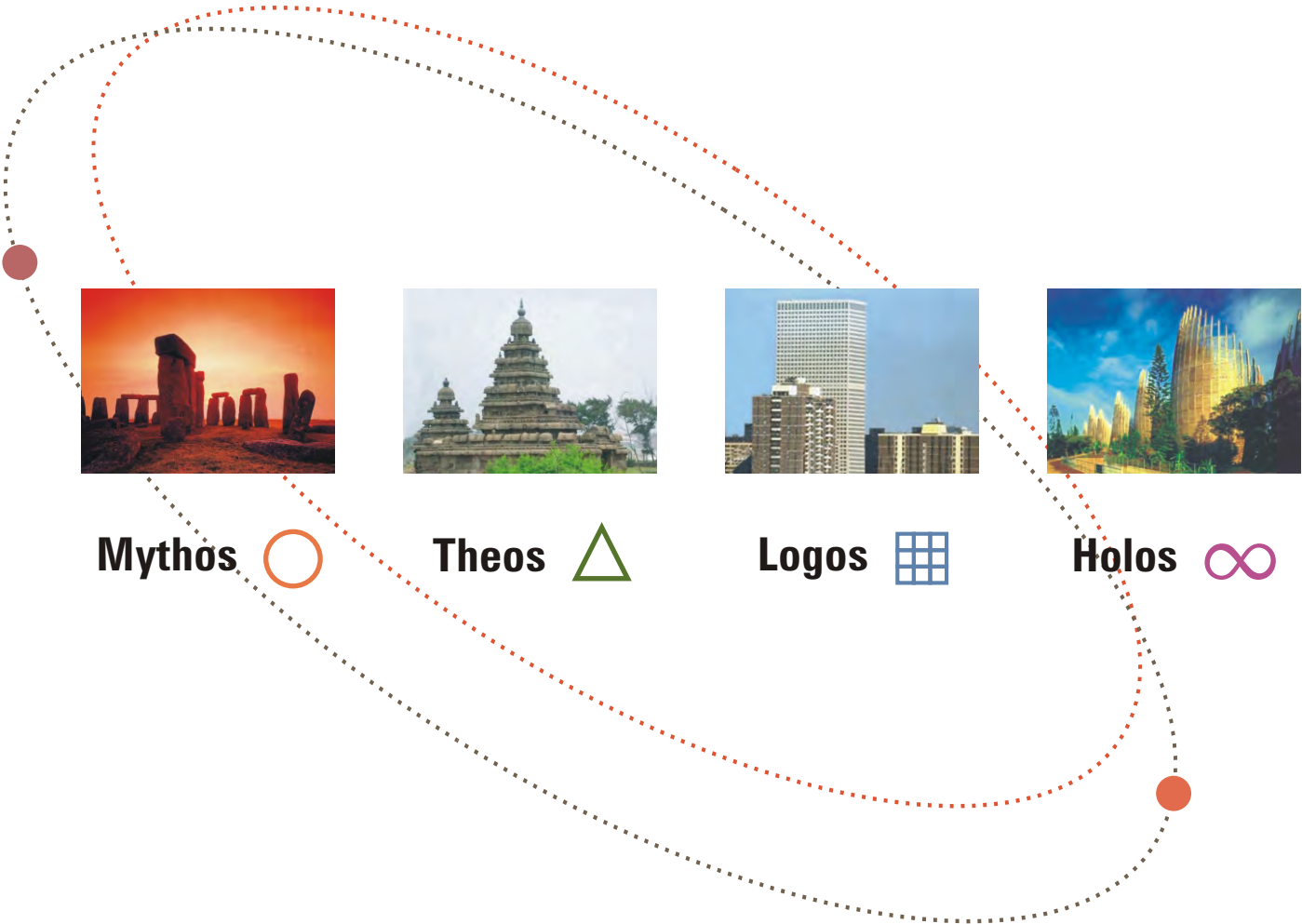


TIME-SPACE-TECHNICS



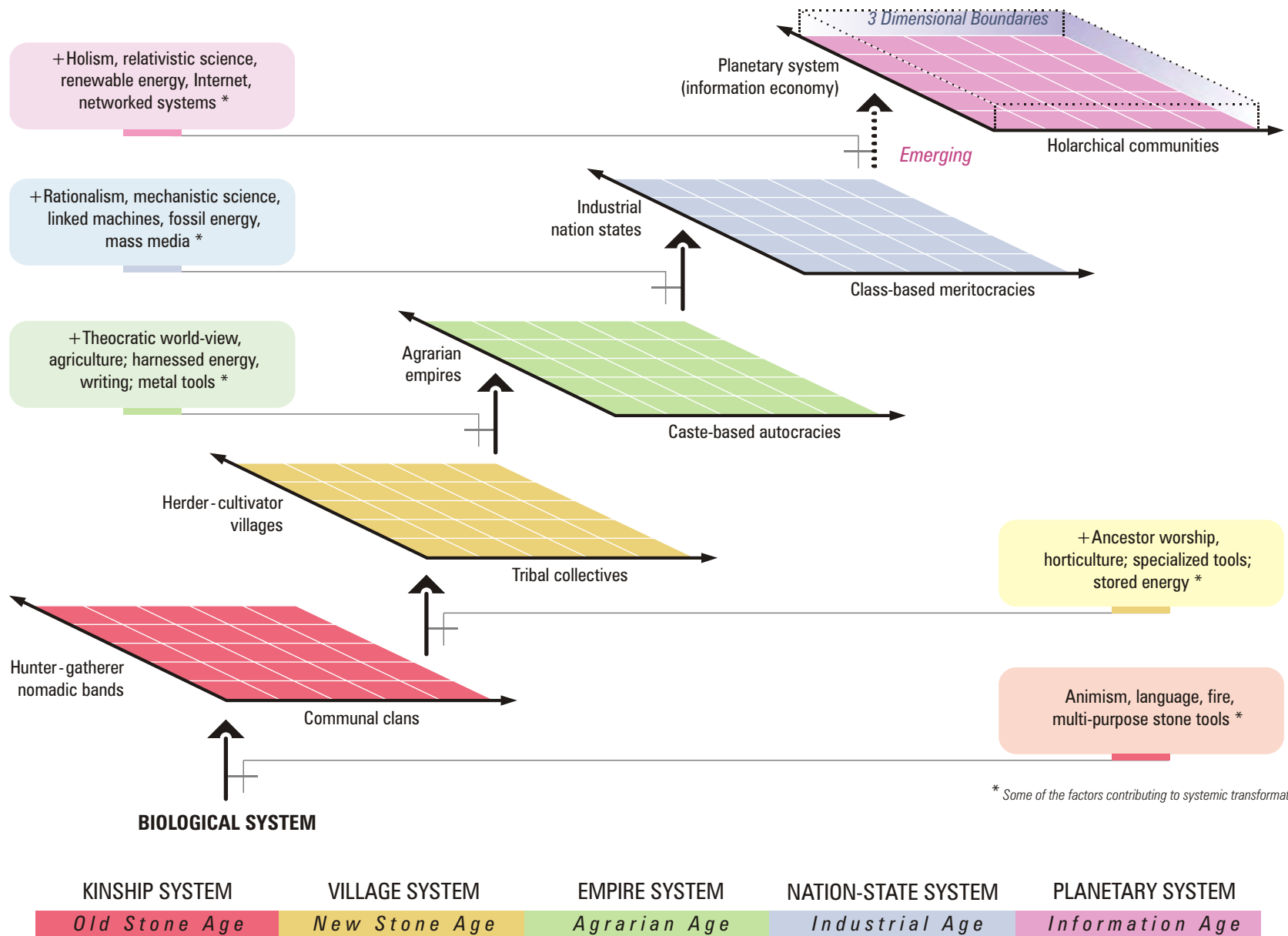
The Evolution of Societal Systems
and World-Views

Overview



The Evolution of Societal Systems

Time - Space - Technics








* Some of the factors contributing to systemic transformation

The Evolution of the Universal Culture Pattern




















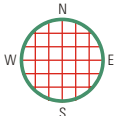










Universal Culture Pattern	Institutions	Mythos ○	Theos △	Logos ▣	Holos ∞
	World view <i>orientation</i>	Animism <i>belonging</i>	Faith <i>obeying</i>	Logic <i>acquiring</i>	Holism <i>integrating</i>
	Culture <i>aesthetics</i>	Relationships <i>harmony</i>	Responsibilities <i>position</i>	Rights <i>achievement</i>	Interdependence <i>connectivity</i>
	Government <i>regulatory form</i>	Elders <i>customs</i>	Absolutist <i>decrees</i>	Constitutional <i>laws</i>	Consensual <i>self-regulating</i>
	Organization <i>basis</i>	Communal <i>kinship</i>	Autocracy <i>caste</i>	Meritocracy <i>class</i>	Holarchy <i>community</i>
	Economy <i>structure</i>	Foraging/horticultural <i>autonomous</i>	Agricultural <i>centralized</i>	Industrial <i>pluralist</i>	Information <i>distributed</i>
	Education	Tribal traditions	Caste traditions	Public education	Self-directed
	Technology <i>paradigm</i>	Human energy <i>magical</i>	Harnessed energy <i>religious</i>	Linked machines <i>mechanistic science</i>	Networked systems <i>relativistic science</i>

The Evolution of Societal Form and Function

Attributes	Mythos I 	Mythos II 	Theos 	Logos 	Holos 
Form	Undifferentiated	Differentiated	Unipolar	Multipolar	Network
Axis of growth	Point	Nucleus	Line	Plane	Cube/Sphere
Qualitative spatial control	Reactive	Direct	Linear <i>(linked nuclei)</i>	Two-dimensional <i>(grids/oceans)</i>	Three-dimensional <i>(inner/outer space)</i>
Quantitative spatial control	Transient	Immediate	Local	Regional	Global
System feedback	Interpersonal	Intertribal	Bureaucratic	Pluralistic	Networked
Direction of feedback	Circular	Centripetal	Centralized	Multiple <i>(power law)</i>	Systemic <i>(interactive)</i>
Positive feedback	Almost none	Minimal	Restricted	Intermittent	Constant
Economic exchange	Sharing	Redistributing	Taxing	Selling	Empowering
Duration	500,000 years \pm <i>to the present</i>	9,000 years \pm <i>to the present</i>	5,000 years \pm <i>to the present</i>	250 years \pm <i>to the present</i>	Emerging

Evolution involves the emergence of more conscious, complex, open, and permeable living systems with increased abilities to process information, energy and resources from their environments.

Icon Chart of Societal Evolution

Levels	Worldview (T _s)	Environmental control Spatial expletion (T _m)	Population density Spatial impletion (T _m)	Social organization (T _s)	Science and technology (T _m)	Matter/energy use (T _m)
Mythos I <i>Old Stone Age</i>	Belonging  Animism	Undifferentiated  Nomadic	Transient control  Cave/Tent	Clan  Communal	Multi-purpose tools  Hunter-gatherer	 Human power
Mythos II <i>New Stone Age</i>	Supporting  Ancestor worship	Random siting  Settlement	Immediate control  Village	Tribe  Collective	Specialized tools  Herder-cultivator	 Stored energy
Theos <i>Agrarian Age</i>	Obeying  Divine rule	One-dimensional control  Agrarian civilization	Local control  Town	Caste  Autocracy	Metal tools  Agrarian economy	 Harnesses energy
Logos <i>Industrial Age</i>	Acquiring  Rationalism	Two-dimensional control  Nation state	Regional control  City	Class  Meritocracy	Machines  Industrial economy	 Linked machines
Holos <i>Information Age</i>	Integrating  Holism	Three-dimensional control  Planetary system	Global control  Bioregion	Community  Holarchy	Electronic networks  Information economy	 Networked systems

Evolution

The Process of Quantization

Societal systems quantize (undergo qualitative and quantitative transformation) in three general stages:

- 1) A paradigm-changing societal or material technic emerges which supports one or more quantizing factor.
- 2) The presence of a quantizing factor supports the quantization of one or more segments of the Universal Culture Pattern.
- 3) The quantization of a societal institution supports the quantization of the entire societal system.

The process of quantization can progress or regress:



A new paradigm-changing technic is emerging (i.e. one that helps to create a more complex, open and conscious system).



The new paradigm is directing one or more societal institutions.



The emerging or directing technic or institution is quantizing downward (to less complexity, openness and consciousness).







The quantized institution is part of a congruent societal system.

Quantization Factors for Mythos and Theos

Factors causing the emergence of the societal system*	○ Mythos I <i>Old Stone Age</i>	○ Mythos II <i>New Stone Age</i>	△ Theos Old World <i>Agrarian Age</i>	△ Theos New World <i>Agrarian Age</i>
Increased external awareness New technology/science	Fire; simple tool-making	Specialized tools; horticulture	Agriculture; measured time and space; metal tools	Agriculture; measured time and space
Increased energy Greater energy use and production	Co-operative hunting and gathering	Domesticated plants and animals; stored food	Harnessed wind, water and organic energy	Harnessed water and organic energy
Increased external feedback More environmental control	Hunting territories	Permanent villages	Towns linked by roads/rivers/coasts into empires	Towns linked by roads/rivers/coasts into empires
Increased connectivity Population growth/urbanization	Slow spread of human bands	Food production increases population densities	Increasing population densities; expanding trade	Increasing population densities; expanding trade
Increased complexity More complex institutions	Culturally organized societal systems	Increasing specialization; hereditary roles	Food surpluses support artisans and ruling elites	Food surpluses support artisans and ruling elites
Increased internal awareness More information systems	Symbolic thinking; language; oral traditions	More complex rituals; pictographs	Writing, mathematics, record-keeping	Writing, mathematics, record-keeping
Increased internal feedback More societal feedback and control	Kinship system (communal clans)	Village system (collective tribes)	Empire system (caste-based autocracies); bureaucracy	Empire system (caste-based autocracies); bureaucracy
More complex aesthetics New modes of expression	Magical symbols; naturalist art	Complex crafts with abstract designs	Art and architecture glorifying god-kings	Art and architecture glorifying god-kings
More complex world view A more functional view of reality	An egalitarian world of spirits and totems	Increasing ancestor worship	A hierarchical reality ruled by divine beings	A hierarchical reality ruled by divine beings

*Functional new societal systems are only able to evolve when all quantizing factors are present.

Quantization Factors for Logos and Holos

Factors causing the emergence of the societal system*	 Logos Conceptualized <i>Greco-Roman civilizations</i>	 Logos Theocratized <i>Medieval Europe</i>	 Logos Mechanized <i>Industrial Age</i>	 Holos Emerging <i>Information Age</i>
Increased external awareness New technology/science	Dualistic analysis; geometry; grids	Two-dimensional navigation; heliocentric astronomy	Mechanistic science; chemistry; aviation	Relativistic science; electronic networks
Increased energy Greater energy use and production	<i>Agrarian economies*</i>	Simple machines; firearms	Fossil fuels; linked machines; electricity	Renewable energies; networked systems
Increased external feedback More environmental control	Coastal navigation	Global exploration by sea	Ability to exploit most terrestrial environments	Management of global environments
Increased connectivity Population growth/urbanization	Large urban centres	<i>Agrarian population densities*</i>	Increasing urbanization; international trade	Most people live in cities; mega-cities
Increased complexity More complex institutions	Currency and trade	Merchant class	Regulated capitalism; pluralist institutions	Globalization; planetary system
Increased internal awareness More information systems	<i>Agrarian information systems*</i>	Mechanical printing	Public education; mail; mass media; telephones	Internet; global telecommunications
Increased internal feedback More societal feedback and control	Logic; dialogue; republican governments	<i>Agrarian forms of government*</i>	Nation-state system (class-based meritocracies)	Holarchical planetary system (community-based)
More complex aesthetics New modes of expression	Humans as the focus of art and architecture	Perspective in art	Individualistic art; advertising	Multirelational art; films; virtual reality
More complex world view A more functional view of reality	Logic and objective facts can help explain reality	Reason in the service of faith	Dualistic rationalism	Holism; an integral systems approach

*Functional new societal systems are only able to evolve when all factors are present.