

Chapter 3

Template Design

Algorithms

Let`s look into Algorithms. I was first introduced to this word when I was 14 years old. At the time I was living in Tripoli, Libya. This is where I grew up. My father was a geologist for Esso. Every year our family would travel from Tripoli to Lexington, Kentucky for the summer. My father took advantage of these return travels and every summer we would travel East or West and visit far away places, art galleries and national museums, architectural wonders (TWA Terminal NY) and cultural sites. Countries like India, Hong Kong, Europe (Rome, Paris, Berlin, London). On this particular summer we were destined to visit Cairo and study Egyptology, climb the pyramids, study Hieroglyphics, read Rider Haggard`s Cleopatra and visit the National Museum of Egyptian Civilization. After a few days of completing this itinerary our Egyptian guide suggested to my father that we drive down to the Nile river and study the site where Muhammad Ibn Musa al-Khwarizmi invented the concept of algorithm. A non-linear Algebra to measure the Ebb and Flow of the Nile. This is where the Algorithm was born and here we were standing on the banks of the Nile looking blank into it.

An Algorithm is a Mapping System!

An Algorithm is “ A set of instructions that is designed to accomplish a task A complex function for producing an infinite variety of outputs from infinite possibilities of inputs.”

Some 40 years later the word popped up again. This time by the way of Jeff Bezos and Amazon. Bezos is clever. He decides to flip the original non-linear algorithm into a linear mapping algorithm, creating a Rental Platform and presto here we are today. “Behavior Modification Syndrome.” Include FaceBook, TickTok, Google, etc.

We are victims of digital tracking surveillance and mapping systems that have become omnipotent and exploitive. We are being Mapped! Clouded, Fogged and stimulus controlled.

How to counter this offence?

Enter the Double Bind Syndrome that Gregory Bateson discovered together with Margret Mead.

Let us create the Triple Bind.

I read Bateson/Mead when I was a university student and for a final exam I tried to create a Triple Bind way out. I was very young and naïve at the time, however I was on the right track.

I began my art career at Dale Kindergarten Sandnes, Norway. I had just completed a 5-month course under Mark Francis. The title of the course was Environmental Psychology. Mark renamed the course “Everything you learn at Harvard Graduate School of Design, as he was a recent graduate. This is where I picked up the Mapping and Participation concepts. I was also introduced to Adventure Playgrounds and The Theory of Loose Parts by Simon Nicholson, son of Barbara Hepworth the artist. Working at Dale I had a Kindergarten as a research Lab and an Adventure Playground to create together with a troop of children architects budding!

During this period I established my first performance/theater Group The Chameleon Circus. (1982) Theater of Improvisation, Participation and Creativity. Together with Jan Grønli and Pia Myrvold.

This theater was very inspired by Peter Brook’s “The African Shoe Adventure,” Artuad’s Theater of Cruelty and Odin Theater from Denmark.

Chameleon Circus was an Improvisation theater where we fervently raided jazz clubs, folk clubs, meetings and passed out instruments and costumes and a suitcase filled with props and to the audience to create a participation theater. My goal was to break the dichotomy between the audience and the stage. Break the Double Bind Syndrome.

The theatrical results were being arrested by the police, a night in jail, broken instruments, insults and being physically tossed out of venues, schools, clubs. The audience was not conducive to Participation models!

But we were on to Something

PARTICIPATION

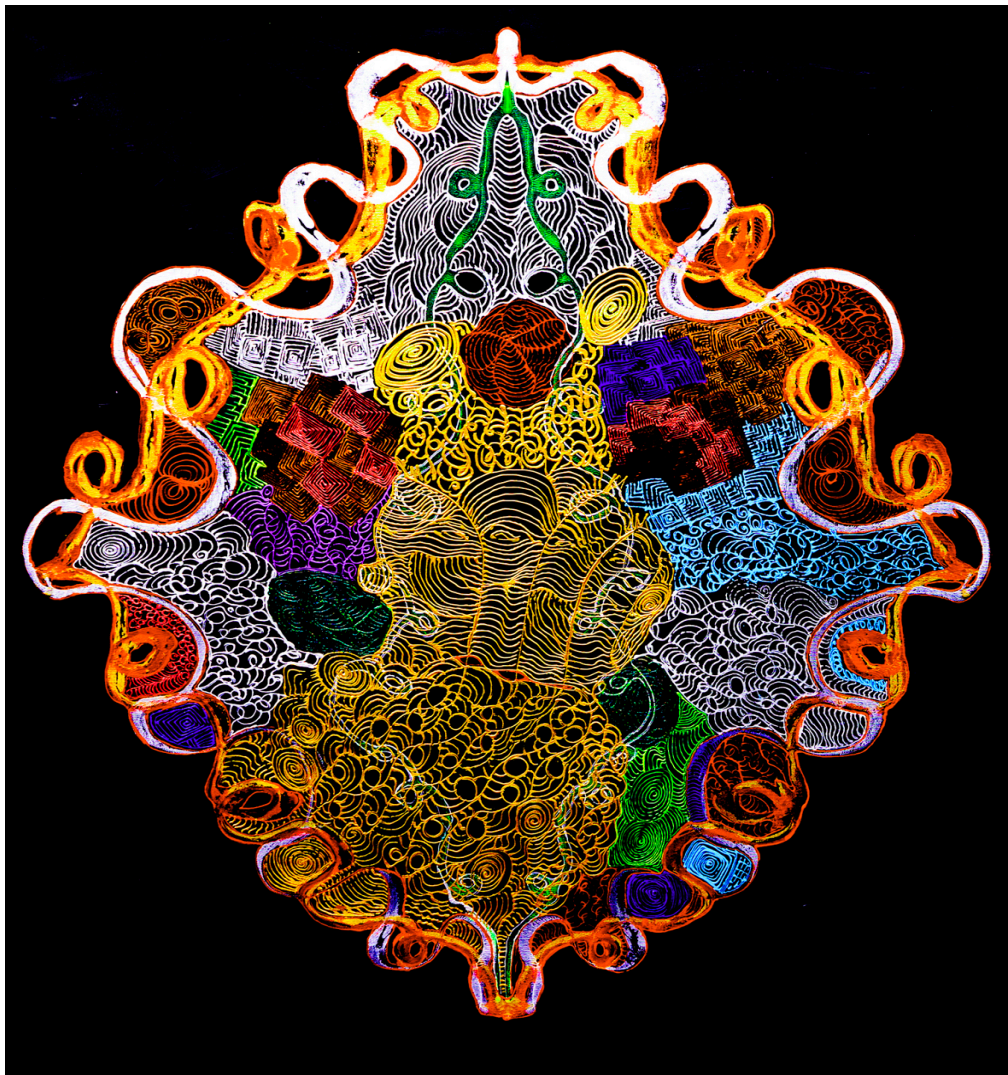
What we had stumbled onto was how to create an audience participation model for Action and Invention. This would become the Key (Template) that would break the Cartesian Double Bind.

"The Philosophy of Art in the 21st Century is to Federate of bringing Things together. Not to Divide and Rule." (M. Serres)

This is the Participation model for where my Art is Going. It is an Assemblage, it is a Multiplicity, it is a procedure to develop a New Mapping system based on Self-Organization and Stigmergy!

Lets GO!

*Nodes and Flow, Play Learning, Auto Tuning,
the Clinaman, Phase space, autopoiesis, a
Quantum Leap into Organic Algorithms.*



To explain the Double Bind, I will include my essay that was recently published by the University of Stavanger`s Journals. (Journals.uis.no) 2024 “ *Decolonize the Play Space.* ”

I will also include an essay concerning the War on Gaza where I am proposing a One State Solution in opposition to the 2 State Solution (Double Bind) that the Oslo Accords champion.

One State Agenda and the Double Bind

ONE PLUS ONE EQUALS ONE

I am responding to the series of editorials presented by Thomas Friedman (NYT) regarding the War on Gaza and the future of the region. Friedman advocates a Two State Solution. I will hereby present an argument for a One State Solution.

Regarding the impossibility of a Two State Solution. The covert practices of genocide of a Palestine population and the Oil End Game, I will present a quote from Gregory Bateson. ” Every species has a primary Malthusian Capacity. Any species that does not potentially produce more young than the number of the population of the present generation will die out.”(Bateson)

The IDF practice of genocide against Palestine women and children in this war, is effectively engaged in the Malthusian Curve. This renders Friedman's Two State Solution Impossible, and also infects the Oslo Accords. There will not be enough future generation population to create a vital Palestine State. This includes the ecosystem genocide and for those that do survive the war their Trauma will inhibit them from any sufficient capacity to make a State. The NYT also reported that the IDF have killed 95 university professors and 10 times the amount of high school teachers. This is the Lavender AI machine (USA made) directing Israel's targeting system to eliminate the Palestine intellectual capacity and state building.

Therefore it will be impossible to make a Two State Solution because there will not exist a population to create this State. Zionist are well aware of the Malthusian Curve. This Curve is Exponential and accelerates the ethnic cleansing. This Exponential Curve creates a Double Bind. The Double Bind presents a situation where "No one can Win." This leads to a schizophrenia state that both Israel and Palestine now find themselves.

The schizophrenic symptoms represent Friedman's Dualism or Two State Solution. (Division of Parts & Wholes) Designed to continue the status quo and the military industrial complex. Both Hamas and IDF favor the Two State Solution.

Thus Friedman and the West continue to press for a destructive pathology that has gripped the region for 70

plus years. So we have to change the epistemology.
create a new Equation. One plus one Equals one.
This is a design philosophy to create an epistemology
that is Complementary. Not Symmetric! Here we have a
relational (Sustainable) One State complementary to a
one-planet awareness. One plus One!

Big Oil is the black shadow that fuels this war, as it has
been the force that conducted all of the wars in the
Middle East. Soon Big Oil will not be a factor. We have
reached our global oil Double Bind Game.

A Single State is the only possibility that Israeli people
can survive in the future. A Single State is the only way
Palestine people can survive in the future. As Friedman
points out in his own essay, " they are complementary"
and there is a Force far more powerful than the
psychopathic warlords on both sides. That is Climate
Change, aka Extinction.



Peak Oil vs KAEP (Knowledge Applied Energy Plan) Bergeland High School Participation Sculpture

Designing Emergent and Self- Organized Play Space

Published December 2024 by University of Stavanger
journals.uis.no

The call to the de-colonize in the play space
can only be achieved through a deep dive into
the contemporary philosophy of Self-
Organization and Non-Linear models promoted

by the 21st century philosophers Manuel DeLanda and Michel Serres. Together they represent ecological models for Real sustainability and Real participation of inclusion and diversity.

I understand de-colonize as purging the dualistic and linear top down model of fixed rules, predesigned space and false participation of players. Real play creates its own rules in the process of playing. This Phase-Space is open ended, form generated and nonlinear. It does not Colonize or Extract Resources. It is a Stigmergy of tactile energy and creativity that flows and complements its environment.

In this paper I will present a project for a "play space" where I was asked to present a design for Stavanger Forum. This project is a good example of a self-organized and Template Algorithm design that triggers and attracts the Multiplicity design needed for a de-colonization.

Stavanger Forum rejected the design after several presentations to the board of directors, the leadership committee and the administration. The DNA of Stavanger Forum is ONS. This is a linear and top down business model. They pursue uniformity and old forms of nonrenewable energy. Woke culture is filtered out despite their claims toward diversity. Exponential and hybrid renewable energy platforms will soon replace their extractive colonized business model. Play is where autonomy, emergence and distributed functioning replaces control, preprogramming (digital algorithms) and centralization rule. De- Colonized play replaces Hierarchy, excellence and dominance, all of them linear limits and exclusive models.

My design for the out door "play space" arena at Stavanger Forum is base on a Rhizome and Acupuncture Algorithm. The Rhizomes are the tree root seats where the public become the designers by moving and creating the space by planting the Roots on the template. The template is organized according to the Star pattern one finds over head. The self-organization of the Root chairs on a Acupuncture plane in relationship to the cosmos creates the Stigmergy for de-colonization of the play(phase) space. The Real participation is represented by the motto, " a good designer creates a design that makes you a good designer.) (Mitchel Resnick) The playing field becomes a series of Loose Parts where the Root chairs can be augmented by any Objects placed in the acupuncture Star field pattern. (tables, umbrellas, tents, ball games. etc) Stavanger Forum would become a true Market and Play Space promoting Integration, Inclusion and Connectivity by the players. The players work between the Roots and the Stars Constellation which trigger the Assemblages. A Magnetic (Magic) Field. This is Art! https://youtu.be/1aF_MK_91eQ

(The Theory of Loose Parts (Assemblages) was developed by Simon Nicholson in 1972 . " In any environment , both the degree of inventiveness, creativity and then possibility of discovery, are directly proportional to the number and kind of variables in it.")

De-colonize represents a opportunity to deconstruct the dualistic idea of modernism where we learned that the Whole is made up of the sum of its Parts.

De-Colonization is a complexity where the multiplicity of parts exceeds the whole.

The score of Colonization is based on the idea of Anthropocentric framing, "One Size Fits All." (Timothy Morton). My design represents the domain of self-organization where stratifications exist not only in the world of geology, but also in the virtual, organic and human worlds. Where the "abstract machine of stratification (DeLanda) is the result of the coming together and interlocking of heterogeneous elements. Self-Organization is the sustainable practice where we navigate through cross-fertilization, complexity, heterogeneity and make a decolonized Node.

The narrative for the 21st century is Action & Invention (Serres), replacing extraction and colonization . Process design replaces hypothesis and concepts. Inclusion is an environmental Node.

Tool Kit for De-Colonization

Stigmergy: Is a mechanism of indirect coordination through the environment, between agents or actions. Stigmergy is a form of self-organization. It produces complex, seemingly intelligent structures, without need for any planning, control, or even direct communication between the agents.

Phase Space is the Quasi Casual distribution that structures a space of possibilities. Wasp to Orchid connectivity.

Emergent: Is an essential component of swarm intelligence and self-organization. Swarm Intelligence points to a new form of thinking, which may help us in our current crisis, our becoming Insect, river star.” Insect societies are organized in a way that departs from anthropocentric models.” (Bonabeau)

Assemblage: Assemblages supply the framework where the voices come together to form a chorus that does not harmonize its different components, but rather interlocks them while respecting their heterogeneity. (Manual DeLanda)

Self-Organization. Is a sustainable concept where we navigate through cross-fertilization, complexity and multiplicity. SO shows itself in participation between many stakeholders. What is in -between two objects is their ability to create flow and emerge into a new relationship, new communication nodes.

Clinaman: “A break in the message.” A droup in the sea of order.

Complexity: “The study of phenomena no longer in analytic isolation but embedded within a rich and unstable milieu of multiple communication forces.”

Autopoiesis: The capacity of an entity to reproduce itself. Self Organization. (Maturana & Varela)

Here I will introduce two projects where I applied a new mapping system based on an Organic Algorithm and Public Participation Action & Invention. This is a new code where the Object becomes a Quasi-Object or Inter-objectivity. To explain this another way. An Object is a Tool until it is set in motion, then it Acts and Invents. Then it becomes a Quasi Object. This is where we break the Double Bind and create the third space. This is how Participation is the key to the 21st century Post Humanism.

A simple way to explain this is Football. A soccer ball is an object until one person kicks the ball to start the game. It now becomes a quasi-object. And all sorts of weird things begin to happen. The players, the public, the media are now a part of an inter-objectivity grand play. "Causality is how things become entangled. Causality is Inter-subjective, Causality is Distributed." (T. Morton)

MANDAL SKAP 10

I was invited to create an ART INTERVENTION in Mandal city center in the summer of 2010 curated by Kenneth Hansen and the Chamber of Commerce of Mandal.

I quickly realized that this was the site that I have been looking for to test my Art Node project. A project where the community through self-organization and participation created the entire project. 100% PUBLIC PARTICIPATION designed around an Organic ALGORITHM. This project would also serve as a trigger and attractor for the new community college the city was planning to invest in.

The Project was very successful, the community college exists today named after the project: Skap Community College Mandal.

The video and documentation of the project is on my web page. RandyNaylor.com Skap 10

An Organic Mapping Algorithm

"When You Become the Map"



Mandal Slap 10 "Folding Space" Public Participation Sculpture project attribute to Gustav Vigeland who was born in Mandal Norway. (Vigeland Park Oslo)

SKAP10

Self-Organization

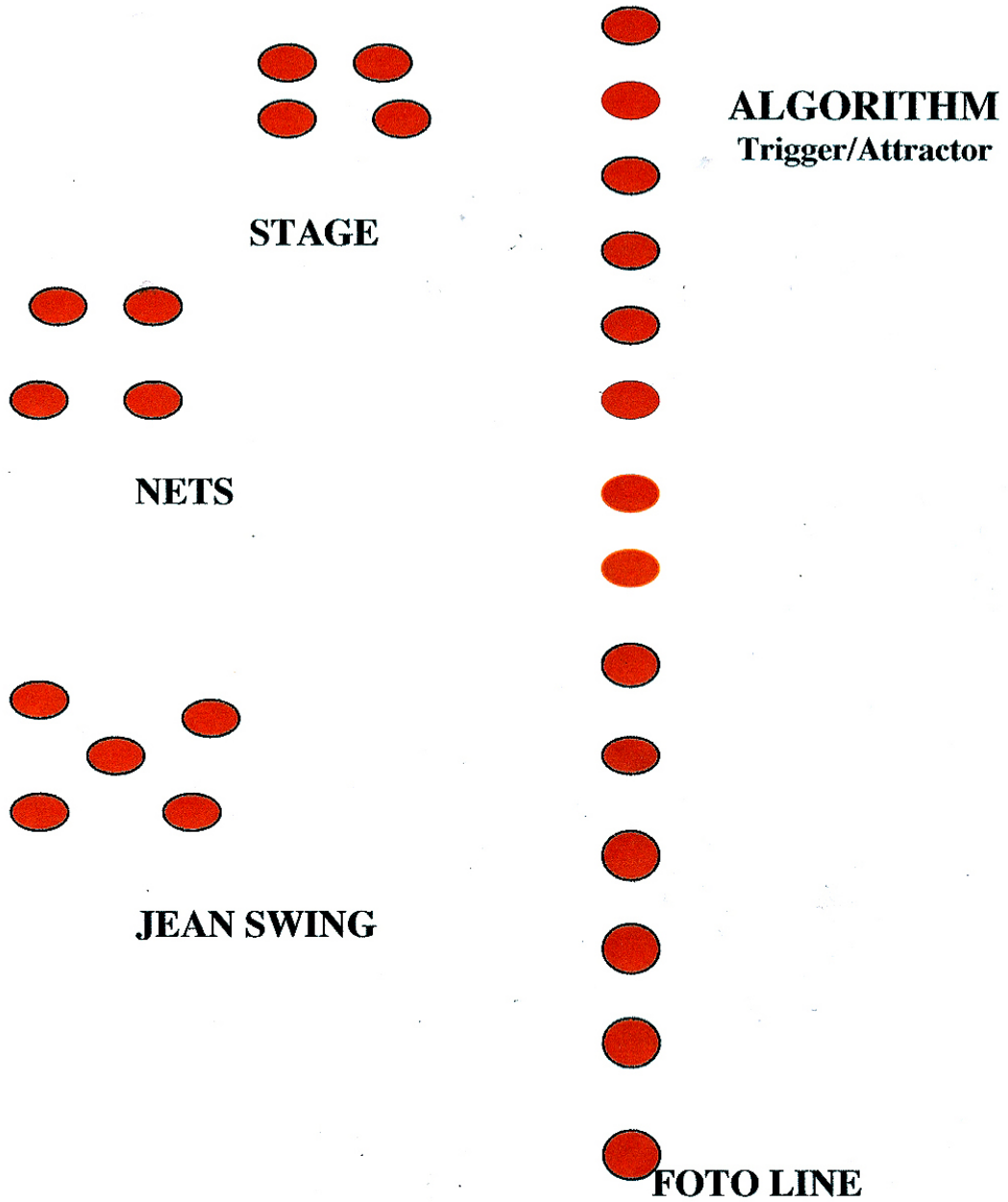
Bottom-Up

Social-Sustainability

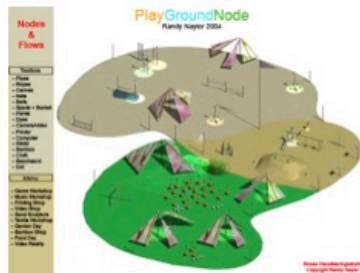
Project Design Randy Naylor

Mandal Norway 2010

Skap 10 Algorithm for Site in Mandal



Algorithm



Fotoline-Facebook Self-Org



- Template as Self-Org Model
- 120 meters Traverse across site. Social Knitting, Favorite Space, History, Mapping, Local Intel.



Gene-Ethics



- 300 Blue Jeans and it Swings
- Social Sustainability Social DNA Genes
- Create play and playground in the same Action&Invention

Theory of Loose Parts



- In any environment both the degree of inventiveness and creativity, and discovery are directly proportional to the number of kinds of variables in it. Simon Nicholson

Fishing



- Find all materials in Radius of 5 km
- Network vs Meshwork
- Promote process design over product design

Folding Space



From a Metric/Weight system (Linear)
To Intensive System (non-linear): heat, wave,
dynamic space, participation, responsive.

Form Generation Space.

Vigeland/Anthropocentric/ Form Generation



Stage/Sound



- **Social Sustainability:** promotes education, connectedness to environment, democratic, participation, mutual support for each other, emotional and physical well being, local and micro distribution of resources

From a Consumer to a Producer



- Recycle a Recycle Place (Fretex)
- Creative cut ups/ Swarm Design

Ties/Knits/Politics



Social Sustainability

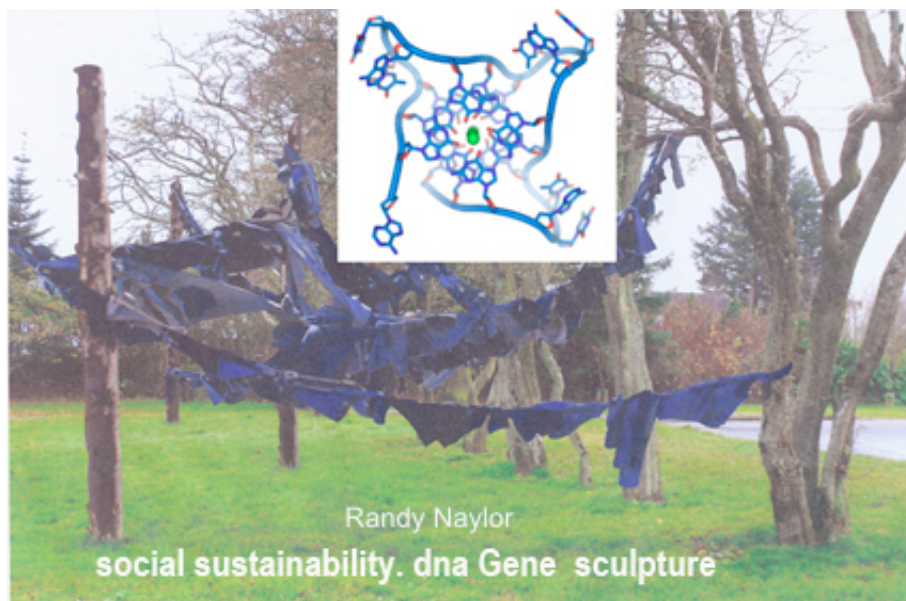


- Micro/Local Intelligent Nodes
- Use budget to create social sustainability and infra structure. Import Substitution Dynamics Jane Jacobs
- rmaylor@online.no www.randynaylor.com

Para-Site



- Future Site of Culture Center Mandal 12,000 m²
- Occupy Space vs Festival Imports Stavanger
- Public as Designers/Achitects/Producers
- Invest in our Self-Org Infrastructure



Art Node

It has taken me 30 years to develop and design Art Node. The process began in the Adventure Play Ground project in the kindergarten at Dale Sandnes and on to Parc de la Villette in Paris France and on to Skap 10 in Mandal Norway. Following the thread of how to weave together a 100 % Public Participation Project. How to break the Cartesian Double Bind of Schizophrenia and how to create an Ecology in a Non-Anthropocentric universe. Lets just call it *potentia* (empowerment).

The call arrived unexpected and from known yet weird source. Yet again, it was obvious. The Oil Industry! I received a call for the director of Stavanger Forum. Stavanger Forum is the site of Off Shore North Sea. The worlds Oil and Energy Conference taking place every 2 years in Stavanger, Norway. Otherwise the Arena, especially the outdoor grounds are dormant for a period of 20 months. This is not Business as Usual. It is an economic malady.

The director asked if I would create a design for the outdoor area or design a Market Place. Of Course! My first thought was Jane Jacobs the architect in 1960 who saved lower Manhattan from Gentrification and created the concept Import Substitution Dynamics. How to make a local Market Place and stop importing things, rather go

local and create a entrepreneur culture yourself. Exactly the challenge we are facing today with Made in China.

PlayGroundNode

I would like to introduce the PlayGroundNode as a new form of public sculpture. My research over the past several years has led me to create public art based on Self-Organization as a new participation model replacing the static Sculptor Object in the town square.

I was invited to present this work at the prestigious Doors of Perception conference “Spark! Design and Locality. This conference was held at the Oslo Architect School. My project was chosen for publication in the book that resulted from the conference. Spark! Design and Locality, University of Art and Design, Helsinki, Finland. 2004.

Our contemporary society is a community of connectivity that has developed away from a linear top down hierarchy. This non-linear condition represents itself as a self-organization organic multiplicity. Thus the best solutions in design and communication are local, singular, adapted, original and self organized.

The PlayGroundNode is designed as a self organized public sculpture, where the stakeholders participate in the constant design process and lend to the constant change and assemblage of the sculptures topology.

The PlayGroundNode employs the five senses, Touch, Feel, See, Hear and Smell. This is an attempt to get beyond the abstraction and concept theory that has dominated our design up until today. The idea of concept implies the “organization of the totality of things.” Abstraction has set us apart from the true nature of things. Where we have found ourselves standing on the outside looking in. Returning to the five senses, we arrive at an intuition and sensibility and one with our nature and surroundings.

ThePlayGroundNode is designed as an assemblage. Based on the “Theory of Loose Parts” where “in any environment the degree of inventiveness and creativity and possibility of discovery are directly proportional to the number and kind of variables in it,” (Simon Nicholson)

The design of the PlayGroundNode is conceived as an Assemblage. An Assemblage articulates heterogeneous elements, non-linear complexity and singularities. The principle design is set a landscape of tree poles as an infrastructure. These stilts create a platform from which pieces can be attached and assembled- reassembled. This constitutes a Tool Box of ropes, nets, plants textile,

chimes, balls, sand, spades, rackets, tape, paints, prints, etc. From these tools the stakeholders can design their own swings, climbs, organic garden, games, paintings, play, all which constitute a Menu. A Template ever cooking with exploration, experiment, team building, collaboration, and community building.

The PlayGroundNode becomes the Art and Pride of the Stakeholders. It is their invention and value. It creates consciousness, community, sharing, self-respect and care. It articulates the return to the Sensate, the five senses, Touch, Feel, Smell, See, Hear.

Stigmergy: Is a path toward complexity. Stigmergy can sometimes get started using Templates in the form of environmental physical and chemical heterogeneities. A morphogenetic process. Sematecronic communication where a termite nest building is coordinated not by individual workers, but by the nest itself. Each action performed by a termite modifies the stimulating configuration of the nest, triggering further action by another termite.

References:

Play for All Guidelines: Planning, Designing and Management of Outdoor Play Settings. Robin C. Moore

Last Child in the Woods: Saving Children from Nature Deficit Disorder. Richard Low

Manual DeLanda: A New Philosophy of Society.
Assemblage Theory

Michel Serres: Les Cinq Sens



Designing Emergent and Self- Organized Play Space by Randolph Oneil Naylor

The call to the de-colonize in the play space can only be achieved through a deep dive into the contemporary philosophy of Self-Organization and Non-Linear models promoted by the 21st century philosophers Manual De Landa and Michel Serres. Together they represent ecological models for Real sustainability and Real participation of inclusion and diversity.

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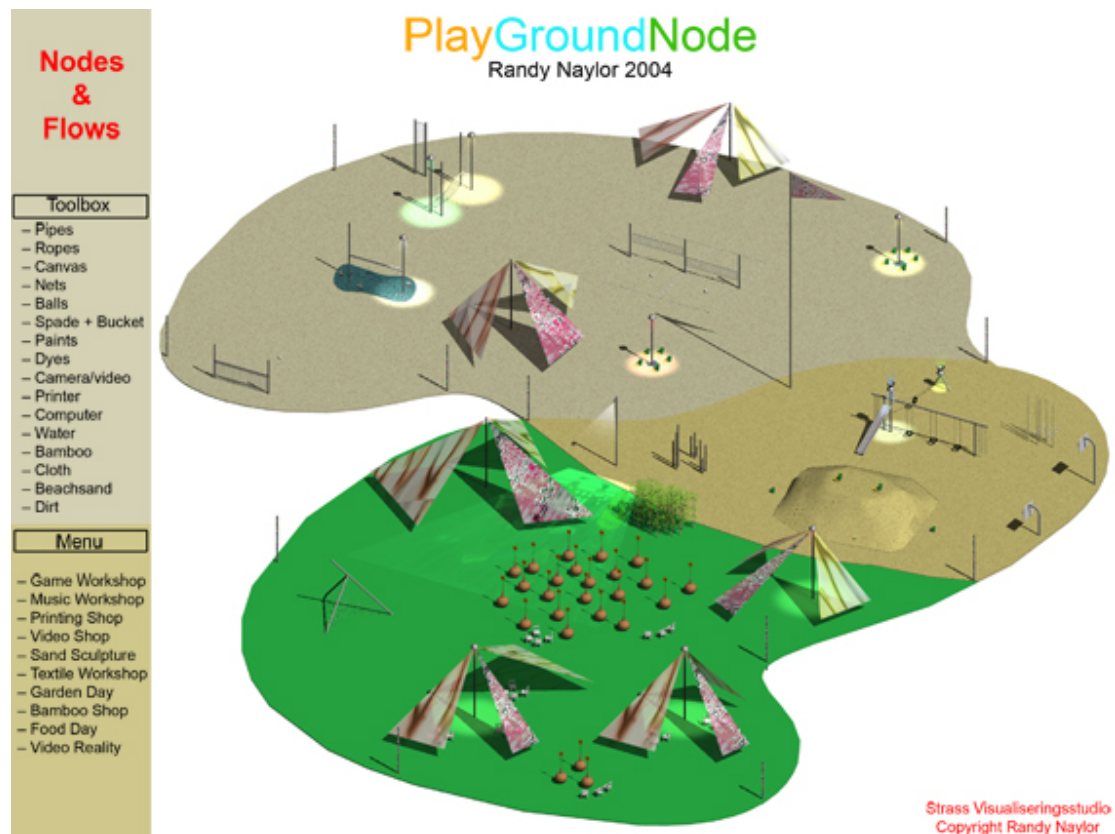
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Elements for Self-Knowledge



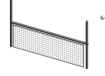
Water Pool



Water Sculpture



Light Pole



Football



Bamboo Garden



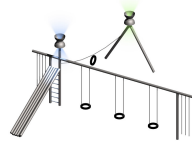
Flower Garden



Video Reality



Textile Tents



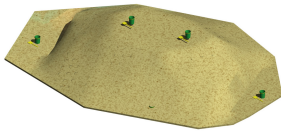
Slide and Swing Link



Climbing Poles



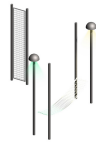
Basketball



Sand Dune



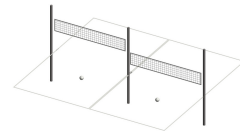
Bamboo Tools



Climbing Net



WaterPolePond



BeachVolleyBall



“Log On Assemblage”

Self-Organization- Relational-Organic Garden-X Change
Collaborative Consumption-Ecology of Mind-Emergent

ART-NODE

RandyNaylor 2020

ART FOR GENERATIVE PUBLIC SPACE

A good Designer creates a design (template) that makes you a good designer

WWW.RANDYNAYLOR.COM

STAVANGER FORUM TEMPLATE



HENV

1. Chairs

2. Tables

3. Flags

4. Nets

5. Music

6. Lights

7. Root

8. Public Art work

9. Bike seats



Template: The Template creates a pattern, an Algorithm "where problems can be solved."

The Art-Puncture (acupuncture-public health) is an Attractor, inviting the public to perform, meet and sort out Ideas. A unique Forum inviting public participation, creativity and innovation. The major challenge is to create tools and environments that engage invention and experimentation.

"I am beginning to inhabit a map of space"

"I am beginning to inhabit a map of knowledge"



NORWEGIAN ROOT (RHIZOME) StavangerForumConnectivity

The Tree Root is at the foundation of Norwegian Culture:

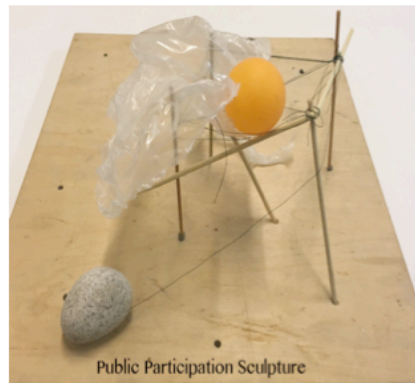
The Plow, Viking Ship, The Farm Barn and Home.

Art Node is a Template of Connectivity where the public (Stakeholders) become the Designers, Architects and Players.

A Self-Organizing Template creates a new public park and a SmArt Forum for Sustainable Action & Invention.

Loose Parts: the degree of creativity and discovery is proportional to the number and kind of variables in the environment (Simon Nicholson) 71

“MARKETS ARE BORN WHEREVER A REGULAR ASSEMBLY OF INDEPENDENT DECISION MAKERS GATHER, WEATHER AT CHURCH OR AT THE BORDER BETWEEN TWO REGIONS, PRESENTING INDIVIDUALS WITH AN OPPORTUNITY TO BUY, SELL, AND BARTER. THIS BRINGS A HETEROGENEOUS COLLECTION OF HUMANS TOGETHER IN A MARKET, WHERE THEIR COMPLEMENTARY ECONOMIC NEEDS ENMESH.” (DeLanda)



THE STAR CONSTELLATION
CREATES THE PATTERN FOR THE DESIGN TEMPLATE.
A COSMOLOGY ALGORITHM
A Navigation Field- A Cosmic Mirror- A Sustainable Reflection

Light Fixtures (Art-Puncture) Glow during the Night (GPS)
“On earth as it is in heaven”

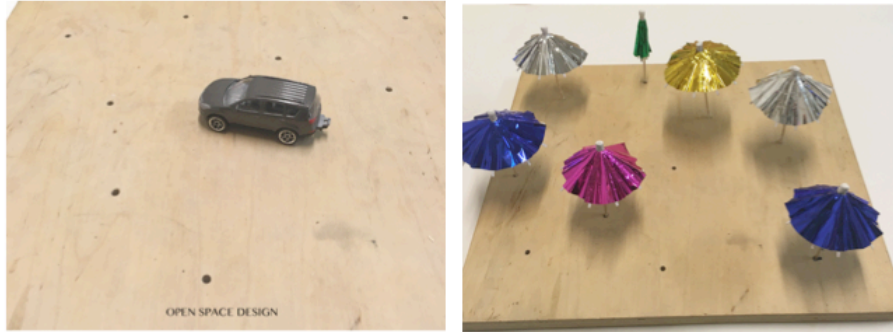


MULTIPLICITY

Emergent Properties. Self-Organization. Intensive Fields.
"Mesh: A sprawling network of interconnection without center or edge" (Morton)

Multiplicity Community Forum

Inclusive Design vs. Exclusive Design



SmArt City Public Participation
Architecture to create a **Tactile** public space

TOUCH-SMELL-SEE-HEAR-TASTE

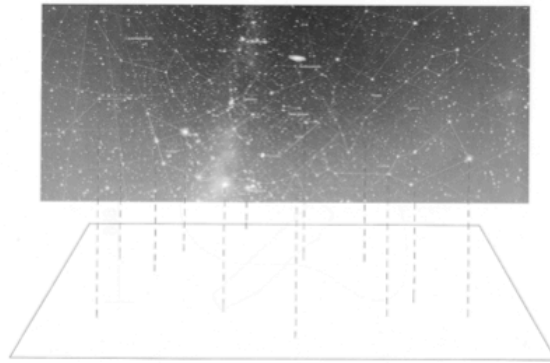
Tents-Chairs-Tables-Lights-Flags-Games-Signs-Music Instrument



A R T u p u n c t u r e
u r b a n a c u p u n c t u r e
2 D - 3 D

Sustainable Systems are Infinite, Inter-Connected,
Relational, Responsive, Reciprocal, Renewable.

StavangerForumUniverse

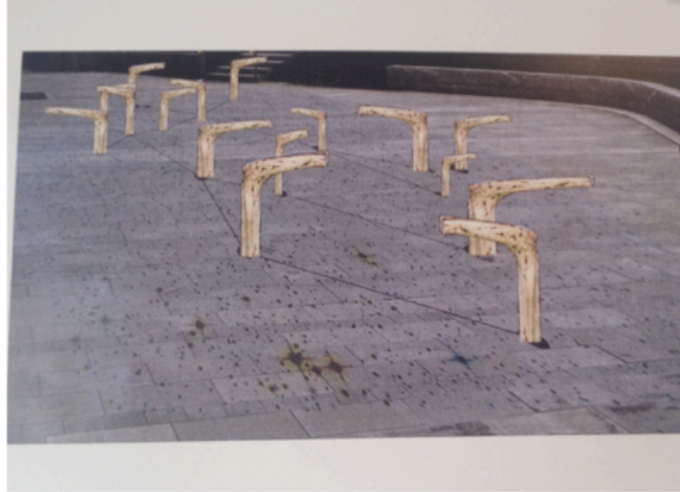


Stakeholders Assemblage

To achieve a post-fossil fuel Forum we need to focus on non-linear and Form Generated Assemblages that will trigger and attract hybrids. Create a Catharsis that will allow for open source, participation and trigger unknown StArt-ups.



EXPONENTIAL PUBLIC ACTION AND INVENTION
1.000.000.000 Possibilities to Meet
Tracking CHP & recruiting tool



Art-Puncture SmArt Forum

Art-Puncture Multi-Pli-City SmArt-Forum

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New Public Space : Response/Relational/Emergent/ Self-Organized

Our design allows for the Public to participate in the design, action and the invention of the public space.

The Template is an (acupuncture) pattern that is created by boring holes into the surface of the space allowing for Seats, Lights, Flags,Tents, Games etc to be placed in this Space. The public become the designer by arranging their own seating, pop-up tents for markets, games, lights , etc. This engages a social-sustainability and dynamic use of the public space.

The holes will be placed in the space according to the map of the Star constellation above (mirror). This links the space to the universe and navigation. The acupuncture holes are Healing the environment and promoting an intelligent, self-organized, emergent public space.

Our Design fills the Gap and Dilemma of how one designs new public space. How to keep a public Space Open for adaptability and action. How to engage the public in creating the SmArt Space and how in a very complex design in the tradition of Jane Jacobs creates an emergent space that is Safe and Inventive and promotes a community welfare and interaction.

Design, Architecture and Art in the 21st Century requires complexity that triggers Interactivity, Self-Organization and Relational Responsive Design. This is an Organic process that creates the possibilities for a Deep Ecology, Cosmic Ontology and an Intelligent Public Space Micro-Culture.

What follows is a chart to compare the 19/20th century philosophy to the 21st century philosophy and the necessary vocabulary one needs to navigate this shift

From Cartesian Dualism 2 Quasi Objects Sustainability

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19th/20th Century Dualism	21st Century Self-Org-Stigmergy
Descartes: Subject /Object	Arts Non-Linear Multiplicity
Dualism	Sustain-Ability(Modal Logic)
Micro-Macro	Assemblage -Heterogeneity- Emergent (Delanda)
Man-Nature	Titopotency (regenerative, reciprocal,
Hierarchy-Dominance	Stigmergy ("non-anthropocentric)
Exclusion	Inclusion (Francis Kere) Participation
Reductionism/Extraction	EcoCosmos Trans-Disciplinary-OOO
Kant /Neo-Cartesian	Quasi Objects (Michel Serres)
Man Subject/Woman Object	Hyper Objects (Timothy Morton)
Parts vs. Whole	A Multiplicity of Parts exceeds the Whole
Product /Power	Process (Contingent) (Bateson)
Abstraction (fixed 2-D Space	Mutual Causality (Joanne Macy)
Anthropocentric Framing	Complexity Theory/ Self-Organization
Anthropos (material) Fatigue)	Distribution/Hybridization/Mine the Gap
Double Bind Theory	Difference/Filters (Bateson) Exponential
Anthropocentric	BWO New Materialism / Deleauze
Harmony-Disharmony	Clinaman, Noise, Improvisation
Concept/Hypothesis	Organic Algorithm, Modal Logic, Participation
Collage	Phase Space Assemblage (Delanda)
Globalism	Import Substitution Dynamics (Jane Jacobs)
Industrial Farming/ GMO	Organic /Hydroponics/ (Vandana Shiva)
6th Mass Extinction	PostHumanism / PostAnthropocentrism

Glossary

QUASI OBJECTS: Tracers of Inter-subjectivity relations in a group. (Michel Serres)

INTER-SUBJECTIVITY: It means that some things are shared between subjects:
Causality is how things become entangled in one another. (Morton)

INTER-OBJECTIVITY: It means that something fresh can happen at any moment.
Another way to say this is that causality is inter-objective. (Morton)

QUASI SUBJECTS: Envelops and integrates communication routes, unifying
time&space.(Serres)

ASSEMBLAGE: Assemblage Theory supplies the framework where the voices come
together to form a chorus that does not harmonize its different components, but
interlocks them while respecting their heterogeneity. (Delanda) Free Music
Improvisation

Causality: Causality is how things become entangle. Causality is Inter-subjective,

Causality is distributed. (Morton)

Clinaman: "A break in the Message" A Drop in the Sea of Order. (Michel Serres)

Phase Space: Quasi-Casual distribution that structures a space of possibilities. Wasp
to Orchid. (Biosom attempts to synchronize the times, ,complex and criss- crosses
space-time of the entirety of this worlds living beings.) Serres

Multiplicity: Multiplicities specify the structure of spaces of possibilities. A form
generation and morphogenesis process. "Multiplicities give form to processes, not to
the final product." Delanda

Pluralism: A Fluctuating web of relations. " The world is formed from an infinity of
shimmering realities." Serres (Allegory of the Cave.

New Materialism A material world that exists independently of our minds." Delanda
ex. Climate processes that are autonomous.

Realism: Facts that are Important and Relevant. The rejection of human hubris and
our earth destroying fantasy of conquest and consumption.

Totipotent: having unlimited capacity. Self-Organization of a cell that can divide and
produce a complete organism.

Complexity: "The study of phenomena no longer in analytic isolation but embedded within a rich and unstable milieu of multiple communication forces."

New Mapping: Traces out unpredictable. Vagrant itineraries through landscapes not given in advance. The map is open and connectable in all of its dimensions, it is detachable, reversible, susceptible to constant modifications. It can be reworked by an individual, group or social function.

Template: Decentralization processes. The major challenge for designer, educators, and artists is to create tools and environment, invention, and experimentation. "A good designer makes a design that makes you a good designer." Mitchel Resnick

Parts vs. Wholes: The whole is always less than the sum of its parts. The experience is Quantum. T. Morton Von Bertalanffy found that wholes, be they animal or vegetable, cell, organ or organism, could best be described as systems. A System is less a thing than a pattern. It is a pattern of events, its existence and character deriving less from the nature of its components than from their organization. It consists of dynamic flows of interactions. It is non-summative and irreducible; a living system typifies its relation with its environment.

BWO: BWO creates a vision of the world where Geology, Biology and Linguistics are not seen as three separate spheres, but as co-existing and interacting flows where one stratum can serve directly as a substratum for another. (Delanda) The earth A Body Without Organs (BWO), permeated by unformed, unstable matters, by flows in all directions, by free intensities or nomadic singularities, by mad or transitory particles." Receiving, Processing, Creating, Distributing, Storing Information Deleuze

Conscious Purpose. In cybernetics how one plots to travel from A to Z as effective as possible regardless of the collateral damage incurred on the way. (IDF "sweeping" Gaza) (Bateson) The Purpose decides what premise and concept are needed to reach an End Game.

Three types of Conscious Purpose: 1. Algorithms 2. Military Industrial Complex 3. Monopolies

MALTHUSAN CURVE. Monkeying with the system and disturbing the Echo system. With an improper disturbance a system the Exponential Curve Appears. Double Bind: A situation in which either choice results in a contradictory message.

DOUBLE BIND PROJECTION: When one creates the error of Purpose Thinking and disregards the Systemic Nature of the World. (Distributed Consciousness, i.e.. non-Cartesian)

Cybernetic Feedback Loops: 1. Behavior Steering Mechanisms 2. Self-Corrective Systems 3. Status Quo Redundancy 4. People are Self-Correcting Systems and Seek Status Quo Homeostasis.

DOUBLE BIND: The End Game creates a Double Bind. The Double Bind triggers Schizophrenia (a failure to read and understand the message) (IDF vs. Gaza vs. University Protest Tent demonstrations.)

Wisdom: The knowledge of a larger Interactive System. Recognition of guidance by the total systemic creature. (Bateson)

Art, Architecture, and Creativity: (Humility) the artist may have to have a Conscious Purpose to make an Art Work. However, in making the Art the artist disregards the arrogance in favor of the creative experience where the Conscious plays a small part. (Bateson) Ethics, Grace, Aesthetics: Ethics as defined as the pursuit of Affirmation Values and Relations. "There is a power Greater than yourself." Something is Tuning into you while you are tuning into it. (Morton)

Neo-Cartesian : AI quest to replace the mind with the computer (mind) A new Double Bind Dualism

Stigmergy: Is a path toward complexity. Stigmergy can sometimes get started using Templates in the form of environmental physical and chemical heterogeneities. A morphogenetic process. Sematecronic Communication where a termite nest building is coordinated not by individual workers, but by the nest itself. Each action performed by a termite modifies the stimulating configuration of the nest, triggering further action by another termite. ex ART Node Randy Naylor

Emergence: is an essential component of swarm intelligence and self-organization. Swarm Intelligence points to a new form of thinking, which may help us in our current crisis, our becoming Insect, river, star. "Insect societies are organized in a way that departs from anthropocentric models." Bonabeau

Francis Kere: Pritzker Prize Architecture 2022. Swarm and Community architecture.

Felt Humanism. Kere's architecture does not suggest a multi-tasking assembly linear practice. But rather a slow evolution in a private history, cast carefully as pieces of art from a family kiln."

Chaos Theory: Chaos theory shows us paradoxically that chaos is far from the opposite of ordered structure. Chaos is essential in self-organization as it involves amplification through positive feedback loops and fluctuations. Randomness and fluctuations in individual behavior may in fact greatly enhance the systems ability to explore new behaviors and find new solutions." Bonabeau/Bateson

Framing. Dualistic Framing. This Choice or that Choice (Harari)

Anthropocentric Framing or Scaling. "One Size Fits All" ex. GMO Foods. Is this an upgrade or a downgrade of complexity? (Monsanto)

GMO. Genetically Modified Organisms. Monocultures. Multi-drug resistant pathogens. (Vandana Shiva)

Data Atuism. "Declares that the universe consists of data flows and the value of any phenomenon or entity is determined by its contribution to Data." Harari (Morton) "That nothing can be grasped or accessed, all at once in its entirety." The world is teeming. Anything could happen (J. Cage) "This means that the nonhuman

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world has the right to exist and regenerate. OOO argues that Thought is not the only access mode. OOO tries to let go of anthropocentrism, which holds that humans are the center of meaning and power.”

Post-Humanism: The Deconstruction of the Human (white Man), Post Anthropocentrism, and Post Dualism: Advent of Techno/Zoe/Bio/Geo/ Eco. Find the Missing Things, Mind the Gaps, Tran disciplinary Respect. Action & Invention.

ChatGPT:”how physics was alienated from nature, how epistemology was alienated from ethics, and how man was alienated from the world.” Serres

False Participation. Negative Feedback where the knower modified the known through Projection maintaining a Status Quo. Real Participation is The recognition that learning represents a reorganization of the system and its components).

Double Bind Theory: “A situation in which what a person does, he cannot win. Do not do so and so, or I will punish you. If you do not do so and so, I will punish you.

Cybernetics Systems Theory-Information Theory

Difference & Filters:” Any ongoing ensemble of events, and objects that has an appropriate complexity of casual circuit and the appropriate energy relations will show mental characteristics. It will be responsive to **Differences**, Causes (forces, impact) It will process **Information** and will be **self-corrective** toward the maximization of certain variables.”(Bateson p. 315)

The Immanent Mind. All Self-Organized systems are Immanent. “Brain plus Body, Man plus Environment. “

Positive Feedback Mapping.: When codes reveal their inadequacy to process the stream of experiences, the cognitive system searches for new ones by which novel and confusing percepts can be made intelligible. In positive feedback the world in turn affects the viewer , mapping itself in new ways in the internal organization of the system. New nets and assemblages occur, loops form, alternative pathways develop. The viewed world is different and so is the viewer. P 126 Jonna Macy

“Life depends upon interlocking circuits of contingency.” Perception is the interaction of organism plus environment.” Bateson

MODAL Logic: Replaces ontology to modal logic, which studies relations of possibility, necessity and intention. Action & Invention, from contemplation to responsibility. “no longer abstract, but, multi-colored, actual, and having real effect.” ”p.142.142 Serres (HOMINSCENE)

Summary

“If we continue to operate in the terms of a Cartesian dualism of mind versus matter, we shall probably also continue to see the world in terms of God verses man, elite verses people, chosen race verses others, nation verses nation, and man verses nature. It is doubtful weather a species having both an advanced technology and this very strange way of looking at its world can endure.”
(Bateson)

The challenge is to create the Multiplicity. Or, how the Multiplicity creates itself through Connectivity, Action and Invention. How to create Real Participation vs False Participation. How to regulate AI so that humanity will survive and how to sustain our environment that we flourish. How to proceed beyond the Cartesian Dualism and Double Bind that fosters a Necropolitics. When I was a child I read a series of books entitled How&Why Wonder Books. I return to this Series!

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