

# Humanism - Motivations

This frame looks at the How and Why of Human decisions and actions.

Author: Jonathan Pearson  
Location: Canberra Australia  
Version:1  
Date: 23/09/2018  
Updated: 06/02/2019

<https://creativecommons.org/licenses/by/4.0/>



**Attribution**  
**CC BY**



# Frame

Hypothesis: There is a general high level model for describing how humans Act based on models of How and Why.

Question 1: Are the questions How and Why enough to develop a model to describe Human actions.

Population: The main populations are Single Human (Individual), Nation (group) and Planet (Universe)

Measure: This frame supports the Humanism Process view

Assumption: I assume I have abstracted concepts to universally generally accepted level. I will provide more detail in different models.

Information Sources and Topics: Many sources including those links provided.

Motivations: Build a series of cohesive Frames to model human issues.

Initial Conditions, Self reference: The Humanism Process Frame, Humanism - Meta Frame – Initial Conditions – Symbols



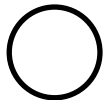
# Who, What – Actors and Events



- Individual Human



- Group of Humans – Couple, Nation, Company – constrained



- Planet Earth and surrounds – every thing - not including Humans



**Act** – A thing happens, Action or Event, Change of state

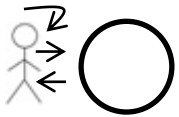


**Pattern** – A thing happens, Action or Event, Change of state



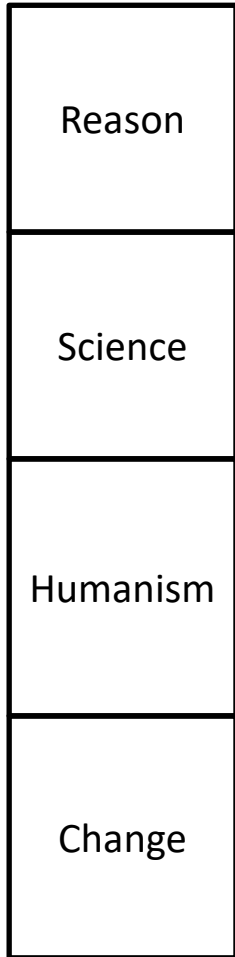
**Validated** – Predicted act happens many times with defined conditions



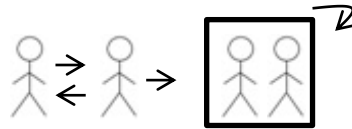


# How

– general drivers and models for interactions  
(closely related to Why)

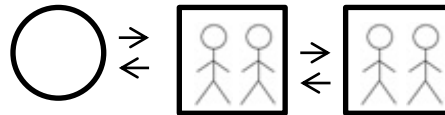


1. Observe
2. Communicate
3. Manage Issues



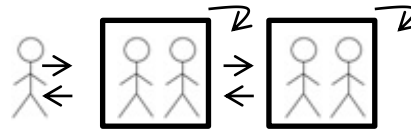
We develop language, communication, concepts, discussion - processes

1. Observe
2. Communicate
3. Manage Issues
4. Agree



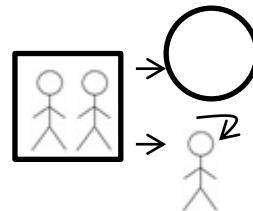
We observe, investigate, seek to understand and explain, model, share and discuss

2. Communicate
3. Manage Issues
4. Agree
6. Supporting Processes



We value, organize, cooperate, agree

2. Communicate
3. Manage Issues
4. Agree
5. Act
6. Supporting Processes



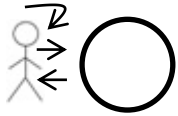
We plan, do, act change

[https://en.wikipedia.org/wiki/Maslow%27s\\_hierarchy\\_of\\_needs](https://en.wikipedia.org/wiki/Maslow%27s_hierarchy_of_needs)

The Cato Institute: Enlightenment Now: The Case for Reason, Science, Humanism, and Progress featuring Steven Pinker

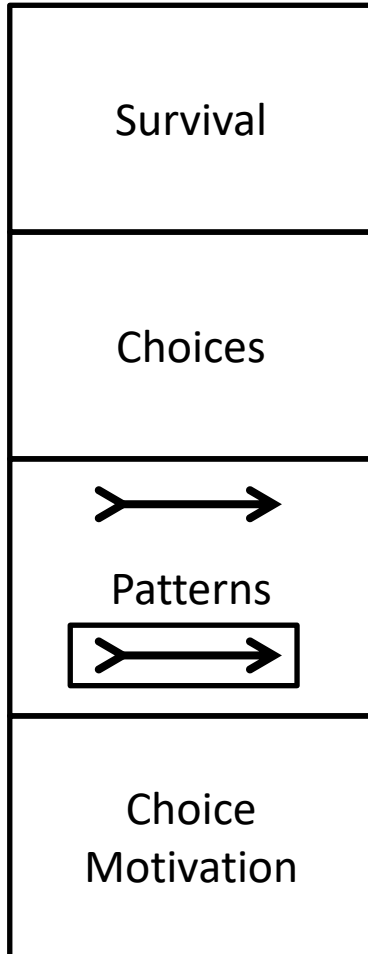
<https://www.youtube.com/watch?v=PDAoEyrvf8Y>





# Why

– General motivations for interactions  
(closely related to How)



Survival – pain, fear, future

<http://www.primetheory.com/> (Robert West, Professor of Health Psychology  
Health Behaviour Research Centre, Department of Epidemiology and Public  
Health, University College London )

[https://en.wikipedia.org/wiki/Behavioural\\_change\\_theories](https://en.wikipedia.org/wiki/Behavioural_change_theories)

Type 1 and Type 2 Choices – Fat, Dumb and Lazy –

Homeostasis <https://en.wikipedia.org/wiki/Homeostasis>

[https://en.wikipedia.org/wiki/Type\\_I\\_and\\_type\\_II\\_errors#Type\\_I\\_error](https://en.wikipedia.org/wiki/Type_I_and_type_II_errors#Type_I_error)

Memory, Stored Records of outcomes of choices

Concepts and techniques – prediction, values, good/bad,  
ethics, morality, discussion, persuasion, education,  
cooperation

Prisoner's dilemma game – Martin Poulter, Economics Network Supported by  
University of Bristol (Attribution 3.0 Unported (CC BY 3.0))

<https://www.economicsnetwork.ac.uk/archive/poulter/pd.htm>

