

What's something you did today that you're proud of?

Fill out these worksheets/questions

Why? I want to show others how to fill them out

Why? I want to encourage others to imagine the world differently

Why? I want to give people a sense of control over their world

Why? I want to make people design their world more deliberately

Why? I want to create a world that works better for people

Why? I want to maximize the experience that people have on the world

Why? I want to maximize conscious experience in the world

Why? I want to

Why? I want to

Why? I want to

Why? Because conscious experience is the most important thing in the world

(The last line should ideally be your core motivation—ideally any action will lead you to the same last line.)

What if this was everyone's core motivation? Would that be your ideal world?

I think so, though it'd be so radically different that I can't be sure. But if everyone was living simply, to maximize (as in make the best, not lengthen) the conscious experience of all (including themselves), that seems like it'd create a pretty heavenly world.

Do you do anything that goes against this final reason?

- | | |
|----------------------------------|---|
| • <u>Overschedule myself</u> | Do you like that you do this? <u>No</u> |
| • <u>Not sleep enough</u> | Do you like that you do this? <u>No</u> |
| • <u>Get caught up in breaks</u> | Do you like that you do this? <u>No</u> |
| • <u>Keep quiet about t0rch</u> | Do you like that you do this? <u>No</u> |

Now define your core motivation. (Be as broad as possible while still fitting the desired actions above.)

I want to have the most positive effect I can on the ^{total} universal conscious experience.

Now explore what morals this objective creates on the next page!

What are 3 things you do that most support your main objective? How do they do so?

1) Write posts for tOrch

How it supports: helps me make my own ideas more thought-out and concrete while sharing them with others

2) Design and build machines

How it supports: helps me understand how this world was built so that I know what it'd take to build a new one.

3) Spend time with family and friends

How it supports: Makes both me and others happy in the short term, and supports us when things inevitably get rough somewhere down the road.

What sort of things would necessarily work against your objective? List them as rules:

Thou shalt not work against your core motivation.

How it harms: means you'd be destroying your whole reason to exist, harming your self & others

Thou shalt not force others to work against their core motivation.

How it harms: forces them to harm themselves, directly reducing experience & stopping their increasing others'

Thou shalt not be violent to others without reason.

How it harms: hurts others' experience for no reason, and therefore no benefit.

Why might someone want to break these rules?

• They don't care about others' values Would you support them? No

• They disagreed with a reason for violence Would you support them? Maybe

• They want to force people to work for a greater good Would you support them? No

• They didn't know their core motivation Would you support them? No

If you said yes, how could you alter your rules to allow for this exception?

Violence should only be allowed for a good/agreed upon/justified reason, not just any explanation.

Now use these rules as constraints for build a potential society on the next page!

Now that you've established an objective and constraints, you can design a society!

Fill out this morphological chart. Take your time, and try to fill every box:

(Each method is a possible means of implementing a function.)

Function of Society	Encourage people to pursue their core motivation	Discourage actions that harm society	Ensure sustainability/survival
Method 1	Educate everyone (forced or for free)	Throw criminals in jail	Tax based on true cost of living
Method 2	Yearly motivation census	Required rehabilitation after harmful acts	Subsidize to incentivize sustainability
Method 3	Spiritual groups dedicated to this	Don't; hope people don't	Prohibit unsustainable/noncyclic processes
Method 4	Require motivation statement when applying for job	Let motivation groups deal with it	Don't let the free market fix it
Method 5	Free food and shelter for all	Tax based on cost to support/deal with you	Move to mars
Method 6	Wages provided by motivation group not employer	Rights in court vary with your reputation/standing	Sellers must repurchase waste from products

Now, pick your favorite combination! What seems like it'd work well together?

Briefly describe this society: This society runs on motivation. Groups with similar objectives form and sponsor people, eventually ~~everyone~~ ^{many} work for free most of the time, with some exceptions for jobs no one wants. Otherwise money's the same. Taxes are based on the government's cost to support you, and the government's main duties are now basic utilities for those in need, regular, and low-income. Distributors (and therefore manufacturers) are required to buy back any waste/leftovers from their products. How does this society incentivize or promote your core motivation? to incentivize for survival. It's built on motivation. To have useful money, one must work awful jobs or find others with their motivation. This should incentivize people to do what they want to do, so that they're happy and will likely work to make others happy.

How might this society fail? Are there any destructive or harmful incentives?

Groups could become unsustainable b/c it's a weird economy. Market might be flooded with unsold repurchased goods from sellback program. Motivation groups could become increasingly tribal and start fighting.

Now try to build this society into a world on the next page!

Describe what someone's life might be like in your society:

From the start, Chris knew he wanted to build things, and he wanted to build them for people. Not to make them live longer, or explore more, or know more. To make them happy. So his eyes had been set on the Experience Foundation for a while, but he had to stay in school to learn to build. As he learned, he built small projects in his off time, using the sales to pay for food and housing after leaving home. He wasn't going to "sell out" like his friends and join a society he only kind of cared about to get him through school. He was going to be Experience for life, as soon as he could send them a meaningful proposal. After a few more years of school, he left his academy and joined the Experience Foundation through a proposal of revamping the transport system. He went on to build above and below ground intra and intercity transport systems, working independently and donating profits back to the Society. He never wavered what he worked for.

Describe what your life might be like in your society:

Even when established, I would still want to influence (though probably not control) the structure of the society. Everything needs, tuning, editing, and rework. Day to day, I would travel around, working with people one-on-one to help identify what motivates them, how they could work towards it, and helping them get started with that work.

How might this society come about from the one we have today?

Motivation groups are founded as small subsidation/grant programs that happen to work for a particular cause. As these grow, more people join either to donate to them or receive funds from them. Eventually, many people, especially artists of all kinds, work exclusively on the dime/sponsorships of these groups.

How could you help make this happen?

Explore/flesh out this world ~~in more~~ ^{in more} detail. Start one or more of these motivation groups myself. Establish a process for their creation, for others to use. Begin doing freelance work from above (helping individuals) in my off time. Make this concept and the process of creating this world more well known.