

I understand what you guys are saying in that the root cause of most problems is scarcity. In our world there is always something that's "scarce", and that something is often money. So basically you're saying that even if there's an abundance of something (say bananas or youtube videos :)) so long as something else is scarce (like money), we will trade. In other words, the root cause of trade is that there's not an abundance of absolutely everything that we need.

I asked why scarcity was a problem because I wanted you to point out that scarcity leads to trade. But it's good that you pointed out that scarcity also leads to shitty behavior such as fighting and domination, and that shitty behavior doesn't necessarily have to be tied to trade (so scarcity on its own, without trade, can cause shitty behavior). But I think we can agree that humans in our society have worked hard to make it so that scarcity usually leads to trade, rather than to shitty behavior like fighting and domination.

So in our society we have something like this:

Scarcity → shitty behavior (fights, domination, etc.)
→ Trade

So now we have another problem: trade leads to an imbalance of power (I have something you need, so now you have to give me something for it and I can take advantage of you because you really need what I have). So trade often leads to shitty behavior as well.

Scarcity → shitty behavior (fights, domination, etc.)
→ Trade → imbalance of power → shitty behavior

The interesting part is that I think it is completely pointless for us to argue over whether trade or scarcity is the "root cause of most problems" because the two problems are completely intertwined. If you solve one problem, you also solve the other one! If you get rid of scarcity (create abundance) you will get rid of the need to trade because you cannot trade when there is absolutely no scarcity of any sort. But if you get rid of the need to trade, you will also get rid of scarcity, because if something is trade-free then it pretty much has to be abundant.

So now we have two problems: scarcity and trade, and we know that if we solve one, we also solve the other one. And we have two different opinions about which problem needs to be tackled.

You guys say that scarcity needs to be tackled, so we need to have abundance. But in your view, the abundance of any particular good or service will not solve any problems because we need an overall abundance of absolutely everything that we need and want. (Hence the YouTube example- we have an abundance of YouTube videos, but YouTube still engages in trades because there is still scarcity of money for YouTube).

So how do we solve this problem?

As far as I understand, this is TVP's idea:

1. Education/awareness.
2. Major motion picture.
3. Center for Resource Management.
4. Experimental Research City.
5. Theme Park (yeah, that's in the faq).

My personal opinion: I think that education should be the priority, so point one is very important and I see the point of a movie as well (although wasn't there something about TVP blowing \$200,000 on a movie script? And how's the progress of this movie going?)

The last three points (they're actually "phase" 3 and 4) need a shit ton of resources. You need millions (or billions) of dollars to build this type of research center, experimental city and theme park.

So we have to ask ourselves, 'is it worth it? What are we going to achieve by building these structures and how are we going to achieve that?'

As far as I understand, the aim of the Center for Resource Management is mainly to bring awareness to the aims and proposals of the Venus Project, but it will also be a center where we can develop plans for the first experimental city. So I think it would be nice to build such a project for it's educational purposes, but I'm not so convinced that it's worth the millions of dollars of investments.

Then there's the "experimental research city" that would be "devoted to working toward the aims and goals of The Venus Project which are [from TVP's website]:

1. Recognizing the world's resources as the common heritage of all Earth's people.
2. Transcending the artificial boundaries that separate people.
3. Evolving from a money-based, nationalistic economies to a resource-based world economy."

And more nice things...

This sounds nice to me in theory, but I just don't understand how it will work in practice. That's mainly because I don't think that you will get rid of the need to trade in such an experimental city. Even if TVP builds a super efficient and self-sustainable city, it will still need some material from the outside world, and the people living in this city will still be influenced by all sorts of trades and crap coming in from the outside world (or are you going to ban youtube and facebook in this city? :D)

If you don't get rid of the need to trade that means that you haven't achieved overall abundance. If you haven't achieved overall abundance then how will the people in this "experimental city" differ from any other people in our world? What is the main thing we're trying to achieve anyway? Isn't it better overall human behavior?

Why do people behave so shitty in the first place? Oh right, it's the environment. Our environment is polluted by trades, so if you don't get rid of the need to trade in this experimental city, then you won't change the people's shitty behavior.

Maybe some structures, like a research center, would be useful as educational facilities, but to try to create change through a city without tackling the core problem of our society, I feel is pointless (not to mention, a huge waste of resources).

On the other hand, here's TROM's approach:

1. Education is just as important to TROM as it is to TVP (if not more). That's why Tio wrote like 50 books, made a 14-hour documentary and provided people with tons of other educational tools. And now there are other people making more educational material for TROM as well.
2. TROM recognizes that trade is "the origin of most problems" and wants to take steps away from trade by 1- talking about this problem (spreading awareness) and 2- making trade-free goods and services which also promote this idea.

What's a trade-free good or service?

simple: people can use this good or service without having to give anything in return for it. You can use any tool on www.tromsite.com and you will not need to trade anything for it- not money, not data, not anything.

How someone creates a trade-free good or service is not that important.

Of course the people creating trade-free tools still have to go out into the world and trade to get food and whatever else they need, they haven't solved the ENTIRE problem of trade in one go by creating one trade-free thing. That means that making just one trade-free good or service is not going to do much in this world. We need trade-free housing, transportation, food, services, many things.

However, if more people realize that "trade" is a problem, perhaps some of them would have the ability to create trade-free housing, transportation, food, services or something else. The more trade-free goods and services there are out there, the less we will have to engage in trades. Less dependency on trades leads to better human behavior.

About the “mechanism”. I like that in the “origin of most problems” Tio compared this problem to the problem of germs. In the past, billions of people died because of infections. They didn’t know about bacteria, but once they realized that this existed- and that this was a problem- they came out with all sorts of solutions to fix this problem. The person that discovered germs didn’t know how to solve this problem! But that wasn’t super important, it was important to convince other people that germs were indeed a problem so they could come up with many (and various) solutions. Even today, we haven’t completely solved this problem, but we’ve made it much much better.

That’s how our society evolves- you give people a problem and they will look for solutions once they’re convinced that this is in fact a problem.

So Tio knows how to make trade-free books, videos, operating systems and things like that, maybe he doesn’t know how to make trade-free housing or transportation. Maybe somebody else will. I don’t think Tio needs to have the solution for absolutely everything in order to state a problem.

But it’s funny that you mention that he doesn’t have the “mechanism” to create a trade-free world, but what’s your mechanism to create a world of abundance? None of TVP’s phases describe a “mechanism” to create a world of abundance.

To get a good understanding of this “trade thing”, I recommend reading the book, “the origin of most problems” Saying that you don’t need to read the book because you already know the premise is the same as saying, “I don’t need to look into the Venus Project because I already know that it’s a utopian plan that’s never gonna happen.” If you want to be like that, that’s fine but why even bother having a discussion about this then? Tio’s work is very well sourced, it’s not like he just “thinks” this stuff up and makes up some story. He watched thousands of documentaries and read a ridiculous amount of content to come up with his conclusions (he spent 1.5 years working on this book). You can go through all the sources in the book: https://www.tromsite.com/books/#dflip-df_6562/1

*** I want to bring up this same discussion with the TVP PoCs soon (but I won’t have time for that until the end of the month), so if you’re from TVP and you read this, don’t get mad at me, instead, convince me that you’re doing the right thing. (But not right this moment- let’s have this discussion with the PoCs in 2 weeks when I get back from Scotland :D)