

Glossary of Essential Terms for Civilization Engineering®

Terms that are **Capitalized and Bold** are defined in this Glossary. 2/e

Administration of Physical Force: applying or threatening to apply physical force (violence) to a person who has coerced; a retaliatory action only; distinct from **Coercion** which is the initiation of physical force or fraud.

American Revolution: the idea that the individual is **Sovereign** and does not need to be governed (controlled/compelled/ruled) but rather protected-only from **Coercion** by an agency known as **Government**. This idea can be read into the *Declaration of Independence* (1776) but is not the only possible reading of that document and is contradicted by the institutionalized slavery initially built into the *US Constitution* and the compulsion still obtaining under the *Constitution*. The **Sovereignty of the Individual** idea is in contradistinction to the Judeo-Christian concept that the individual does need to be governed in order to have a civilization that works. The *American Revolution Party* will bring about the completion of the **American Revolution** and build a civilization based on the **Sovereignty of the Individual**.

Ancien Regime: the parasitic class in France at the time of the French Revolution (1789. 1799), living strictly off the plunder extracted from the rest of society. It was comprised of Clergy and Aristocrats which together represented about 2% of the population and owned 50% of the land. Individuals of this class suffered deeply from the **Thomas Jefferson Syndrome** and could only be removed by death. The modern version of this class is embodied in the politicians, bureaucrats, university professors, teachers, firemen, policemen, welfare recipients, subsidized farmers, subsidized bankers, government contractors, protected industries, protected unions, subsidized Non-Government Organizations, Social Security recipients and many others. All of these groups are presently living on plunder, suffer from the **Thomas Jefferson Syndrome** and will not readily give up their parasitic position. It is going to get very ugly. Be prepared.

Axiom: a statement of truth that defeats any attempt to show it is not so by implicitly and necessarily assuming the truth of the axiom in the attempt; stronger than a **Postulate** and hence the ultimate goal of **Philosophy**. No axiom has yet been announced in any of the three **Domains of Knowledge**.

Bounded System: a system that possesses all elements of its **Glue** in "proper working order" and hence capable of performing all its characteristic functions. A system becomes unbounded, and will not perform at least one of its characteristic functions, when just even one of its **Glue** components is missing.

Civilization Engineering: the application of the postulates of **Intentional Science** on a societal (civilization) level.

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Civilization: the **Emergent Property** of the correct juxtaposition of **Community** and **Government** which remains stable and durable when **Freedom** and **Justice** obtain.

Clearinghouse: an agency that records and protects ideas as property (primary property by Galambos' system of classification); an idea and wisdom factory; a profit-seeking agency that passes knowledge to the next generation and hence replaces the functions currently performed in part by tax-supported universities; a **Glue** component of a stable, durable **Civilization**; the brainchild of Andrew Galambos with substantial modifications by Dennis Riness.

Coercion: an interaction where one of the parties to the interaction initiates physical force or fraud to the other person such that the other person experiences a downward move on his/her **Value Hierarchy**; parasitism; opposed to **Voluntary Interaction**; a plus-minus transaction; there are seven ways one can be coerced: murder, kidnap, rape/battery, theft, fraud, defamation and extortion; one is not coerced when other people engage in activities one finds offensive if none of the seven ways of being coerced is involved, in these cases the offensiveness entails an **Externality** but it is not coercion; all civilizations to date have been built on coercion and this has been the single reason for their undoing.

Community: any two or more individuals interacting; a **Game**; one of the **Glue** components of a stable, durable **Civilization**; almost all communities need to be **Triangulated**.

Corporate Bodies: fictional, legal entities treated, for legal and/or communication purposes, as if they were individual, intentional persons when they are actually a collection of persons; use with caution as **Corporate Bodies** are not sovereign, intentional individuals even though in many contexts they are treated as such to the confusion of all; all **Corporate Bodies** are **Communities**.

Deus ex Machina: originally a piece of stagecraft used by the Greeks to represent the supernatural, particularly as an active agent in human affairs; the mistaken concept that there is some agency beyond the **Double Zero Line Diagram** that will assist humans in building a civilization.

Domains of Knowledge: there are three, main Domains of Knowledge or science. They are the Physical Sciences; the Biological Sciences and the **Intentional Sciences**.

Double Zero Line Diagram: a mnemonic developed by **Smith** to remind us to keep our focus on what is real in our systems-building and not drag in things

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which are hypothesized to exist outside of human interactions between each other and/or the physical universe; the symbol to remind us that all human interactions can be reduced to either a one-on-one interaction or a one-on-the-universe. See **Deus ex Machina** as an example of creating something in our thinking that purports to exist outside of the **Double Zero Line Diagram**.

Emergent Property: the property of a system that is not predictable by an examination of its **Glue** components in isolation; what Buckminster Fuller called *Synergetics*; the nemesis of all reductionists since **Emergent Properties** are not logically predictable from an examination of the **Glue** components in isolation.

Ergonomics of the Mind®: the body of thought describing the learning process and how to facilitate it. It reduces to three principles that must be present for learning to occur: the subject must be **Bounded**, Grounded and taken to Fluency. See [The Study Cycle](#) for a full exposition on this website.

Externalities: unintentional interferences caused by humans living in close proximity; to the recipient they may feel like **Coercion** but they lack the intent to coerce by the perpetrator; the domain of concern for a **Community** manager when the manager is doing his job properly i.e. creating the ambience of the **Community** and reducing Externalities to a minimum.

Federalism: the practice of agreeing to some restrictions on one's freedoms/options in any **Community** setting; a partial surrendering of one's options to mitigate **Externalities**, without surrendering one's **Sovereignty**; historically the concept has been misapplied to **Corporate Bodies** trading off which body (state or federal) will govern (control) the citizen. Traditionally the concept of **Federalism** is based on **The Worst Idea in History**.

Freedom: the societal condition when all interactions are voluntary; one of the **Glue** components of a stable, durable **Civilization**; a product brought into existence through entrepreneurial action and thus unnatural and not found in Nature; indestructible once locked in.

Game: a **Community**; any activity between two or more individuals involving a goal, barriers and freedoms; a highly integrative concept bringing together every component and dynamic of human interaction and thus one of L. Ron Hubbard's massive contributions to enlightened thought; a **Game** is generally in need of **Triangulation** with a **Government** for the protection of all concerned.

Glue: the essential components of a system and their proper juxtaposition. The test of a **Glue** component is that its removal from the system causes the system

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to lose at least one of its defining characteristics and/or functions. See also **Bounded System**.

Government: an agency that provides protective services including but not limited to the **Administration of Physical Force** when done on a voluntary, subscription, fee-for-service basis; a **Government** does not govern (compel/coerce/rule) its customers, only protects them; one of the **Glue** components of a stable, durable **Civilization**; most efficiently and effectively deployed using a novel application of the insurance mechanism, the brainchild of **Smith**; a profit-seeking enterprise whose products are **Freedom** and **Justice**.

Intention: a defining characteristic of living matter which is not found in inanimate matter; a primordial phenomenon that is the final source of all human action; most importantly **Intention** is the phenomenon that lies at the base of the ability to overcome the *Second Law of Thermodynamics* (entropy) which is what all living systems do. Unresolved is the question of whether **Intention** is a phenomenon independent of matter (*Idealism*) or an **Emergent Property** of matter (*Reductionism*).

Intentional Science, First Postulate: all men/women live to **Pursue Happiness**; this always manifests as an attempt to move upward on one's **Value Hierarchy**. Simplified one could better say: all men/women live to move up on their **Value Hierarchy** with every **Intentional Act** they perform.

Intentional Science, Second Postulate: all men/women live to pursue **Justice**.

Intentional Science, Third Postulate: **Voluntary Interaction** is unstoppable.

Intentional Science: the **Domain of Knowledge** concerned with human action and interaction based on those properties of human nature that are reducible to the sole phenomenon of **Intention**. All of **Civilization Engineering** is based on the **Intentional Sciences**.

Invisible Hand: the idea developed by Adam Smith that when people are allowed to pursue their own interests in the open marketplace, things just get better all around for everyone, as if an invisible hand were working to guide every member of the marketplace to a synergetic whole not envisioned by any of the participants. What Adam Smith was on to is the phenomenon that **Voluntary Interaction** not only satisfies the two people engaged in the interaction (a plus-plus transaction), but that it creates an **Emergent Property** or, in this case, a benevolent condition in the economy as a whole that no one anticipated. A deeper look at this phenomenon takes one into the spiritual side of **Money**. This will be dealt with at a later date. In the meanwhile, read Ayn

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Rand's thoughts on the deeper meaning of money in the speech by Francisco d'Anconia in her novel *Atlas Shrugged*.

The Back of the Invisible Hand is this same process in reverse- everything goes to hell under a system based on **Coercion**. A message from the dawn of creation (God if you like) for us to get to symbiosis in all things- i.e. **Freedom**.

Justice: the condition when the rules are the same for all players of a **Game**; a value held very high in everyone's **Value Hierarchy**; one of the **Glue** components of a stable, durable civilization, encompassed in the **Second Postulate of Intentional Science**, thus recognizing the existence of a natural phenomenon or primordial force in Nature which strives to achieve this condition of equality at all times; the desire for **Justice** is natural and occurs automatically in Nature, the fulfillment of **Justice** is done through entrepreneurial action; the temporary absence of **Justice** in any given **Game/Community** creates a dynamic between old **Game** and new **Game** that eventually plays out to either a new **Game** being established or the old **Game** being reestablished, with the rules the same for all players in either case; shades of Hegel, possibly what he was looking at when he formulated his philosophy.

Social Justice misconstrues **Justice** to mean the outcome of the game is the same for all players. This not the same as saying the rules are the same for all players.

Measured Exchange®: an application of the **First Postulate of Intentional Science** in the workplace. Employees working on **Measured Exchange** get paid according to production, not the time spent on the job. See Articles page for expanded discussion.

Money: the third mode of exchange in the Riness System of Classification of Exchange modes; electronic exchange with no commodity backing- such as gold- of the monetary unit, thus a technical, highly evolved and specialized form of **Community** when done correctly; a **Glue** component of a stable, durable civilization.

Money-Neutral Economy: an economy that has a proper monetary system in place that renders all price changes an accurate indication of a change in supply and demand as opposed to price changes brought on by a manipulation of the money supply.

Philosophy: the attempt to find the **Glue** of everything; those principles, **Postulates** and **Axioms** which extend over all three **Domains of Knowledge**; philosophy may always remain an unbounded subject- the ultimate **Glue** of everything not being found- thus remaining the arena wherein the big

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questions are asked and once answered a particular subject moves out of philosophy and becomes a stand-alone subject/science.

Postulate: a statement of truth that is always found to be true experientially, but is of such a character that the possibility persists that an exception may one day turn up and thus invalidate the postulate; not as strong a statement of truth as an **Axiom**.

Pursuit of Happiness: the primordial thrust toward one's idea of a better condition, manifesting as the pursuit of one's subjective values, the higher in one's **Value Hierarchy** the better.

Self-Governing: a contradiction-in-terms when governing is understood to mean control or compulsion and not protection of the individual; a derivative of **The Worst Idea in History**.

Smith: an alias assigned to protect the privacy of a genius who has made great contributions to Civilization Engineering but wishes to remain a recluse.

Sovereignty of the Individual: the condition wherein every individual is in control of his/her life and all aspects of it, and not subject to unwanted external control or compulsion by others.

Sovereignty: the final say in human affairs; when the sovereign says "No" it stays **No**.+Anyone can propose an interaction with any one else but if the party proposed to says **No**+and it stays **No**+then the party possesses **Sovereignty**.

The Golden Rule: the Golden Rule is correct in principle but grossly understates the brutality and intransigence of the phenomenon of **Justice** and should be reworded to read: Do carefully unto others because they will eventually do likewise unto you.

The One Commandment: Stop Coercing!; this commandment replaces all prior morality systems and is the only moral precept one needs to build a civilization that will not self-destruct; run, do not walk, from anyone who advocates coercion as you would from a medical doctor who does not wash his hands.

The Worst Idea In History: the idea that a stable, durable **Civilization** can be built only by institutionalizing **Coercion** (governing/compelling/ruling people); the core premise of the Judeo-Christian world view and Communism in all their guises.

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Theorem: a stable, durable **Civilization** can be built only upon the **Sovereignty of the Individual**; the proper connection between the condition of the individual and the condition of the **Civilization**, showing that they survive or fall together.

Thomas Jefferson Syndrome: the vulnerability of even the finest, most well-intended and otherwise respectable people to rationalize and maintain the gain in their affairs at the expense of others when the gain is based on **Coercion**; the acceptance of plunder as one's right; an insidious condition that eventually destroys its possessor.

Triangulation: the **Civilization Engineering** practice of juxtapositioning a **Community** (game maker), a **Government** (game keeper) and a player such that all are protected from **Coercion** and **Justice** prevails; the separation of the **Community** (game maker) and **Government** (game keeper) functions.

Value Hierarchy: the hierarchical arrangement of one's internal, subjective values with the highest value at the top progressing downward to the lowest; the framework for understanding the **First Postulate of Intentional Science**.

Voluntary Interaction: an interaction when both parties to the interaction experience an upward move in their respective **Value Hierarchies**; a plus-plus transaction; symbiosis; opposed to **Coercion**.