Intellectual Framework for a Knowledge Federation Course
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** "Places to Intervene in the System" article by Donella Meadows:
In order of increasing transformative power:
    10. Numbers (subsidies, taxes, standards).
    9. Material stocks and flows, structure and size of stocks
       relative to flows.
    8. size of delays & time constants relative to system flows.
    7. Regulating negative feedback loops.
    6. Driving positive feedback loops.
    5. Information flows.
    4. The rules of the system (incentives, punishment, constraints).
    3. The power to self-organize the system structure.
    2. The goals of the system.
    1. The mindset or paradigm out of which the goals, rules, feedback
structure arise.
    0. Power to transcend the paradigm

Requirements for Systemic Innovation

  - Understanding where present systems fail us.
  - evolving a fitness metric for each system
  - re-imagining systemic structures to deal with the problems at hand
  - creating social and technological innovations for systemic change
  - propagating this systemic innovation
  - rinse and repeat

Knowledge Federation

The Knowledge Federation organization is key to long-term, sustainable
systemic
change. How is it organized?

COMMON GOALS:
  - improving the well-being of humanity and the planet
  - in the interest of all humanity, not just a nation, a corporation
    or a select group.
COMMON PRINCIPLES:
  - major systems are failing us, and are unable to address the
    problems we face
  - systemic change is the only viable solution

- innovations must evolve (based on feedback) to succeed in
    the long term
COMMON PROCEDURES:
  - transparency
  - legitimacy
  - empathy
  - collaboration
  - mutual respect, non-judgemental listening, peaceful reflection
  - openness to new ideas without filters
GOVERNANCE:
  - we each govern ourselves, according to the points above
  - if absolutely necessary, decisions affecting the entire group are
    made democratically
  - Dino Karabeg and Doug Engelbart are Chief Evangelist and chief
    inspiration, respectively, but are NOT prophets or patriarchs.

Instructions for playing the Game-Changing Game
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1. Choose a field or profession you know well (e.g. education,
   finance, healthcare, journalism, science, technology, ...).

2. What are the societal roles and goals of that field? Where do you
   find it falling short?

3. What changes can you suggest thet would allow that field to be more
   successful IN YOUR EYES at acheiving its goals and/or benefitting
   humanity in general (the many, not just the few)?

4. What steps can you suggest that might promote or lead to these
   changes? Consider steps of a personal, social, institutional,
   governmental or technical nature. (See Dino's Debategraph for
   examples)

5. How does this field interact with or depend upon other systems and
   infrastructures? What changes in these other systems &
   infrastructures would help promote the changes you seek?

6. What signals could indicate whether the field as a whole was
   becoming more adapted to achieving the goals mentioned above? What
   signals could indicate whether the specific changes you introduce
   are moving the field in the right direction?

7. How could you introduce the changes you propose to your field or
   related systems in such a way that they will spread, evolve over

time based on feedback and ultimately transform the field?