (Model) Schema continued...

16:10 brb

22:00 The Dashboard

29:00 Bootstrapping Membership continued...

Meeting 19 - Reification of Affect: the Myth of Consolidation and Decay (clip 2 of 2)

Youtube: https://www.youtube.com/watch?v=zgE-DN_oGRE

Transcript:

https://docs.google.com/document/d/1UgUQDjJMI0KvXjGOL_IZh7Q2INGDEGXtO4xX_uNCCrs/edit?usp=sharing

Date: May 23, 2021

Duration 1:15:00

TOC TBD

Meeting 20 - Morning clip, recap etc

Youtube:

Transcript:

Date: May 30, 2021

Duration 0:35:00

TOC:

0:00 Review of reification of affect: the myth of consolidation and decay

1:10 exploitation of affect. Conceit, (pinball machine)

-good/evil review from last . either as forms of consolidation and decay either being Isomorphic or Dysmorphic

3:00 representation. Bleach example

-pivot? There is no point to this convo. Meta discussion.

This is the intro point to a response to some of the reactions we have observed to our work.

Minutes+ long. As follows:

4:10 if you dont want a chill convo then maybe dont listen to the rest of this.

ie. were not lifting ourselves up to some expectation,. Any at all

5:45 haters

7:30 imperfect session

8:00 solipsism

12:00 taoism vs buddhism

20:00 plateaus of commodification

- Category of object is unique ie. animism

23:00 social balance. Tribal response to conceited affect abuse

25:00 “egos rise up”, but for a short term adventure

27:00 the problem of representation. Ingress strategy discussion.

29:00 academic ingress

30:00 mechanics of representation

32:00 mind body- representation-systems-rationality. A favored mode by some. To see a truth that can be stated but not proven is a shot to the heart of any system.

- Arent we basically talking about bootstrapping re: the trust discussion. And also in comes the charlatan section.
- Applying feedback. Requires trust. See it for yourself.
- Moving beyond representational systems.

Meeting 20 - tbd (part 2 etc) main clip

Youtube:

Transcript:

Date: May 30, 2021

Duration 0:35:00

TOC:

2:00 the Law of Mediation

- Dashboard structures in relation to Consolidation and Decay

9:00 The Law of Mediation

- Vs anarchy etc
- Informal law

Tribe as mediatory caore

-dependant on the quality of the myth

11:30 vulnerability to mob mentality

12:15 bootstrapping the Model (soft side) empathy medicine into the mix

12:30 discussion on justice, retribution, eye for an eye etc

13:30 branding for transgression. Categorical reification against the individual for a "crime"

15:00 mention and discussion of eye for an eye justice - comes from some code. Murder compensated for by money. And if you steal from somebody its death. (money is supreme etc hmmmm). Human body becomes secondary to finance.

17:30 modern time examples. Gods myths giants. Transition of people into a different worldview

19:30 forgiveness stories. (side note yes bad things happen and stories of reconciliation can also happen outside "the law" which is a mediation tool to be used between enemies)

21:15 Media manipulation. Not giving people all the info to make decisions. Sorcery of the Spectacle. "One more avenue for hypocrisy".
How the metanarrative gets obfuscated. Great example.

22:50 conspiracy analysis

23:00 sots drama, introduction to the myth of the male and female
- "gender is a mythology not a mechanism"

26:45 namespace multiplexing

29:30 shitty sorcery - the meaning behind the label

35:00 Unpacking pain points. (previous narrative consolidations)

37:00 sots gossip - zero medicine available to the community

37:00 an indignant of sots

40:00 model being attacked by agent smith

41:20 fear of plagiarism as being telling mentioned

42 the word that started the drama

43: soros vs koch brothers, beginning of the "crucified conservative" sots drama ensuing to this point where only weeks ago I was finally banned.

44: SOTS Medicine is where?? System Model interplay - zummi example (much love anyways)

47:15 irony of sots

"If it cant handle metaphor it will never handle sorcery"

49:00 what is a cult, hmmm?

- The moot point

52:30 metaphors and the pointing to of "Truth"

54:30 Namespace discussion. Each have our own perspective on such

55:00 academic ingress cont...

55:00 tao vs buddhism and "what ultimately matters is how I feel"

56:20 ostracism for not showing anger and rage to people

57:00 just two people talking. Discussion of intention and commitment (values)

58:20 Livestreaming as artistic expression of the moment. Broadcasting the moment

- Conversation as most basic art form.

1:00:00 "How are you? Fine? Good."

Meeting 21 - Animism and the Architecture of Abuse

Youtube: <https://www.youtube.com/watch?v=oicDbUJiX3A&t=95s>

Transcript:

https://docs.google.com/document/d/1GoXh91PzG7EtPpOXY9a9p_shl0Zvz14EJP1O1lKAgtl/edit?usp=sharing

Date: June 27,, 2021

Duration 4hr

TOC:

TBD

Meeting 22 - The Medium of the Strange Loop and the Structure of the APS (part1)

Youtube: <https://www.youtube.com/watch?v=j0vadqcMH5s&t=150s>

Transcript:

https://docs.google.com/document/d/1GSvDdVb0rO6UStrxLVFovw_gjrPzD6x2aL-vbihwo3Q/edit?usp=sharing

Date: July 11,, 2021

Duration 1hr

TOC:

TBD

Meeting 22 - The Medium of the Strange Loop and the Structure of the APS (part2)

Youtube: <https://youtu.be/e4661uh8SuM?t=77>

Transcript:

https://docs.google.com/document/d/1h4fVcg9UJAcF8CCNEGQ-akOsV_fbaCFjYmvCYb6q94U/edit?usp=sharing

Date: July 11,, 2021

Duration 3.5hr

TOC:

TBD

Meeting 23 - Systemic Ego Implantation and Organization (Market Machine)

Youtube: <https://youtu.be/NYFcnSSYgEo?t=75>

Transcript:

<https://docs.google.com/document/d/1d4pxfpJildG9VPxPjTlwKVge81aPXXKipcZQOEN8Jd6U/edit?usp=sharing>

Date: August 8,, 2021

Duration 4hr

TOC:

TBD

Meeting 24 - Society of the Guild (Polymorphic Machine)

Youtube: <https://youtu.be/Rm3YXAxeHaY?t=171>

Transcript:

<https://docs.google.com/document/d/1ZWovdAsBVAR1IHtSd8uusDdxD36qytfZRIh0a2X7KQs/edit?usp=sharing>

Date: August 8,, 2021

Duration 4hr

TOC:

TBD

Meeting 25 - The Dashboard Program

Youtube: <https://youtu.be/JiJBzAxE90Q?t=28>

Transcript:

https://docs.google.com/document/d/1LuiVz5968-nooyTJLoKqHvIJWTrFO1p_XX-6tvc5D8U/edit?usp=sharing

Date: Sunday October 3, 2021

Duration 4hr

TOC:

zhenya: *surprise* lol 00:02:20 timestamp

00:06:00 decent description of bootstrapping

00:09:00 mark bootstrap0 to bootstrap1

00:17:00 discussion about exclusion by default vs.....

00:24:00 categorical problem...

00:25:00 communities

00:27:30 portal mountain example

00:38:00 back from First Break :)

at 1:12:00 about the seed

and at this point maybe did we try to dive into dashboard mechanics

this Network of Dashboards

people please try to see Dashboards as many and all over the place and each as living and for them sort of being media and content to be used to define a guild, by intention, and all the rest

01:17:00 zhenya off on an archetypal distinction rn

01:26:00 a situation where most people are familiar with their "screens"

01:15:00 Loopback Dashboard

all the way through 01:34:00 as exposition about the Dashboard and the Modes of Operation, as well as the usual Strange Loop symbology

01:36:00 the ol' Network of Dashboards

Dashboards are pseudo-living

01:40:40 bonk

01:43:00 at some point this discussion of certification artifacts
01:43:50 Imao massive belchiesmo
01:44:00 cult business
01:46:00 area
01:49:00 the cosmological shift.. "waking up" taking the red pill maybe.. something happened..
maybe end of ones rope as they say.. as was my experience anyhow...
01:52:00 detecting Coherence
01:54:00 Self reference, meta-awareness
1:55:00 pieces of wood and Certification Authorities
02:00:00 lobby mechanics
02:06:00 Coherence Bombs
02:07:00 trickle down pattern - entropy etc
02:09:00 I smell responsibility coming up
02:13:00 one point I tried to make about having an "internal" Dashboard before anything
02:17:20 back from break - resume dashboard discussion
really this is a discussion of what to do about the ceaseless noise of the body
along the manifold
02:22:22 responsibility discussion continued
02:24:10 excuse me
02:28:00 the starting premise, Encounter with Portal Mountain
profile, Loopback Agency
02:31:00 we are one of a million (underrated comment)
02:32:00 explicit loop etc
02:33:00 discussion of Coherence
02:34:00 start of some corporate Shelter of the Guild discussion
02:35:30 Guild Information Aggregation
Context matters™
02:37:00 spam on the Network
02:39:00 discussion what the App looks like
02:41:20 Critical Activism - Guild Network
02:44:15 Trade of Certification
02:48:00 Demand and Supply
02:50:30 Corporate Shelter for the Guild
02:55:00 strange loop and death circle
Strange Loop > Death Circle
2:58:45 return from break (Death Circle)
3:07:45 Sentient Machine - Breaking the Death Circle
03:11:40 back to App description
03:16:15 Profile Dashboard
03:20:15 agent-centric vs data-centric filtering
03:21:00 Joining the Network
03:26:20 Intentional Self Reflection / Social OS
3:28:00 lost train of thought 😊
03:30:20 potential chains of events (evangelism)

03:48:00 Holonic Bootstrapping / Emergence

Meeting 26 - The Faith Bootstrap

Youtube: <https://youtu.be/gZ7eIBxtaJs?t=64>

Transcript:

<https://docs.google.com/document/d/1TN9RIgD5fCS9bs6xS6jOLN7g24btWKc-LeK6Of6yl-A/edit?usp=sharing>

Date: Sunday October 17, 2021

Duration 4hr

TOC:

00:1:04

00:5:20

RECAP FROM PREVIOUS

00:6:30 definition of Faith, exposition on Holonic Principle

the Triple Bootstrap

00:7:20 faith, mental model, the network

8:00

<https://youtu.be/gZ7eIBxtaJs?t=485>

bootstrapping

Meeting 27 - The Spectrum of Stupidity

Youtube: <https://youtu.be/ngy5KWq1vuk?t=155>

Transcript:

https://docs.google.com/document/d/1fdQce_tE8aPyvQHQGQU6uSXn4Kpyey9bP6kx_wmHDG8/edit

Date: Sunday October 31, 2021

Duration 4hr

Meeting 28 - Illiterate Literalism

Youtube: <https://youtu.be/YRII25H2s?t=37>

Transcript:

<https://docs.google.com/document/d/1j0S9ltnxaM7OGPUqa2y4jwWyHGWXGwsF8K2oINobkyA/edit?usp=sharing>

Date: Sunday November 14, 2021

Duration 4hr

Meeting 29 - How not to be Stupid

Youtube: <https://www.youtube.com/watch?v=1nb6wqVsrL8&t=40s>

Transcript:

<https://docs.google.com/document/d/1q2BkG-TS3NNfdxAjRbVoxbCfXipZYNSgxcIUbliCHE8/edit?usp=sharing>

Date: Sunday November 28, 2021

Duration 4hr

Meeting 30 - The Zeitgeist Interface

Youtube: <https://youtu.be/kPjEGszec9k?t=57>

Transcript:

<https://docs.google.com/document/d/1xIxx2jeK0l6UKty5OBCS6v7zV5Bx3ztqw4UGe4-X7sE/edit?usp=sharing>

Date: Sunday December 12, 2021

Duration 4hr

Meeting 31 - The True Meaning of Gender

Youtube: <https://youtu.be/RIrxLKAHJ-k&t=49>

Transcript:

https://docs.google.com/document/d/1SbAWXrhMjJFt-W-H_HwmGZOXL12PL4pvW8nr1896uS4/edit?usp=sharing

Date: Sunday December 26, 2021

Duration 4hr

Meeting 32 - Fundamental Egalitarianism

Youtube: <https://youtu.be/RVFLrVq2xh4&t=140>

Transcript:

<https://docs.google.com/document/d/1sl7lh8F2prEhPcjTwZuCeWvxFNy-7PAV9nvy8rZBStl/edit?usp=sharing>

Date: Sunday January 09, 2022

Duration 4hr

Meeting 33 - Portal Mountain: The Quest for Coherence (book)

Youtube: <https://youtu.be/16eC-4biQQ0&t=240s>

Google Dev Doc:

<https://docs.google.com/document/d/1SkEAo0MDULJTcpKaDJqKnG84cuohH7mSOImn6JA0ZyA/edit?usp=sharing>

Transcript:

https://docs.google.com/document/d/1dHz6XvRnfndnHWhXics0Wt7L2rfNUW2mS6r_aTH6W10/edit?usp=sharing

Date: Sunday January 23, 2022

Duration 4hr

Meeting 34 - Portal Mountain: The Quest for Coherence (book) PART2

Youtube: <https://youtu.be/qwCTjIWIZbc?t=83>

Google Dev Doc:

<https://docs.google.com/document/d/1SkEAo0MDULJTcpKaDJqKnG84cuohH7mSOImn6JA0ZyA/edit?usp=sharing>

Transcript:

https://docs.google.com/document/d/1ssZzN7A9OAyp-iJKCnzS3pV_fb_L5klqe_jMVS_6Jlc/edit?usp=sharing

Date: Sunday Feb 6, 2022

Duration 4hr

TOC

00:00 ++

talking about the sots posts that happened.

misguidedSpectacle username

agreement with PRECUPERATION. discussion.

20 minutes in.

- still talking about flodreisen.

yes but,

- yes we do have to work on ourselves as individual, but also there is something emergent with others from that behavior

hard to "escape" spectacle as a psychological choice, eh,
every interaction you have with outside of yourself.

00:24

recognition of Membership, (in others)

00:25:30

mindfulness

00: 27:00

emergence on the social

00:34:50 getting into the book

- discussion of Soul and Zeitgeist (first chapter)
- Soul is to Participant as Zeitgeist is to Member
- Soul having a destiny (the Healing of the Soul)

00:37 morpheus quote

00:38:45 the Charlatan

00:44:00 humility, and temperament commentary on your hosts.

00:49:00 Trust and Faith. Rapport, Truth(not mentioned), etc
polymorphic/market machines

00:53:30

"progress"

the Journey of Increasing Coherence

00:55:00

Skill of Skillfulness

Participation - Trust, Token Trust

Membership - Skill Navigation

Rapport - Trust

00:57:00

continued. Participation as active Faith, adopting a Model and being sensitive to Feedback, to modify the Model.

1:00:00 Skill of Skillfulness. Skill (squared)

1:06:00 back from break

- Coherence as a progression, goal , etc. something to look forward to for the reader. Skill of Skillfulness

1:06:50 The Dream

-eastern religion.

-vs western atomic reductive objectivism

(a special dream)

1:08:50 the irony of this being a dream

1:10:30 representations of the thing, rather than the thing

representations are not the thing

the problem of the Spectacle.

- mind body disconnect, and its emergent "breakaway civilization" (commodification of all life)

1:11:45 Pulling back from the Dream to the Moment.

1:15:00

Across the Horizon. Narrative vs Object. Dream vs Moment.

How to take a Narrative Object and set it on the same level playing field as any other Object

1:19:30 Animism. Mind body manifold. . Crystalized APS pollution.

1:21:00

chronology - feast economy.

gift vs barter economy. (between enemies)

blabbering maybe

1:30:00 back from BREAK

- were maybe now approaching what we almost got to in the last dev meeting.

- describing the jump from Polymorphic Machine to Market Machine.

(two different utilizations of the Ontological Matrix)

- Introduction of Stacking

-0 Intruduction of Holonic

-Grand book narrative that there is a healthy narrative line through established book PolyMorphic Machine, towards the "Darker Side" now about to be exposed in the book narrative. Giving the reader some tools to see that there is something bigger and more glorious as in Gods kingdom, that has turned this way or that way, can just as easily, if not more easily (negentropically), than hey this DNA, this culture, try it. we swears we are not imposters, we love the Precious. you can Trusts us.

1:33:30 Natural Guilds

1:35:30 Continue Natural Guilds

- Education -> Immunity -> Environment
- Initial Guilds to convey (minimal)

1:49:00 resume from break. Personal Acknowledgements.

1:50:00 last 4 years of Portal Mountain Acknowledgements.

- the last year+ of Dev Meeting Livestreams.
- discussion on ... humility...

1:53:00

- Secular Energy Healing

1:54:00 "Newage"

1:57:00 orca vs shark. capacity, evolutionary metastable niches
why the shark is afraid of the orca, the killer whale

1:59:00 what is Energy Healing?

2:17

2 hours left. lets do market machine in the last hour

- segue asap into the market machine
- animistic view, stacks, resonance, strange loop. dissipation of word into number.

2:18:00 what is energy healing

- was it a complete fluke :D (the discussion)
- stacking, uploading downloading, resonance wake, upload-download process. what is energy healing.

-the Polymorphic machine is the bridge towards Energy Healing.

-Projection and Fiat Resonance Waking

2:19:19

- The process of Coherence is Energy Healing

2:20

Grammatical capacities.

-ability to command more niches

- Power. uildup of potential, being fed into the system .. potential, latent, body, ..

2:23:30 energy healing, higher powers.

- word into number. precuperation continued.

2:27:00 - 2:28:40(end)

TRIGGER WARNING.

discussion about execution of people

2:29:00

athiest scientist McView

2:30:00 Problem of the spectacle. Problem of representation. problem of interpretation.

- godel's incompleteness theorem.

- also turing with the "stopping problem"

- Model will always appear as contradictory.

- this is the connection to stupidity. unable to get over that. Illiterate realism. if you insist on the contradiction as being real or correct how is it not stupid. stupid is an act. retarded is stupid squared

2:34:00

transition to standing :D new camera/stage configurations

2:34:45 MOMCORP The Triple Slap (tm)

2:38:00 Strange Loop Introduction.

- Disconnection. Treating body as noise. Delayed consequences to -> "Offloading". Neglect. Destructive reification. Stack executes machine actions soundbytes. and can destroy itself. System feeling cannabilistic. Eating itself. By behaving on itself is eating itself, consuming elements of itself that it needs to continue.

2:40:00 animism. alive things need to be respected and taken care of. what if everything is alive.

2:41:00 newage.

2:46:00 primacy of polymorphic machine, and question of return to it.

dual power in context of coops.

-regarding this. we never really translated this idea into Guild terms

2:47:30 society of the spectacle. (pseudo) history

regarding

2:50:00 regarding fascism coming out of communism

2:51:00

class beurocratic warfare

2:58:00 word vs number discussion. good opportunity to analogize the mind body disconnect, breakaway civilizaiton etc

3:02:00 mua thai fighting anecdote about Membership until 3:05:30 pause

3:07:00

How narratologically through the book do we transition from the polymorphic machine to the market machine?

2:08:00

feast economy as first easily understandable commodification of life.

- towards the city state, the first archetypal offloading away from the guild

3:09:00

buildup of the Soul through Commodificaiton of all Life

-Spectrum of Stupidity

-Primary Disconnect. mind-body

- tradition and its dangers.

3:11:00

spectrum of stupidity continued.

- the beginning of the Soul

- Breakaway civilization.

- Trade, as enemies. Counting. - Obfuscation, laundering of meaning.

3:13:00 people who rejected the system can go fuck off (not the listener/reader)

perverted immunity guild shelters and sustains the cancer

3:15:00 system continued, disconnected from life.

- problem of counting .

all words once translated into numerical value is fair game for the market. how at this point do you get anything but obfuscation, because everything is laundered. every meaning every desire is some kind of trinket to be sold, as a gadget. whether it be a name or an object.

3:16:00 all of the reifications that we are left with have no coherence

solipsism vs objectivism.

type of thing that is allowed to be real.

objectivist -> authoritative mechanism, empirical. logical.

subjectivist -> Moral (not about the logic of the statement, but the rewarding quality of the message which is sold to you as the real thing).

Goal: Reality vs Morality

3:21:00 what is Good: Real vs Moral

3:23:45 sadism is to masochism, as objectivist is to subjectivist note before break.

- ego stacking. manager as sadistic to employees yet masochistic towards his boss (ie. licking ass)

3:28:50

-spectrum of stupidity.

believing that "things are what's real", but what we have are representations, etc.

-spectrum of stupidity

-ego agent matrix (an ontological matrix based on stupidity)

3:30:00 agency, complex adaptive systems.

-soundbites, interpretation.

-ego stacks ego stacks.. at this point.. im just wondering at what points are best to say.. this is life, and this is juxtaposed with the hijacked. this is what it looks like this is how it works, and this is how it's hijacked. (discussion of book narrative progression)

-ego matrix stack, obfuscation, market machine, clouds of activity which are separate from each other. laundry into numbers, sent to another cloud, interpreted... clouds floating and not essentially based in any way.

3:34:00 continued. meaning laundry

3:35:00 33 myths of the system reference.

3:37:00 karma, offloading delay. karma was introduced with civilization. the ability to have accounts to begin with that allows the haunted echoes of certain words to remain with us as number like words.. that dont remember how they became words.

3:39:00 Expression Divorce (from the experience). reality as objectivist goal. morality is the subjectivist goal. two extremes of the spectrum of stupidity.

3:41:30. precuperation. pseudogender. (ego stacking) nuclear family. as dear topic. mechanisms of wealth transfer. mechanical production. grown on farm instead of self-womb. system slot into itself matrix shit. anyways... VIABLE SYSTEMS!

nuclear family has been feasible vehicle for wealth maintenance, transfer. ie stability of society.

3:47:00 family in home as evolutionary niche.

3:47:30 steel carbide analogy.

- tempering steel - nucleations, speed/time factors to hardness and homogeneity

3:50:00 tempering steel continued.

3:52:00 examples of responsibility for Technology

3:54:00 Camera tricks. carbide steel continued

Meeting 35 - Portal Mountain: The Quest for Coherence (book) PART3

Youtube: <https://youtu.be/oRfhJpH3dxk&t=60s>

Google Dev Doc:

<https://docs.google.com/document/d/1SkEAo0MDULJTcpKaDJqKnG84cuohH7mSOImn6JA0ZyA/edit?usp=sharing>

Transcript:

https://docs.google.com/document/d/1zXBKNzeF248jpCvpvJocP_Z3UWqVPKE6ghV_JepIYHU/edit?usp=sharing

Date: Sunday Feb 21, 2022

Duration 100 Minutes

Animism

Artificial Scarticy

1:07 scarcity of thought via spectrum of stupidity

End-cap

Spectrum of stupidity market machine

Death circle

Field Manual. Guild Organizational Dynamics

Organization of Corporation-Franchise style Guild training/certification structure etc. Practical side.

Meeting 36 - Portal Mountain: The Quest for Coherence (book) PART4

Youtube: <https://youtu.be/4GZqabHvTGw&t=10s>

Transcript:

<https://docs.google.com/document/d/1lpwGRYcl3nj4gvQxDnJe7wRrP8nFJzmlQwt1KHqmjiU/edit?usp=sharing>

Date: Sunday March 6, 2022

Duration

00:00:10 Dev Meeting Gneral Intro for 15 minutes

00:15:00 RECAP of last 3 Dev Meetings for 45 minutes

00:53:00 Continued into current dev meeting.

[chronology]

Is there a Walled City without Currency?

Crop production leads to counting (accounting)

1:00:00 Walled City as already Trade style Internalized Specializations.. (Who builds the walls? The wall builder. The walled city appears)

1:02:00 commodification layers. Adding the management layer ont op of the trade layer

1:13:00 back to artificial scarcity andd discussion on Supply and Demand

Economic Scarcity

- Agile Economics

Commodification process. Note about the “hollowing out” of the commodity through capitalization?????ie subservience into production pipelines of the commodity

1:17:00 Charlatanism and Redemption. Punishment and Reward (Affect) manipulation

1:17:00 Civilization is a Scam

1:18:45 eye of the needle. The Narrow Path. Narropathy! (beginning mentions)

-book note. Adding artwork to the book at points of self reference invocation

1:20:00 undermining the propensity for Hostility

- Charlatanism, Education, Soundbite-Reality chunking problem.

1:23:00 -nebulosity

- Self reference invocation (again)

1:24:00 pivot. Walled city discussion, tribe, archetype. Model discussion.

Feast economy Gift economy (Shelter)

- Currency

1:36:00 While running Program, do the Program

1:38:00 certification

1:43:30 discussion of Programming Language which can reflect the entire CAS (Fundamental Guilds)

-top 3 Guilds of Natural Guild Stack. Computation - Synch Neuro Comp - Sentient Machine

-how to speak multiple languages in any language. The meta language

1:47:30 "the machine is still dead" making the distinction between the being and the ongoing program model Shared beyond Horizon etc

1:49:00 Programming . Meta Programming. Speaking the language that includes the Speaker in its structure. Invoking self-reference

Body, thought, social global,

1:51:00 entropic energy dissipation.

- Evolutionary niches

1:56:30 dual economy

- Encroachment of market onto polymorphy
- Artificial scarcity
- Problem of counting and context
-

1:58:00 "just let me finish" Lol

- Attributes vs context. The breakaway civilization discussion

2:00:00 Currency , and "machines are great"

- Production Pipelines are capital
- Commodification is different from capitalization
- Commodities get swept up into the capital tornado

2:03:30 polymorphic machine. Conserving energy.

2:07:00 commodification, capitalism, eating paper

2:08:00 accounting , delayed consequences. Karma.

2:09:00 charlatan echoes.

- "Isolated" tribes, "alienated" civilizations

2:12:00 discussion of book credits

2:22:00 discussing mechanics. Up to Environment.

- Discussion of Natural Guilds and to what extent we would include in the book

2:23:00 keep it simple for the book - to Environment.

2:26:00 introducing the natural guilds through education without going into any one of them in particular.

- Then moving into immunity, environment, etc (immunity seeking context)

[field manual]

2:29:00 Temperamental considerations, schooling ie."education" quote unquote
-training vs education,, also introducing ""quotes""

2:32:00 academy metaphor

2:35:00 SCAM is to CHARLATAN as ZEITGEIST IS TO SOUL

2:42:00 sotscorp hyperstitional parody

2:50:00 trade-feast-currency : production pipeline, capital begetting capital
Currency. Commodity becoming capital. Polymorphic to market machines

2:51:00 artificial scarcity. Production pipelines restricting reality. Commodity BECOMING Capital. Passing between fundamental Types of Machines, Polymorphic and Market

2:52:00 Artificial Scarcity cont. Capital as Commodity for itself.

2:53:30 The long process of Commodification." Inverts" everything. The Death Circle discussion.
The Problem.

Complex Adaptive Systems, how they get messed up. Circling death traps.Discussing the bridge between Polymorphic and Market Machines.

2:55:00 Walled City Mentioned. Wall makers dont need to farm. We take for granted that services and products are externalized and seem to come easy., but losing responsibility for such we lose it ultimately.

2:57:00 Slaveriarchy - "Should we reframe the patriarchy into the word the slaveriarchy?"

3:00:00 "We've defined the Scam"

3:03:03 Artificial Scarcity Mentioned again.

- Pseudogender, layers of ego

3:04:00 Ego flame stack... pseudofather.

3:06:00 production pipeline. The market machine Chart. Ego. Reward Punishment.

3:07:00 the reward punishment administrative layer, interacting with the Ego, this is a entire fiat layer introduced into the "strange loop" the stack.. Fiat not concerned with the body. Etc.

3:08:00 Market machine sitting "on top" of the Polymorphic machine
Using ego as a human shield.
Discussion of cancel culture
Chunkification of reality
"Artificial Scarcity" again
Social justice?
Industrial revolution deals with objectivism, the informational revolution deals with solipsistic..
Pendulum swung from maculine to feminine. Its just opposame, though. Just a mirror reversal.

3:10:00 Pendulum swinging of political mass media. Cancel culture cont.
Religious war.

3:12:00 cancel culture continued. Banned from sots, also banned from wizard memes :(
But were all cool so its just an honest mistake/temporary jokes etc.

3:13:00 why doesnt the state have a discussion with the protesters with the outsiders??? Why just punish why put sanction why censor why not listen? And talk? And have a moving dialog between two peoples. When that is foregone all thats left are these little games. And such games in the hands of those mass mediators becomes dangerous.

3:14:16 Geiger shout outs. Respek

3:18:15 no fight yes fight dojo. Same team.

3:19:00 DIRECTION brains

3:24:00 Artificial Scarcity continued. Preciv roots of social cocaine which the elders could no longer hold together with traditional memetic medicine alone...

3:27:00 animism - buddhism - portal mountain axis

Thematic element. Everything is alive in some sense. Etc

Resonance wakes, isomorphism, etc

3:36:00 HGMA discussion enters - perhaps this is addendum material is discussed.

3:45:00 continued into book structure. Including the idea of some brief expositions. Either at the start or end of the book itself. Also as a general structure to just get stuff down and sew aht makes it in and what ends up "extra"

3:47:00 Final Thoughts?

- Market machine, through the ego with the rest of the stacking mechanism... how death cycle consequences are delayed. They are allowed to sustain.. Partly due to the overall externalizational market machine.

3:48:00 production pipeline. Implies capital implies market machine

- Discussion of initial bootstrap.. Drugs, etc.
- Drugs via Feast Economy as major engine which pulls many tribes together as a sort of super structure, that can then go ahead and take other tribes as either friend or slave and expand, etc. how does it get started. This is a big question to be answered.

3:50:00 The Problem. Feast economy, production pipeline, siphoning out every natural thing into the service of the pipeline itself. the tornado of capital sucking commodities into itself as more capital.

- Ego becoming impenetrable.(The Problem)

3:53:00 bootstrapping into life. Juxtaposition between balances.

3:53:45 Portal Mountain. Self - Social - Portal Mountain - Programming

Focus. From Ego to Body?? Or something. From ego towards pure potentiality, towards the Holarchy Stack.

3:55:00 recognizing Coherence.

Critical Activism. Why should there be SO MUCH Demand, and SO MUCH Supply but because everyone has had their bank account switched "off", there is no economy. How can supply and demand exist but be VASTLY not satisfied? What kind of economic understanding is this?

3:57:00 how to relay to ego information about non-egoic models. ie. fundamental guilds.

3:58:00 the Desert of the Real, (the Zeitgeist)

Ego shield.

Dsfsdf

<https://docs.google.com/document/d/1SkEAo0MDULJTcpKaDJqKnG84cuohH7mSOImn6JA0ZyA/edit?usp=sharing>

Meeting 37 - Portal Mountain: The Quest for Coherence (book) PART5

Youtube: <https://youtu.be/dxTKDjj5W94&t=1>

Transcript:

<https://docs.google.com/document/d/1-sUYQKazRvOMyS4lrHpJWLEmFcwE3MScmBL-1isvF04/edit?usp=sharing>

Date: Sunday March 20, 2022

Duration 4 Hr.

Executive Summary:

TBD

TOC NOTES:

00:00:00 recap notes

00:03:30 notes about how we're just arranging the book, not specifically articulating content.

00:10:00 back from break. Guild Dynamics

00:13:00 cut the bs out. No pre-essays. Straight to bootstrap section of book

00:14:00 discussion on Concrete/Devotional Table of Contents.

00:18:00 PM trains one to be more self-referential , so that it can be taken as a given by further structures.

00:24:00 work on yourself until all your faults are worked out. Then you can proceed to the social.

- Disconnected soundbite
- Abstract objective never gained
-

00:27:30

What the book wants. Something towards self, and then expanding into social..

Note: most of this meeting went into the self and touched on Social in at least 3 major cases

00:29:00 soul mentioned. Soul-zeitgeist metaphor

What the book wants. Self-social == soul zeitgeist.. (later on too focus on early field guide and beyond)

00:30:29. This book is made for Members who want to express mastery

- Cut out platitudes for the participant.
- Cut out justification
- Call all hostility as either systemic mechanisms and or charlatanism which is systemic mechanism.

00:32:00 warning: discussion on spontaneous Membership.

- Zhenya small chart. Affect is a sustained region of the memplex

00:38:00 mind description of the breakaway point. The Great Schism.

00:46:00 Back from break.

- Death circles diagramatic metaphor

00:49:30 why does a scarcity take over

00:51:30

Stabilizing back the isomorphic process

00:55:00 self - social - PM discussion.

programming sentient machines

00:58:00

Demand and Supply

Agile economics

Instantiating Guild Dynamics, the CAS Process.

PM Is watering the Natural Guild stack

01:07:00 life's meaning re: energy-entropy

01:10:00 Death circle

- Zeitgeist soul - qualitative
- Quantitatively CAS. distinctly shown how artificial and against the polymorphic.
- Materialized extrinsic etc

01:13:00 domains of progress stacking

01:17:00 domains of progress - focus - membership - coherence

01:18:30 field manual

- Guild stacking
- Guild Dynamics
- Talkin shop

How to set up your church, how to start a guild

01:20:30 portal mountain org structure

Focus in the Guild

01:27:00 MM/DC how to "fix it"

Focus

Robust descriptions of all four areas of concern Hygiene, Sustenance, Maintenance, Fitness
Going through all 4 in detail over next while.

01:40:30

The analogy of the tipping pencil - introducing Fitness

01:42:00 still continuing with rest/rebalancing

1:45:00 push idea against the standing pillar/pencil , external insults. bringing up fitness.

01:45:30 affect brought up.

01:48:00 kernel. Self and society. Strange loop.

Self realization is in part the realization of being part of a whole. Me and us.

1:49:00 self and society.

- The journey of the self is to find your society

1:49:40 mentioned field manual. As add-on to self section chapter/

1:52:30 this book is for Members. Members will recommend it to each other.

- Remove all padding, filler. Focus on Members of the Guild

Degrees of Coherence

Interrelationship btw domains of progress, death cycle, ontology, guild dynamics.

Complex Adaptive Systems

CAS built from Members. CAS built from Guild Dynamics

1:55:00 balancing pencil metaphor. Going from point to a cylinder . the balancing cube

2:14:10 Return from Break

- Self and social
- 3 things we describe under self... to introduce to self. Field manual
- Domains of progress to Focus.

2:15:30 Focus. Defining Focus as Membership for the Guild

- The exact Terms of Membership
- Mastery is another bridge to Social. Resonating outwards
- A Member recognizes all others as a Member of this. (as opposed to a hierarchical exclusionary Participation in a group). In Membership you recognize something to which you already belong. Exclusion isn't the point which is why the Guild appears differently from hierarchical (Hostile?) participation structures.

2:17:45 PM is an Isomorphic Motorcycle Club

- Membership is not a Club but a recognition of a process within others that qualitatively is reflected everywhere regardless of affiliations etc
- This is not saying that all people are one type of person.
- Guild vs Club

Discussions on problems of reification, The Problem etc. general book discussion.

2:29:00 were not really stitching together ideas academically. Were using the context of self reference to write about itself, taken in with our own experiences and authors we have read etc.

2:38:00 Dark Night of the Soul

- Addiction, substitute habits

2:39:00 Pain affect. Value laundering.

2:40:20 book topic participant may have some discovery in polymorphic machine section.

- Bar for membership is low
- Remember 4 things.
- Membership in the Guild (focus) -difference between membership in guilds and "Membership in the Guild"

2:44:00

-back from break

Buddhist realms of the Creators

Builders Gods that utilize the Creations of others (The Users)

Asura takers. (Collectors)- Primordials and Collectors

2:47:00 dev continues

2:50:05 Mythology

- Larp, arg
- Corporate shell
- *this is not real*
- Distinction between larping and faith

2:55:30 Sentient machine. If it reflects itself to a certain degree it will find a resonance in other self reflecting machines there will be a recognized quality for Membership in the Guild

2:57:00 chronology. Death of the gods. Externalization. Breakaway civilization

2:59:00 The Matrix has you

3:01:00 the domain of the Collector domain of the Absurd. Re. pure land. Grand Master. Rest.

3:03:33 Feast and Party Economy - Rest and Party.

- The normal state of living is celebration

3:10:30 discussion on Portal Mountain Protocols re Guidance. Making side chats, giving advice etc

3:13:00 buddy system of Portal Mountain.

- All temples fall the cup is broken already

3:15:30 portalmountainism, modelism. We are the true modelists (break)

3:19:10 back to business

- Death circle samsara cycle. Observable structure. Not imagined. Just look at it.
- Karma indirect soup of causality. Laundering
- Justice definition

3:25:00 zhenya on singularities, space and time.

3:27:00 recap and regroup. Nailed the self section, good tangents. Whatever the self is cannot stay localized in terms of progression, it has to move beyond itself. The crossing of the horizon. (good metaphorical linkage with immediate previous discussion on singularities)

- PM as a solid ground to adopt the abstract thoughts of the Guild
- Chat networks, starting conversations.
- What would you like to start a conversation about
-

3:34:00 awesome justification. The circle of death is missing a component that used to be there but its severely neglected, and the tools to rebuild it can never leave us. ie. animism budhism etc keeps coming up over and over...

And also return has to be very significantly populated with artifacts and life

Difficulty of the journey

Perpetuating the ego (keeping the tether going)

Where we can become charlatans

3:37:00 beard trimming discussion/outro

-bibliography. Hofstadter - strange loop, respect to Darren Allen

3:41:00 funhouse. There to introduce CAS as the mental framework.

- The mechanism is self reflective and thats not a blocker for relating to the outside (polyglotic factor). Pm never leaves a self reflective framework (introducing stopping problem).
- The mirror in the hall of mirrors that models the hall of mirrors
- Polyglotic the attachment between story and word
- Utilizing dashboard levers to produce sentes to produce ..thoughts in verbal terms, in writing terms. Its very automated cascade of levers, reactions.
- Neural network stuff
- Polyglotic layer emergent

2:45:00 relegating instinct to learning.

- Being fully programmed top to bottom
- Sweeping decayed markets up into the polymorphic machine

Meeting 38 - Portal Mountain: The Quest for Coherence (book) PART6

Youtube: <https://www.youtube.com/watch?v=M18tCxsR0JY> CLIP1

<https://www.youtube.com/watch?v=cS5bsWU9Aao> CLIP2

Transcript:

Date: Sunday April 17, 2022

Duration 03:30:00 Hr.

Executive Summary:

TBD

TOC NOTES:

TBD

Meeting 39 - Portal Mountain: The Quest for Coherence (book) PART7

Youtube: <https://youtu.be/JYddmXj6Hhs&t=2>

Transcript:

<https://docs.google.com/document/d/1WDH-Tnwf6GGwGLKT1goorpw745dnQuayLj2nb5DI0fs/edit?usp=sharing>

Date: Sunday May 1, 2022

Duration 03:50:00 Hr.

Executive Summary:

Continued on with discussion of the Self section, preparing to get into Society aspects. Discovered a major piece missing from the previous section about Market Machine: The Self Reference - Self - Conceit - Ego tether. Going over the fundamentals for how the Self Reference gets obfuscated through conceit and attachment to narratives of craving, aversion and callousness. Finished in the last half hour with brief discussion of some Society topics such as the Economy Guild (Demand and Supply of Constraints and Protocols). Logbook protocol, Deck protocol, etc.

TOC NOTES:

TBD

Meeting 40 - Portal Mountain: The Quest for Coherence (book) PART8

Youtube: <https://youtu.be/L-l5TuvJgUE&t=9>

Transcript:

<https://docs.google.com/document/d/1C3oPYJEmQdoUebzvJ815QhzVKqyxGP3XIAakDGq9How/edit?usp=sharing>

Date: Sunday May 15, 2022

Duration: 3 Hr

Executive Summary:

TBD

TOC NOTES:

TBD

Meeting 41 - Portal Mountain: The Quest for Coherence (book) PART9

Youtube: <https://www.youtube.com/watch?v=XpRu2fKmSF8&t=34s>

Transcript:

https://docs.google.com/document/d/1HqGxgUhAUKe2PgABNiKLtMSP3iUxXapZd_EPsBG01JY/edit?usp=sharing

Date: Sunday May 29, 2022

Duration: 3 Hr

Executive Summary:

TBD

TOC NOTES:

TBD

Meeting 42 - Portal Mountain: The Quest for Coherence (book) PART10

Youtube: <https://www.youtube.com/watch?v=T0sVJ2Ba0io&t=13s>

Transcript:

https://docs.google.com/document/d/1GM0HrPdAl_KxVxuAKQwEk2K3QgXvDyHBSgW4b2J_VUg/edit?usp=sharing

Date: Sunday June 12 , 2022

Duration: 3 Hr

Executive Summary:

TBD

TOC NOTES:

TBD

Meeting 43 - Portal Mountain: The Quest for Coherence (book) PART11

Youtube:

<https://www.youtube.com/watch?v=QDfs2UhCZMM>

Transcript:

https://docs.google.com/document/d/1ykVmGJNVPP-P2mz4DODx3O_pVqS4mAbxlvwMUQntXNg/edit?usp=sharing

Date: Sunday June 26, 2022

Duration: 3 Hr

Executive Summary:

TBD

TOC NOTES:

TBD

Meeting 44 - Portal Mountain: The Quest for Coherence (book) PART12

Youtube:

https://www.youtube.com/watch?v=_9hFbA6KT3c

Transcript:

https://docs.google.com/document/d/1uc7uNYu_Q_8FjyXsZP9rhJmrVIWqR1QvX1HRX4GRyE0/edit?usp=sharing

Date: Sunday July 10, 2022

Duration: 3 Hr

Executive Summary:

TBD

TOC NOTES:

TBD

Meeting 45 - Portal Mountain: The Quest for Coherence (book) PART13

Youtube:

<https://www.youtube.com/watch?v=6mLWxDXyPe4>

Transcript:

https://docs.google.com/document/d/1GpAaBjJFA8VSJGkwWbbpM6pXoGGboKoVrkdt_bIbgRk/edit?usp=sharing

Date: Sunday July 24, 2022

Duration: 3 Hr

Executive Summary:

TBD

TOC NOTES:

TBD

Meeting 46 - Portal Mountain: The Quest for Coherence (book) PART14

Youtube:

https://www.youtube.com/watch?v=ucdq41k_tlc

Transcript:

<https://docs.google.com/document/d/1Wnwdp7Vc6t-xk6hYVXXt5SLZDSOfLYafI5nb5wBffK8/edit?usp=sharing>

Date: Monday August 01, 2022

Duration: 4 Hr

Executive Summary:

TBD

TOC NOTES:

TBD

Meeting 47 - Portal Mountain Cosmology

Youtube:

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

Transcript:

https://docs.google.com/document/d/1cWdsYcSbF3bXgLvDJhPo0K_nqUX4PDqn82XWbxecGKM/edit?usp=sharing

Date: Sunday August 28, 2022

Duration: 43 Hr

Executive Summary:

TBD

TOC NOTES:

TBD

Meeting 48 - Portal Mountain Cosmology - Animism

Youtube:

<https://www.youtube.com/watch?v=fybUZ6LZGLY>

Transcript:

<https://docs.google.com/document/d/1MxBqiO3nj5LmJCV5fjUejdPu5lqP1v-FeC-yM28zW6l/edit?usp=sharing>

Date: Sunday Aug 28, 2022

Duration: 4 Hr

Executive Summary:

TBD

TOC NOTES:

TBD

Meeting 49 - Portal Mountain Cosmology - Guild Dynamics

Youtube:

https://www.youtube.com/watch?v=sXqe5_QOy0E

Transcript:

https://docs.google.com/document/d/1jSWjxPiPFs2_2Xv0LTU9m-KAAe-1AW68rMDLUVJ8CVc/edit?usp=sharing

Date: Sunday September 25, 2022

Duration: 4 Hr

Executive Summary:

TBD

TOC NOTES:

TBD

Meeting 50a - Portal Mountain Cosmology - Guild Dynamics cont. clip1

Youtube:

<https://www.youtube.com/watch?v=TmScLXuH-eU>

Transcript:

<https://docs.google.com/document/d/1sZXI2ZjJADzRzeDY8dhPLRjTDWaciB0wzMwov-uAIBU/edit?usp=sharing>

Date: Sunday October 09, 2022

Duration: 3 Hr

Executive Summary:

TBD

TOC NOTES:

TBD

Meeting 50b - Portal Mountain Cosmology - Guild Dynamics cont. clip2

Youtube:

<https://www.youtube.com/watch?v=u1cVb34hOFQ>

Transcript:

<https://docs.google.com/document/d/1lejD-H-m-43U2C6WqfEHZKMCSkw3QS8Zjo3Vlt9C2PY/edit?usp=sharing>

Date: Sunday October 09, 2022

Duration: 3 Hr

Executive Summary:

TBD

TOC NOTES:

TBD

Meeting 51 - Portal Mountain: Heart of the Guild (PART1)

Youtube:

Transcript: [??]

Date: Sunday October 30, 2022 (ASSUMED DATE)

Duration: 4 Hr (ASSUMED DURATION)

Executive Summary:

TBD

TOC NOTES:

TBD

Meeting 52 - Portal Mountain: Heart of the Guild (PART2)

Youtube:

Transcript:

Date: Sunday October 30, 2022 (ASSUMED DATE)

Duration: 4 Hr (ASSUMED DURATION)

Executive Summary:

TBD

TOC NOTES:

TBD

Meeting 53 - Portal Mountain: Heart of the Guild (PART3)

Youtube:

Transcript:

Date: Sunday October 30, 2022 (ASSUMED DATE)

Duration: 4 Hr (ASSUMED DURATION)

Executive Summary:

TBD

TOC NOTES:

TBD

0:00 portal mountain development meeting #54.

9:31 Buddha model is the correct supply for the demand of the zeitgeist -.

16:32 Our language is a soup of protocols -.

22:07 The book is like medicine, it's interwoven in that it is what allows one to be a member of the community.

47:07 What kind of software should be running as a social operating system?

52:15 What's the point of balance sheets?

58:55 Trade as being one of the brain's brain.

1:05:36 What is the difference between a charlatan and a master?

1:12:13 What is the difference between a member and a participant?

1:17:49 When you step outside any of the boundaries of this model you're not loving anything.

1:23:44 What is profit ism? Is it a form of property?

1:29:58 Capitalism as a medical condition.

1:43:59 Manifolds over the horizon.

1:50:55 What is the difference between a hologram and a holograph?

1:56:40 Manipulating each other's APs and collective Aps.

2:02:26 What do things mean to an embodied being?

2:13:39 Are we even against AI? What are we doing?

2:19:13 The relationship between action and reaction is so far away from a direct consequential line of interaction.

2:26:59 Code is like the string of bits that can dream.

2:34:34 What is coherence by maturity? What is the difference?

2:55:14 What is the most fundamental composition of reality?

3:04:41 What's the problem? Not a problem.

3:11:55 What is the Archetypical Complex? -.

3:19:06 There is a danger of the formation of plateau.

3:26:27 What is the socratic method to write?

3:33:15 What's the difference between trauma and addiction?

3:39:46 What do people do when their environment is so complex?

3:49:13 What is the relevance of "anti-Semitism"?

3:56:11 Cutting off the show.

Meeting 54 - Portal Mountain: Heart of the Guild (PART4)

Youtube URL:

Transcript URL:

Date: Sunday

Duration: 4 Hr

Executive Summary:

WORD CLOUD:

OUTLINE (auto generated):

Meeting 55 - Portal Mountain: Heart of the Guild (PART5)

Youtube URL:

Transcript URL:

Date: Sunday jan 15 2023

Duration: 4 Hr

Executive Summary:

WORD CLOUD:

OUTLINE (auto generated):

Meeting 56 - Portal Mountain: Heart of the Guild (PART6)

Youtube URL:

Transcript URL:

Date: Sunday jan 29 2023

Duration: 4 Hr

Executive Summary:

WORD CLOUD:

OUTLINE (auto generated):

Meeting 57 - TBD

Youtube URL:

Transcript URL:

Date: Sunday

Duration: 4 Hr

Executive Summary:

WORD CLOUD:

OUTLINE (auto generated):

Meeting 58 - TBD

Youtube URL:

Transcript URL:

Date: Sunday ? mar 25 apr 9 2023

Duration: 4 Hr

Executive Summary:

WORD CLOUD:

OUTLINE (auto generated):

Meeting 59 - APS Language Stack

Youtube URL:

Transcript URL:

Date: Sunday apr 23 2023

Duration: 4 Hr

Executive Summary:

WORD CLOUD:

OUTLINE (auto generated):

Meeting 60 - APS Language Stack PART2

Youtube URL:

Transcript URL:

https://docs.google.com/document/d/1KeATl83-g34-XxQ_VOXo66eXeasgMvGffK9PrzNsPj0/edit?usp=sharing

Date: Sunday may 7 2023

Duration: 4 Hr

Executive Summary:

WORD CLOUD:

OUTLINE (auto generated):

Meeting 61 - APS Language Stack PART3

Youtube URL: <https://youtube.com/live/I7yvUNv5ZSo>

Transcript URL:

<https://docs.google.com/document/d/1CoAL1n9hGfwUMStdHR6z4xggCEllhwT1cUQgpNqDjl0/e/dit?usp=sharing>

<https://docs.google.com/document/d/1CoAL1n9hGfwUMStdHR6z4xggCEllhwT1cUQgpNqDjl0/e/dit?usp=sharing>

Date: Sunday may 21 2023

Duration: 2.5 Hr

Executive Summary:

WORD CLOUD:

OUTLINE (auto generated):

Meeting 62 - APS Language Stack PART4

Youtube URL: <https://youtube.com/live/I7yvUNv5ZSo>

Transcript URL:

<https://docs.google.com/document/d/1CoAL1n9hGfwUMStdHR6z4xggCEllhwT1cUQgpNqDjl0/edit?usp=sharing>

Date: Sunday may 21 2023

Duration: 2.5 Hr

Executive Summary:

WORD CLOUD:

OUTLINE (auto generated):

Meeting 63 - APS Language Stack PART5?

Youtube URL: <https://youtube.com/live/I7yvUNv5ZSo>

Transcript URL:

<https://docs.google.com/document/d/1CoAL1n9hGfwUMStdHR6z4xggCEllhwT1cUQgpNqDjl0/edit?usp=sharing>

Date: Sunday may 21 2023

Duration: 2.5 Hr

Executive Summary:

WORD CLOUD:

OUTLINE (auto generated):

Meeting 64 - The System isnt Bad

Youtube URL: <https://www.youtube.com/watch?v=l32301RpGV0>

Transcript URL:

https://docs.google.com/document/d/1HJnbp0GXwWMaqfgR7Ji_A1J2SyCKpWf8nxAHgNaTyGE/edit?usp=sharing

Date: Sunday may 21 2023

Duration: 2.5 Hr

Executive Summary: system not bad part 1

WORD CLOUD:

OUTLINE (auto generated):

Meeting 65 - The System isnt Bad (part 2): Caricaturism

Youtube URL: <https://youtube.com/live/I7yvUNv5ZSo>

Transcript URL:

<https://docs.google.com/document/d/1CoAL1n9hGfwUMStdHR6z4xggCEllhwT1cUQgpNqDjl0/e/dit?usp=sharing>

Date: Sunday may 21 2023

Duration: 2.5 Hr

Executive Summary: system not bad part 2

WORD CLOUD:

OUTLINE (auto generated):

Meeting 66 - Axiology continued

Youtube URL: <https://youtube.com/live/tUjaAOSEuAl>

Transcript URL:

https://docs.google.com/document/d/1DbFiRiUWqlXs1HEUMV4UnX_rOvewSKr_eUSPZtnD-ZY/edit?usp=sharing

Date: Sunday may 21 2023

Duration: 2.5 Hr

Executive Summary:

WORD CLOUD:

OUTLINE (auto generated):

Meeting 67??? - APS Language Stack PART4

Youtube URL: <https://youtube.com/live/I7yvUNv5ZSo>

Transcript URL:

<https://docs.google.com/document/d/1CoAL1n9hGfwUMStdHR6z4xggCEllhwT1cUQgpNqDjl0/edit?usp=sharing>

Date: Sunday may 21 2023

Duration: 2.5 Hr

Executive Summary:

WORD CLOUD:

OUTLINE (auto generated):

Meeting 68 - [title]

Youtube URL:

Transcript URL:

Date: Sunday may 21 2023

Duration:

Executive Summary:

WORD CLOUD:

OUTLINE (auto generated):

Meeting 69 - [title]

Youtube URL:

Transcript URL:

Date: Sunday may 21 2023

Duration:

Executive Summary:

WORD CLOUD:

OUTLINE (auto generated):

Meeting 70 - [title]

Youtube URL:

Transcript URL:

Date: Sunday may 21 2023

Duration:

Executive Summary:

WORD CLOUD:

OUTLINE (auto generated):

Meeting 71 - [title]

Youtube URL:

Transcript URL:

Date: Sunday may 21 2023

Duration:

Executive Summary:

WORD CLOUD:

OUTLINE (auto generated):

Meeting 72 - [title]

Youtube URL:

Transcript URL:

Date: Sunday may 21 2023

Duration:

Executive Summary:

WORD CLOUD:

OUTLINE (auto generated):

Meeting 73 - [title]

Youtube URL:

Transcript URL:

Date: Sunday may 21 2023

Duration:

Executive Summary:

WORD CLOUD:

OUTLINE (auto generated):

Meeting 74 - [title]

Youtube URL:

Transcript URL:

Date: Sunday may 21 2023

Duration:

Executive Summary:

WORD CLOUD:

OUTLINE (auto generated):

Meeting 75 - [title]

Youtube URL:

Transcript URL:

Date: Sunday may 21 2023

Duration:

Executive Summary:

WORD CLOUD:

OUTLINE (auto generated):

Meeting 76 - [title]

Youtube URL:

Transcript URL:

Date: Sunday may 21 2023

Duration:

Executive Summary:

WORD CLOUD:

OUTLINE (auto generated):

Meeting 77 - [title]

Youtube URL:

Transcript URL:

Date: Sunday may 21 2023

Duration:

Executive Summary:

WORD CLOUD:

OUTLINE (auto generated):

Meeting 78 - [title]

Youtube URL:

Transcript URL:

Date: Sunday may 21 2023

Duration:

Executive Summary:

WORD CLOUD:

OUTLINE (auto generated):

Meeting 79 - [title]

Youtube URL:

Transcript URL:

Date: Sunday may 21 2023

Duration:

Executive Summary:

WORD CLOUD:

OUTLINE (auto generated):

Meeting 80 - [title]

Youtube URL:

Transcript URL:

Date: Sunday may 21 2023

Duration:

Executive Summary:

WORD CLOUD:

OUTLINE (auto generated):

Meeting 81 - [title]

Youtube URL:

Transcript URL:

Date: Sunday may 21 2023

Duration:

Executive Summary:

WORD CLOUD:

OUTLINE (auto generated):

Meeting 82 - [title]

Youtube URL:

Transcript URL:

Date: Sunday may 21 2023

Duration:

Executive Summary:

WORD CLOUD:

OUTLINE (auto generated):

Meeting 83 - [title]

Youtube URL:

Transcript URL:

Date: Sunday may 21 2023

Duration:

Executive Summary:

WORD CLOUD:

OUTLINE (auto generated):

Meeting 84 - [title]

Youtube URL:

Transcript URL:

Date: Sunday may 21 2023

Duration:

Executive Summary:

WORD CLOUD:

OUTLINE (auto generated):

Meeting 85 - [title]

Youtube URL:

Transcript URL:

Date: Sunday may 21 2023

Duration:

Executive Summary:

WORD CLOUD:

OUTLINE (auto generated):

Meeting 86 - [title]

Youtube URL:

Transcript URL:

Date: Sunday may 21 2023

Duration:

Executive Summary:

WORD CLOUD:

OUTLINE (auto generated):

Meeting 87 - [title]

Youtube URL:

Transcript URL:

Date: Sunday may 21 2023

Duration:

Executive Summary:

WORD CLOUD:

OUTLINE (auto generated):

Meeting 88 - [title]

Youtube URL:

Transcript URL:

Date: Sunday may 21 2023

Duration:

Executive Summary:

WORD CLOUD:

OUTLINE (auto generated):

Meeting 89 - [title]

Youtube URL:

Transcript URL:

Date: Sunday may 21 2023

Duration:

Executive Summary:

WORD CLOUD:

OUTLINE (auto generated):

Meeting 90 - [title]

Youtube URL:

Transcript URL:

Date: Sunday may 21 2023

Duration:

Executive Summary:

WORD CLOUD:

OUTLINE (auto generated):

Meeting 91 - [title]

Youtube URL:

Transcript URL:

Date: Sunday may 21 2023

Duration:

Executive Summary:

WORD CLOUD:

OUTLINE (auto generated):

Meeting 92 - [title]

Youtube URL:

Transcript URL:

Date: Sunday may 21 2023

Duration:

Executive Summary:

WORD CLOUD:

OUTLINE (auto generated):

Meeting 93 - [title]

Youtube URL:

Transcript URL:

Date: Sunday may 21 2023

Duration:

Executive Summary:

WORD CLOUD:

OUTLINE (auto generated):