

# Corruption – Extremists

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## Introduction

I explore abstract concepts representing humans and their behavior.

This is a detailed look at corruption in Nations. I am incorporating a time dimension showing repeated patterns and feedback loops into the existing models. Currently there are a series of large fires in Australia and I notice the pressures on nations and humans under extreme conditions.

There are several predictable narratives coming to the forefront which all are very recognizable but the deeper question for me is where do they all come from? What is the origin of this behavior? Would they still arise in Humans in small tribes 5000 years ago or is there something special about now that makes it different?

My initial assumption is that the behavior now is the same type of behavior as recent times and they come from the same root causes – so I will try to see if I can make a model which supports my assumption.

Emerging from this analysis are things I said I would expand on in my most recent article - events over time, trust, flexibility, adaptability, resilience, corruption (decay), relationships, growth and learning. While leniency (law), “progress” (conserve – progress), greed still appear they are less well developed here. Fat and Lazy are noticed frequently – Fat is part of the Greedy process and lazy and complacency – **failure to notice and observe** – go together.

Hannah Arendt **The Life Of The Mind Volume 1 Thinking**

Page 176 - *“What we commonly call **Nihilism** .... Is actually a danger inherent in the thinking activity itself.... Nihilism is the other side of conventionalism, its creed consists of negations of the current so-called positive values, to which it remains bound.... But the danger does not arise of the Socratic conviction that an unexamined life is not worth living, but, on the contrary, out of the desire to find results that would **make further thinking unnecessary.**”*

**(Fat, Dumb and Lazy – complacency – absolutism (binary, fully bounded, absolute certainty (safety/protection)) - instead of relativism – continuum and uncertainty)**

## Framework

Group frameworks, schemas, **Human Interaction Patterns** and corruption techniques and methods.

## Population

Human groups – groups of humans working together or surviving in groups. Nation states.

## Questions

1. What is corruption?
2. What is extremism?
3. What kind of thinking drives extremism?
4. Is the model robust – coherent, comprehensive?

## Initial Conditions

Groups, Nations, Schemas, Patterns, Choice, life/death.

## Self reference

All my models so far. I revisit the basic life/death choice and the type 1 type 2 errors model.

## Logic, Algebra, Sets, Semantics - Patterns

I revisited these topics and re-discovered the issues and problems facing humans throughout history. My high level models seem well fitted to the current models. The Zermelo–Fraenkel set theory axioms align quite well: **Equality** (equals/not/bounds), **Initial Self Reference**, **Split/Subset**, **Grouping**, **linking**, functions/operators (**Act**), **Infinity** (Natural number plane), **Combine/Join**, **Sort/order/rank**.

It was pleasing to notice that others decided to imbed **infinity** and **zero** in real numbers as I had independently decided (confirmation bias) – which leads to **measurement**, **accuracy**, **precision**, **maths** and **frequency distributions**. **Bounding/Constraints** is supported as well.

So we have the basic human structures which align closely to the Human brain, function, history, structures, etc – which enable Humans to describe **Hierarchies**, **Schemas** and **Systems**.

## Background Schemas - Patterns

Philosophers, thinkers, artists and writers of all kinds have produced records demonstrating not only what their view of the world is but **why they hold that view** and **what influenced them**. Some of the more well known Authors and Books are on my website – here is a selection:

**Thomas Aquinas** :Year(1225-1274) :Keyword(Philosopher)

[http://www.documentacatholicaomnia.eu/03d/1225-1274\\_Thomas\\_Aquinas\\_Summa\\_Theologiae\\_%5B1%5D\\_EN.pdf](http://www.documentacatholicaomnia.eu/03d/1225-1274_Thomas_Aquinas_Summa_Theologiae_%5B1%5D_EN.pdf)  
<https://www3.nd.edu/~afreddos/summa-translation/TOC-part1-2.htm>

**Marcus Aurelius** :Year(121-180) :Keyword(Philosophy)

<http://www.gutenberg.org/cache/epub/2680/pg2680.txt>

**Francis Bacon** :Year(1562-1626) :Keyword(Philosophy Humanism)

<https://plato.stanford.edu/entries/francis-bacon/> <http://www.gutenberg.org/ebooks/author/296>

**Charles Darwin** :Year(1809-1882) :Keyword(Science Life Species Change)

<http://www.gutenberg.org/cache/epub/1228/pg1228.txt>

**Adam Smith** :Year(1723-1790) :Keyword(Economics)

<http://www.gutenberg.org/cache/epub/3300/pg3300.txt>

**Marie Jean Antoine Nicolas de Caritat, Marquis of Condorcet** :Year(1743-1794) :Keyword(Science Philosophy) [https://en.wikipedia.org/wiki/Marquis\\_de\\_Condorcet](https://en.wikipedia.org/wiki/Marquis_de_Condorcet)

**Thomas Hobbes** :Year(1588-1679) :Keyword(Philosophy Taxonomy )

<https://www.gutenberg.org/files/3207/3207-h/3207-h.htm>

**David Hume** :Year(1711-1776) :Keyword(Humanism Reason)

<https://www.gutenberg.org/files/4705/4705-h/4705-h.htm>

**Friedrich Wilhelm Nietzsche** :Year(1844-1900) :Keyword(Philosophy)

<http://www.gutenberg.org/files/1998/1998-0.txt>

**Francesco Petrarca** :Year(1304-1374) :Keyword(Language) <https://en.wikipedia.org/wiki/Petrarch>

**Socrates** :Year(-470–399) :Keyword(Philosophy) <https://www.ancient.eu/socrates/>

**Baruch Spinoza** :Year(1632-1677) :Keyword(Philosophy) [https://en.wikipedia.org/wiki/Baruch\\_Spinoza](https://en.wikipedia.org/wiki/Baruch_Spinoza)

<http://www.gutenberg.org/files/3800/3800-h/3800-h.htm>

**Organon** :Author(**Aristotle**) :Year(-40) :Keyword(Philosophy)<https://www.jdavidstark.com/wp-content/uploads/2014/05/aristotle-organon-v-1.pdf> <https://archive.org/details/AristotleOrganon>

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

**Politics** :Author(**Aristotle**) :Year(-350) :Keyword(Nation Justice, Nation)

[https://en.wikipedia.org/wiki/Politics\\_\(Aristotle\)](https://en.wikipedia.org/wiki/Politics_(Aristotle)) <https://www.iep.utm.edu/aris-pol/>

<http://classics.mit.edu/Aristotle/politics.html>

**The World as Will and Idea** :Author(**Arthur Schopenhauer**) :Year(1819)

:Keyword(Philosophy)<http://www.gutenberg.org/ebooks/search/?query=Schopenhauer>

<https://archive.org/details/theworldaswillan01schouoft/page/n10>

**Zhou yi, Book Of Changes, Changes of Zhou** :Author(Chinese Philosophers, Taoism, Confucianism)

:Year(-1000) :Keyword(Change Choice) <http://www.humaniverse.net/iching/iching.htm>

[https://en.wikipedia.org/wiki/I\\_Ching](https://en.wikipedia.org/wiki/I_Ching)

**De re publica** :Author(**Cicero**) :Year(-100) :Keyword(Nation Justice, Nation)

[https://en.wikipedia.org/wiki/De\\_re\\_publica](https://en.wikipedia.org/wiki/De_re_publica) <https://www.gutenberg.org/files/54161/54161-0.txt>

<https://oll.libertyfund.org/titles/cicero-treatise-on-the-commonwealth-5>

**On Monarchy** :Author(**Dante Alighieri**) :Year(1313) :Keyword(Nation Nation)

[https://en.wikipedia.org/wiki/De\\_Monarchia](https://en.wikipedia.org/wiki/De_Monarchia) <https://oll.libertyfund.org/titles/alighieri-de-monarchia>

**A Treatise Of Human Nature** :Author(**David Hume**) :Year(1738)

:Keyword(Philosophy)<http://www.gutenberg.org/ebooks/author/1440>

[https://en.wikipedia.org/wiki/A\\_Treatise\\_of\\_Human\\_Nature](https://en.wikipedia.org/wiki/A_Treatise_of_Human_Nature)

**Critique Of Judgment** :Author(**Immanuel Kant**) :Year(1790) :Keyword(Philosophy Justice)

<https://archive.org/details/critiqueofjudgem00kantuoft/page/n8>

[https://en.wikipedia.org/wiki/Critique\\_of\\_Judgment](https://en.wikipedia.org/wiki/Critique_of_Judgment)

<https://ebooks.adelaide.edu.au/k/kant/immanuel/k16ju/complete.html>

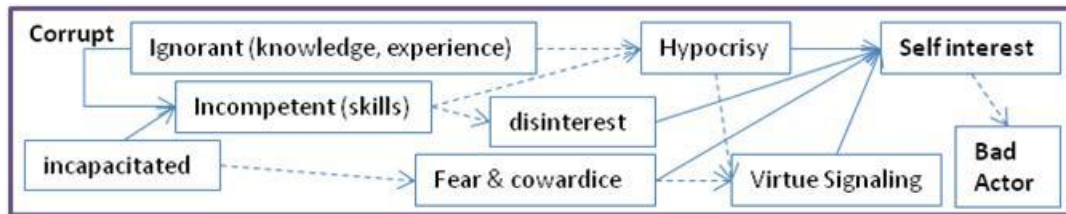
**Critique Of Pure Reason** :Author(**Immanuel Kant**) :Year(1781) :Keyword(Philosophy Reason)

<http://www.gutenberg.org/ebooks/author/1426>

<https://archive.org/details/immanuelkantscri032379mbp/page/n10> <http://strangebeautiful.com/other-texts/kant-first-critique-cambridge.pdf>

These represent example schemas to be explored, discussed and debated. Although some humans will claim **absolute certainty**, the theme of these books and people is exploration and discussion of ideas – sometimes in great detail and structure. As a general pattern they explain their language, logic, hierarchies, models, schemas, bounds, limits, certainty, accuracy, precision and **human interaction patterns**.

## Corruptions continuums



I have described my corruption language at a general level – ignorance, incapacity, etc. Now I will expand on that in some more detail. Note: David Hume’s **is ought** issue arises in the discussion of corruption (<https://plato.stanford.edu/entries/hume-moral/> “We superimpose government on such a pre-civil society when it grows large and prosperous; only then do we need to use political power to enforce these **rules of justice** in order to **preserve social cooperation** ... Particular governments are legitimate because of their **usefulness in preserving society**, not because those who wield power were chosen by God or received promises of obedience from the people.” morals, virtue, vice, duty, natural law – continuum. Also see next chapter)

**Disinterest** – (Indifference) interest extremes are passions obsessions/avoidance. Also includes a willingness to **choose and Act** and overcome self interest of Fat, Dumb and Lazy. Historically similar to Acedia [https://en.wikipedia.org/wiki/Seven\\_deadly\\_sins#Acedia](https://en.wikipedia.org/wiki/Seven_deadly_sins#Acedia)

**Ignorant** – is closely related to Knowledge and Experience – awareness of – and ranges from none through some, detailed, expert and best. It is highly contextual and has many **topics**. Everyone starts out ignorant and gradually acquires knowledge and experience.

**Fear and Cowardice** – Anxiety can drive **Fear and Cowardice** which can range from mild apprehension through, courage, uncaring, fearless - Constant, Sometimes, Rarely - Again it is contextual in the **choices or actions** being considered. Some humans show **fear and cowardice** when having **discussions of topics or debates** – not even choices or major actions. Limited ability to **discuss debate or choose actions**.

**Incapacitated** – physical, mental – age child, size, weight, drugs, permanent or temporary disability – constant, sometimes, rarely. Limited ability to **discuss debate or choose actions**.

**Incompetent** – experience, training (games, sports, problem solving) – Mental, Physical – cannot do, can do, does well, expert. Higher complexity, difficult or complicated Acts can require higher levels of

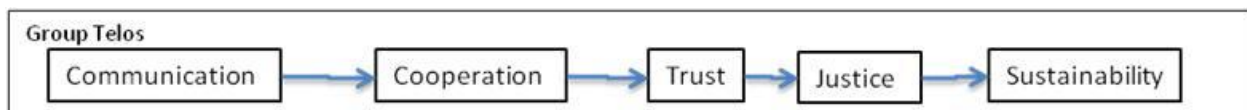
competency – mental (maths, probability, language, semantics, logic, abstraction, design, computing, cohesiveness, science, medicine, complexity debate, etc), physical (Machinery, Surgery, Construction, etc). Limited ability to **discuss debate or choose actions – with little understanding of uncertainties, bounds and limits.**

**Hypocrisy** – failing to recognize or value **coherence, unaware of comprehensiveness** – language, semantics, logic, schemas, logic, action, choice – constant, sometimes, rarely. Opinions, arguments, debates, discussion, actions – self serving and **unpredictable – untrustworthy**. Limited ability to **discuss debate or choose actions.**

**Virtue signaling – Position self over others – language, action – shut down discussion, logic, semantics, debate and choice – Discussion stopper** – habitual, sometimes, hardly ever. Usually seeking to position others near them but just below, **always seeking to position self more positively**. Usually related to negative view of self due to past words or actions. Vain Glory. **Incite mob behaviors and shut down discussion. Not to be trusted in any major role in the Nation.**

**Self interest** – no concern for Group Telos - **Position self over others – language, action, crimes** – habitual, sometimes, hardly ever – corrupt in all ways– cannot be trusted in public office or affecting group systems, semantics or schemas. Fat (Greed), Dumb (Acedia) and Lazy (sloth) contribute heavily to this. There are many drivers for self interest, developed over many generations of life – Lust, Rage, Envy, Avarice (greed), Pride, Emotions, (**Fear and Cowardice**), etc - these are on continuums and when they are at the “bad” end of the scale they become self interest. Lust is towards one end of sexual attraction and has evolved to ensure sexual acts occur enough to continue the species – group survival (humans, genes, host for bacteria, viruses, etc).

**Bad Actor** – no concern for Group Telos - **Position self over others – crimes and seek others to corrupt, active manipulation of others, seeking to damage group Telos** – habitual, sometimes, hardly ever – corrupt in all ways.



## **Analysis – Bias, Paradox, Fallacy, Semantics, Logic, Laws, Theorem, Axioms, Puzzles, Conundrums, Jokes, Brain Teasers, Riddles, Games, Sports, Competition, Crimes, Corruption**

How do humans **interact** with each other?

I went through wikipedia and other lists (over 600 entries) putting entries into spreadsheet categorizing using my main models:

- **Thing** - Individual, Group, Universe
- **Tendency** - Fat Dumb Lazy

- **High Level Process** - Observe, Communicate, Choice, Debate, Act, *Supporting Processes 6.3 Research and Development* - *Development* (we have to develop our capability)
- **Corruptions** – Ignorance, Incapacity, Disinterest, Incompetence, Fear, etc
- **Boundaries & limits** – Uncertainty, Probability, Complexity, Infinity, Zero
- **Human Capabilities** – Anxiety, Abstraction

Emerging preexisting concepts: Hyper-interest (interest), **Absolute** (Bounding, Constraints)

Supporting process: Development (Research and Development). This was mentioned in my original process model and emerges more explicitly here. The **Act** and **Choice** ideas include the idea of choosing to research and develop individual capabilities or not - overcoming laziness (**ought**) to reduce corruption.

Emerging concepts: Change, Context, Decision Theory, Feelings, Hope, Links, Logic, Maths, Maths Bounds, Maths Probability, Maths Infinity, Money, Optimizing, Reasoning, Schemas, Semantics.

I did not add all of the economics “paradoxes” because they were mostly the same type: Choice, Fat (Greed) – mainly optimizing for “utility” based on economics and game theories. Human decision making is more complex and uncertain than Game theory.

I also coded subjectively – I did not classify something as Lazy unless I thought that the average Human **SHOULD/UGHT** (90%) to understand the issue but was being Lazy to ignore it. (See Hume’s Law on Is-Ought A TREATISE OF HUMAN NATURE By David Hume PART I OF VIRTUE AND VICE IN GENERAL, SECT. I MORAL DISTINCTIONS NOT DERIVED FROM REASON, <https://www.gutenberg.org/files/4705/4705-h/4705-h.htm> *For as this ought, or ought not, expresses some new relation or affirmation, it is necessary that it should be observed and explained; and at the same time that a reason should be given, for what seems altogether inconceivable, how this new relation can be a deduction from others, which are entirely different from it. But as authors do not commonly use this precaution, I shall presume to recommend it to the readers; and am persuaded, that this small attention would subvert all the vulgar systems of morality, and let us see, that the distinction of vice and virtue is **not founded merely on the relations of objects, nor is perceived by reason.**)*

Some paradoxes and problems are only really understood by experts and therefore represent more fundamental issues for all of us (e.g. Quantum entanglement) and we cannot be expected (**be considered lazy**) to engage with or understand how it affects human interaction – yet it affects us all. I provide an estimate as a percentage of humanity affected or engaged with each **human interaction**.

I added all Scientific Laws, Axioms and Theorems as one line each applying at the Universe level.

I added the extreme crimes of violence, lies and stealing.

I have not yet added archetypes, stock characters, legendary creatures, fables or gods but I think they fit the model as well.

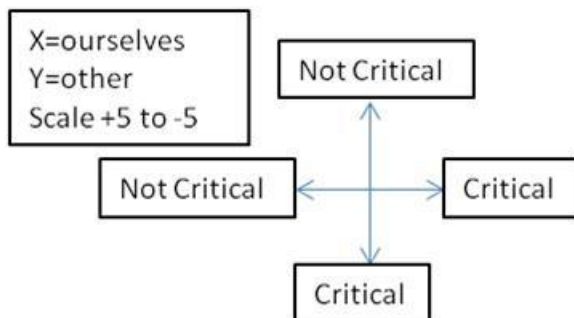
## New Models – Criticize – Critical Thinking – Positioning – Debate Frame – Focus – Corruption

I discovered a model for Critical Thinking;

- 1) Examine the world – bias, fallacy, paradox, science, limits, bounds, etc and be highly critical (Skepticism) – understand all biases and paradoxes to discover how uncertain you need to be of everything – understand **human interaction patterns** – the common human quests (Love, Money, Power, Revenge, Survival, Glory, Self), traps, difficulties and pathways
- 2) Examine yourself and others and be critical of all

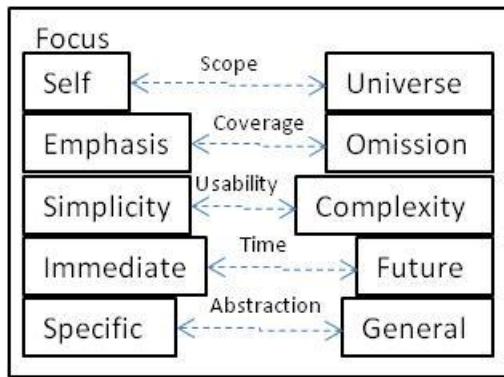
I invented a standard X/Y graph where X= Self and Y= Others. This represents how we see ourselves compared to others - **Positioning**. I coded all the spreadsheet entries from -5 to + 5 for each x and y. Most entries were 0,0 – representing neutral but many showed quite large differences 1,5,-3,4, 4,2 etc so it wasn't just the positive or negative aspect but also the difference between values we give to ourselves and values we give to others. This is where we find corruption, lies, self deception, mental illness (in some examples) and of course hypocrisy.

My initial values were highly subjective and bounded at the equivalent notion of 90% of the human population rather than the extremes. Some things may be **off-the-scale** seeming to be greater than + 5 or less than -5 but arbitrary constraints/bounds/limits of 11 integers from -5 to plus 5 including zero is sufficiently useful (usability).



I also developed a model called **Focus** – which shows the continuum which represent the main areas of discussion, debate and corruption. It aligns well with other models – Rhetoric, Logic, Schemas and Semantics and also provides support for two concepts which I have been using in words but had not yet linked. I think **Coherent, Comprehensive** relate to the Focus model and link to the Schemas. The **Focus Model** is used to discuss **Complexity** (which I have examined in my *Humanism Frames 10 Humanism – Complexity, Version 1, date 06/04/2019* <https://humanistman.com/wp-content/uploads/2019/04/10-Humanism-Complexity.pdf> )





Scope, Coverage, Usability (complexity), Time, Abstraction (**SCUTA**) are all continuums. We can observe that corruption is more likely occurs at the extremes – extremely narrow and self focused and at the other - extreme – so vague, long term, complex and comprehensive that it does not allow for change, growth or learning – **Research and Development**. Humans can deliberately Corrupt debates by changing the focus to suit self interest – this is called **Framing** the debate and with **Lying**, are the **two most common simple corruption methods**.

Many humans in Nations who constantly behave on the **left extreme** would be considered self-centered and mentally ill by others in the group and at the **right extreme** would be considered utopians, dreamers and mentally ill by others in the group. Examples of the **right extreme** include facism, naziizm, communism, socialism, libertarianism, totalitarianism, feminism and other ideologies. What characterises these world views is a increasing **persistance over time** to more extreme positions than their starting positions on the continuum – **they tend to move further to the right on the focus model**. Examples of the left extreme include narcisists, Bad actors, **victim narrators** and **self centered** people. **They tend to move further left**.

The small numbers of humans moving towards both exteremes **have problems moving towards the middle unless other humans help them** – e.g. constant self, omission, immediate (addiction), etc. Constant or long term focus on **Self, Immediate (usually accompanied by Emphasis)** is the initial state of children but also as humans develop it becomes the **anxious and hysterical**. This typically happens when humans fail to develop improved understanding of the focus areas – they **fail to develop knowledge or interest** in Time, Scope, Coverage, Abstraction and Usability.

### **New Model – Criticize – Critical Thinking – Positioning – Posturing**

Most of the **human interaction patterns** involve some kind of position – the attempt to portray oneself in different positions to others. This is strongly related to all life in sexual displays, anger, power, control, fear, cowardice, anxiety, etc and is mainly automatic responses – but they can also be deliberate.

When we map this to a +- 5 scale we get the zero case and 5 other categories. The greater difference between the two numbers then the more extreme the positions are and the more corrupt. For example X=+2 and Y=-4 has a **difference of 6 – which is relatively extreme**. Any difference in position of 6 or greater represents an extreme position difference. It is interesting to note that a position of positive for ourselves and negative of others (Good/Bad) allows a lot of corruption but also the negative of ourselves

and positive of others (Bad/Good) allows corruption by use of the **Victim Narrative** – both positions are equally extreme and corrupt and use positions of **power, influence and entitlement** over choice and the rest of the group.

- **Good/Good** – can be seen in optimism, religions, pyramid schemes and **in-groups (we are special)** – generally positioning oneself above others but below someone else but getting better (Good). It tends to encourage group behavior like group think. This is a feedback loop.
- **Bad/Bad** – can be seen in pessimism, depression and fear mongers – generally portraying both themselves and others as bad and getting worse (Bad). This is a feedback loop.

Most Humans will experience ups and downs over time and will range between +2 and – 2. Sometimes for long periods of time the position will be the same sometimes there will be rapid changes. With age and experience most humans tend closer to zero for self and others.

Humans seem to have more **interaction patterns** to **criticize others and not themselves** than the opposite. Sometimes when we recognize good in ourselves we have interaction patterns to position others also as good **but not quite as good as ourselves**. When we see ourselves as negative (bad) we can optimistically compare ourselves with others who are lower or pessimistically compare ourselves to others who are higher. In terms of feedback loops the **race to the bottom feedback loop is when no matter how bad we see ourselves we always seek out others lower to compare ourselves to. “At least I am not as bad as Hitler”**

Improvements to self over time are based on recognizing others above you, not below - this allows for Human development; also recognizing at all that there exists a position that is above your position. i.e. you are not at the **“top”**.

When we position ourselves – **posturing** - relatively lower than others sometimes this is called “Politeness”, “Respect” or “Deference” and when we position ourselves above someone else sometimes this is called “Superiority”, “Vain Glory”, “Smug”, “Self opinioned”, “Worthy” and “Honorable”. (Difference between **“Internal”** and **“External”** positions)

- **Good/Bad** – Self is hero, Superior, privileged and **entitled** to power and control.
- **Bad/Good** – Self is victim, inferior, underprivileged and **entitled** to sympathy, respect and help.

Things like **extreme** discrimination, identity politics, racism, sexism, etc – are where the value we give to ourselves is vastly different to the values we give to others. **Extremism** is also where everyone in the group tends to be exactly equal - zero (equality – Socialism, Communism, Marxism,) or commonly different (diversity - libertarianism). **Extremism** -Totalitarianism, Dictatorships, etc - is where the elite group is constantly above all other groups. When in control over others humans tend to **entrench their position** over others. **Extremism (big difference in position) corrupts things over time.**

The drama narrative exists to share knowledge with humans about the possible human interactions and example narrative for human development. The Hero, Victim, Perpetrator positions and narrative is the most common historically and persists specifically to **reinforce the learning of** the basic **Critical Thinking**

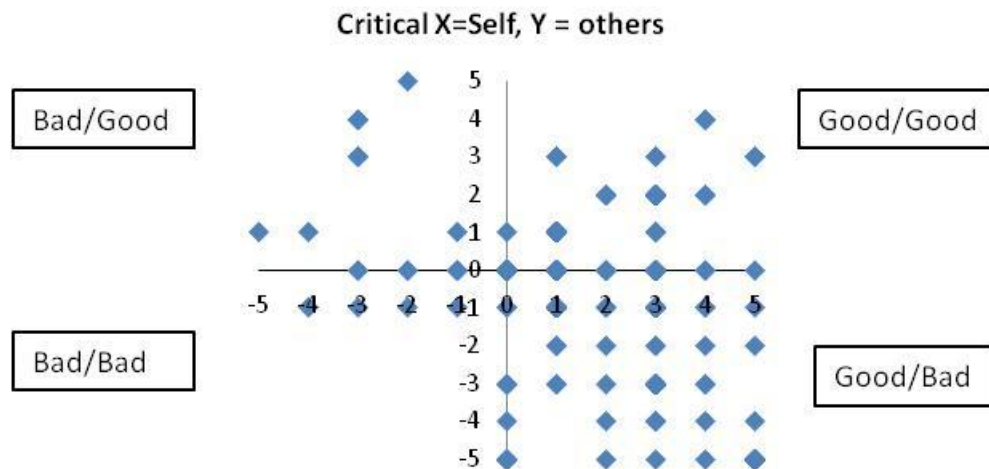
**and Positioning Schema. We - the Victims - are all 0,0; The Perpetrator is -5,0; the Hero is 5,0.**

Historically the **weak humans** (usually females and children) have been portrayed as victims and **strong and courageous humans** (usually males) have been portrayed as **NOT victims** and usually can **never be victims**. **Strong humans** are **required to interact** with humans having various positions and weak humans are **less required to interact**.

Stories are usually woven around various **archetypes** and **stock characters** who position themselves compared to others in a certain way (usually based on a history of events or mixed capabilities - negative and positive) and undergo interactions which change their self view and their view of others at the same time as other character's positions change. Drama examines this complexity of change and interactions. Kurt Vonnegut demonstrates this model simply in the [shape of stories](#).

These stories are part of humanity's shared schemas and contain various position combinations of self and others and also many **examples of interactions and changes over time of position**. Being exposed to these stories enables Humans to become more **flexible, adaptable and resilient rather than being stuck in one position – corruption**.

Mapping all the spreadsheet values gives the graph below. The **Zero case position is most common**.



An extract of some of the more obvious extremes are:

	Meaning	Self	O	Abs	Pop
<b>Lies of Action</b>	Corruption – Measurement and Implementation	5	-5	10	10%
<b>Lies of Language</b>	Corruption – Measurement and Implementation	5	-5	10	10%
<b>Lies of Omission</b>	Corruption – Measurement and Implementation	5	-5	10	10%
<b>Focus Change - Time</b>	Urgency, Crisis - no need to rush, plenty of time	5	-5	10	10%
<b>Focus Change - Scope</b>	Think about the children, Individual Examples, Special Groups, Bias - all of humanity, all life	5	-5	10	10%
<b>Focus Change - Coverage</b>	Emphasis - Omission	5	-5	10	10%
<b>Focus Change - Abstraction</b>	Too much detail - too general	5	-5	10	10%
<b>Focus Change - Usability</b>	Oversimplify - Make overly complex	5	-5	10	10%

<b>Violence</b>	War, death and Destruction	5	-5	10	10%
<b>Framing</b>	Define the focus advantagesly for self	5	-5	10	10%
<b>Stealing</b>	Moving resources to self and in group	5	-5	10	10%
<b>Sharing Information</b>	<b>COMMUNICATION, COOPERATION, TRUST, JUSTICE</b> Access, Sharing, openness, disclosure, FOI, Omission - Censorship, Secrecy	5	-5	10	10%
<b>Consequences</b>	<b>TRUST, JUSTICE, SUSTAINABILITY</b> Asset recovery, justice, responsibility, conventions, code of conduct, corporate governance, Due Diligence, Ethics, Governance, Grand Corruption, Rule of Law	5	-5	10	10%
<b>Audit</b>	<b>TRUST, JUSTICE, SUSTAINABILITY</b> Framing, Omission, Bribery, Conflict of Interest, Compliance, Integrity, Know Your Customer, Oversight, Tax, Whistle Blower	5	-5	10	10%
<b>Self interested</b>	<b>COOPERATION, TRUST, JUSTICE, SUSTAINABILITY</b> Bribery, Conflict of Interest, Collusion, Debarment, embezzlement, extortion, facilitation payments, fraud, illicit Financial Flows, Nepotism, Pacts, Patronage, Political Donations, State Capture, Political Will, Political Corruption	5	-5	10	10%
Disagreement	Abuse	5	-5	10	3%
Apophenia	This refers to our tendency to mistakenly see patterns and meaning between unrelated things. It's a bit of a darker take on this topic than anthropomorphism, and is associated with schizophrenia.	5	-5	10	3%
Disagreement	Name Calling	5	-4	9	50%
Curse of knowledge	When better-informed people find it extremely difficult to think about problems from the perspective of lesser-informed people.[35]	4	-5	9	20%
Belief bias	An effect where someone's evaluation of the logical strength of an argument is biased by the believability of the conclusion.[22]	4	-4	8	40%
<b>Semmelweis reflex</b>	The tendency to reject new evidence that contradicts a paradigm.[31]	3	-5	8	50%
<b>Argumentum ad populum</b>	<b>Bandwagon</b> argumentum ad populum (Latin for "appeal to the people"[1]) is a fallacious argument that concludes that a proposition must be true because many or most people believe it, often concisely encapsulated as: "If many believe so, it is so"	-2	5	7	60%
<b>Appeal to Special Circumstance</b>	Specially <b>entitled</b> to be favored in debate and decision	5	-2	7	60%
<b>Bias blind spot</b>	The tendency to see oneself as less biased than other people, or to be able to identify more cognitive biases in others than in oneself.[25]	4	-3	7	50%
<b>Defensive attribution hypothesis</b>	Attributing more blame to a harm-doer as the outcome becomes more severe or as personal or situational similarity to the victim increases.	3	-4	7	50%
Disagreement	Ad Hominem	4	-3	7	50%
<b>Victim Narrative</b>	Specially <b>entitled</b> to be favored in debate and decision (positioning)	-5	2	7	50%
<b>Narcissist Abuse</b>	enlisting the help of one or more of his or her codependent friends who will support his or her distorted view.	3	-4	7	20%
<b>Self-absorption paradox</b>	self-absorption paradox describes the contradictory association whereby higher levels of self-awareness are simultaneously associated with higher levels of psychological distress and with psychological well-being.	5	-2	7	10%
<b>Narcissist Rage</b>	Narcissistic rage is a psychological construct that describes a reaction to narcissistic injury, which is conceptualized as a perceived threat to a narcissist's self-esteem or self-worth. Narcissistic injury (or narcissistic scar) is a phrase used by Sigmund Freud in the 1920s; narcissistic wound and narcissistic blow are further, almost interchangeable terms.[1] The term narcissistic rage was coined by Heinz Kohut in 1972.	2	-5	7	10%
<b>Bandwagon effect</b>	The tendency to do (or believe) things because many other people do (or believe) the same. Related to groupthink and herd behavior.[20]	-3	4	7	30%
Ben Franklin effect	A person who has performed a favor for someone is more likely to do another favor for that person than they would be if they had received a favor from that person.[23]	-3	4	7	30%
Courtesy bias	The tendency to give an opinion that is more socially correct than one's true opinion, so as to avoid offending anyone.[34]	-3	4	7	50%

Extrinsic incentives bias	An exception to the <i>fundamental attribution error</i> , when people view others as having (situational) extrinsic motivations and (dispositional) intrinsic motivations for oneself	3	-4	7	50%
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I find the **Curse of knowledge** bias worth examining – I have always believed that no matter what you think you know – and if you think you really know anything, you must engage and communicate with others so they understand – **it is not their fault** they don't understand what you are saying – it is your fault for not explaining it in a way that can be understood. So even if you do position yourself above others you must communicate on an appropriate level - **Knowledge Transfer**.

**Confirmation Bias** (like Semmelweis reflex, Belief perseverance, Conservatism (belief revision), Cognitive dissonance and Paradigm shift, Not invented here) is one of our strongest biases affecting 99% of the population and on the edge of the corruption vales at ABS = 6. Self=+5, Others=-1. Many biases operate at the same time, e.g. **Confirmation Bias** and **Bias blind spot can work together not only to raise self position but also to position lower and attack others who disagree. This can lead to the REINFORCING feedback (Affirmation) of confirmation bias.** At the same time this process can lead to incoherent internal schemas developing which show little relationship to the world all humans interact with (**cognitive dissonance**) and the “*doubling down*” behavior of humans confronted with having to revisit their own views of the world (schemas) because they are corrupt. When you combine this behavior with other ideas like **rationalization (which happens quickly - almost like a reflex)** [https://en.wikipedia.org/wiki/Rationalization\\_\(psychology\)](https://en.wikipedia.org/wiki/Rationalization_(psychology)) we can get high levels of corruption – incoherent, incomprehensive and biased Schemas, Semantics and Systems because of the choices of humans who work for Nations.

Note: **Confirmation bias is essential to Human Development – as is the need to overcome it** when we **Ought** to. **Fermions** constantly push back to confirm resistance and the effects of gravity – withOUT constant re-affirmation of this force we would hesitate when we walked every time we put our foot down. Babies **love discovering this** in their first steps. It is very ingrained and why we have a large response when suddenly our foot does not find a reciprocal force pushing back when we walk.

Bias	Meaning	Self	Others	Abs	pop%
<b>Confirmation bias</b>	The tendency to search for, interpret, focus on and remember information in a way that confirms one's preconceptions.[28]	5	-1	6	99%
<b>Avoidance of Being Wrong or Making Mistakes</b>	Humans do not like making mistakes	-4	0	4	95%
observer's paradox	observer's paradox refers to a situation in which the phenomenon being observed is unwittingly influenced by the presence of the observer/investigator.	0	-1	1	99%

There are many **human interaction patterns** related to **confirmation bias** and they all seem centered around Choice and Decide and maintaining the status Quo – **No change**.

Bias	Link1
Ambiguity effect	<a href="https://en.wikipedia.org/wiki/Ambiguity_effect">https://en.wikipedia.org/wiki/Ambiguity_effect</a>
Clustering illusion	<a href="https://en.wikipedia.org/wiki/Clustering_illusion">https://en.wikipedia.org/wiki/Clustering_illusion</a>
<b>Confirmation bias</b>	<a href="https://en.wikipedia.org/wiki/Confirmation_bias">https://en.wikipedia.org/wiki/Confirmation_bias</a>
Cross-race effect	<a href="https://en.wikipedia.org/wiki/Cross-race_effect">https://en.wikipedia.org/wiki/Cross-race_effect</a>
Curse of knowledge	<a href="https://en.wikipedia.org/wiki/Curse_of_knowledge">https://en.wikipedia.org/wiki/Curse_of_knowledge</a>
Declinism	<a href="https://en.wikipedia.org/wiki/Declinism">https://en.wikipedia.org/wiki/Declinism</a>
<b>End-of-history illusion</b>	<a href="https://en.wikipedia.org/wiki/End-of-history_illusion">https://en.wikipedia.org/wiki/End-of-history_illusion</a>
Endowment effect	<a href="https://en.wikipedia.org/wiki/Endowment_effect">https://en.wikipedia.org/wiki/Endowment_effect</a>
Fading affect bias	<a href="https://en.wikipedia.org/wiki/Fading_affect_bias">https://en.wikipedia.org/wiki/Fading_affect_bias</a>
<b>False consensus effect</b>	<a href="https://en.wikipedia.org/wiki/False_consensus_effect">https://en.wikipedia.org/wiki/False_consensus_effect</a>
<b>Forer effect or Barnum effect</b>	<a href="https://en.wikipedia.org/wiki/Barnum_effect">https://en.wikipedia.org/wiki/Barnum_effect</a>
Functional fixedness	<a href="https://en.wikipedia.org/wiki/Functional_fixedness">https://en.wikipedia.org/wiki/Functional_fixedness</a>
Gambler's fallacy	<a href="https://en.wikipedia.org/wiki/Gambler%27s_fallacy">https://en.wikipedia.org/wiki/Gambler%27s_fallacy</a>
Generation effect (Self-generation effect)	<a href="https://en.wikipedia.org/wiki/Generation_effect">https://en.wikipedia.org/wiki/Generation_effect</a>
Groupthink	<a href="https://en.wikipedia.org/wiki/Groupthink">https://en.wikipedia.org/wiki/Groupthink</a>
Hindsight bias	<a href="https://en.wikipedia.org/wiki/Hindsight_bias">https://en.wikipedia.org/wiki/Hindsight_bias</a>
Illusion of control	<a href="https://en.wikipedia.org/wiki/Illusion_of_control">https://en.wikipedia.org/wiki/Illusion_of_control</a>
Impact bias	<a href="https://en.wikipedia.org/wiki/Impact_bias">https://en.wikipedia.org/wiki/Impact_bias</a>
Law of the instrument	<a href="https://en.wikipedia.org/wiki/Law_of_the_instrument">https://en.wikipedia.org/wiki/Law_of_the_instrument</a>
Loss aversion	<a href="https://en.wikipedia.org/wiki/Loss_aversion">https://en.wikipedia.org/wiki/Loss_aversion</a>
Mere exposure effect	<a href="https://en.wikipedia.org/wiki/Mere-exposure_effect">https://en.wikipedia.org/wiki/Mere-exposure_effect</a>
Normalcy bias	<a href="https://en.wikipedia.org/wiki/Normalcy_bias">https://en.wikipedia.org/wiki/Normalcy_bias</a>
<b>Omission bias</b>	<a href="https://en.wikipedia.org/wiki/Omission_bias">https://en.wikipedia.org/wiki/Omission_bias</a>
Ostrich effect	<a href="https://en.wikipedia.org/wiki/Ostrich_effect">https://en.wikipedia.org/wiki/Ostrich_effect</a>
<b>Plan continuation bias</b>	<a href="https://en.wikipedia.org/wiki/Sunk_cost#Plan_continuation_bias">https://en.wikipedia.org/wiki/Sunk_cost#Plan_continuation_bias</a>
Positivity effect (Socioemotional selectivity theory)	<a href="https://en.wikipedia.org/wiki/Socioemotional_selectivity_theory">https://en.wikipedia.org/wiki/Socioemotional_selectivity_theory</a>
<b>Status quo bias</b>	<a href="https://en.wikipedia.org/wiki/Status_quo_bias">https://en.wikipedia.org/wiki/Status_quo_bias</a>
<b>Sunk Cost fallacy</b>	<a href="https://en.wikipedia.org/wiki/Sunk_cost">https://en.wikipedia.org/wiki/Sunk_cost</a>
<b>System justification</b>	<a href="https://en.wikipedia.org/wiki/System_justification">https://en.wikipedia.org/wiki/System_justification</a>

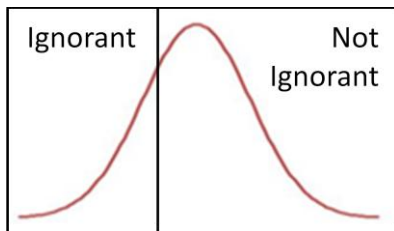
I suspect that there are many human interaction patterns based around forming groups as well and resorting to tribal behaviors – but I have not examined it in detail. Bias is difficult to understand for most humans – we don't understand (or want to) - our own limitations – e.g. try looking at and understanding Berkson's paradox [https://en.wikipedia.org/wiki/Berkson%27s\\_paradox](https://en.wikipedia.org/wiki/Berkson%27s_paradox) .

## Continuums – Defining, Bounding, Corruption – Fat, Dumb and Lazy

We use continuums to construct abstractions and provide context and meaning to words and schemas. We join group two concepts together and explore their relationships to each other on a continuum using the concepts of same/different and is/not.

If my definition of corruption I have arbitrarily named the concepts in the model as one bounded position on a continuum. Complete lack of awareness/knowledge/experience at one extreme and hypersensitivity to everything in the universe could be called an **awareness continuum** and we could map other concepts to that continuum and try to define it.

So I could then **declare a point (define)** on the awareness continuum and call it **Ignorance** so that everything to the left is ignorance getting “worse” and to the right is **Not Ignorance**. Notice that in this definitional technique I have allowed variation below the Line and Fixed Above the line. You are either in a variable state of Ignorance or you are Not Ignorant. i.e. “sufficiently” Not Ignorant. E.g. **Do you Know how to drive a car?** (where I draw the line, pass the test, achieve capability)



I could then try to define what I mean by Ignorance in words and loose connections to other concepts to expand its definition and usefulness.

Firstly – all the concepts I tend to use have a long history in human use and may be expressed in many different words in many different ways. To that extent, these are **common concepts**. Their detailed definition (accuracy and precision) is another matter and with many common concepts there is a lot of debate and discussion – as there should be.

I define **Ignorant** as having the awareness of something, the internal schemas, semantics and logic to process that information, some degree of experience, history and some idea of possible outcomes from choices. An example I use is **Heart Surgery**. I am too ignorant to successfully perform Heart Surgery. A similar example can be provided by social justice engineering. **I am too ignorant to describe how the rest of humanity should behave.**

The other idea is **Not Ignorant**. I am not ignorant about writing words and drawing diagrams representing complex ideas, concepts and schemas in documents. From my subjective view point I think I can do it. Subjective and arbitrary yet somehow many humans can effectively use that idea of Ignorant and Not Ignorant in their thinking and language.

Fat, Dumb and Lazy are on continuums as well and have some relationship to the corruption model – sitting closely in **Self Interest**. I modeled them initially here - *13 Humanism – Activation, Version 1, date 30/09/2019* <https://humanistman.com/wp-content/uploads/2019/09/13-Humanism-Activation.pdf>. They also have some connection to the stable state – homeostasis of humans.

Humans have very strong **life preserving mechanisms (self interest)** in our bodies which help us survive. Some of these are also strongly represented in other life forms. Overcoming these strong tendencies if

we want to do something else can be difficult. So Fat, Dumb and Lazy are not biases, paradoxes or fallacies of interaction – they exist as a constant state along with other drivers.

Fat is part the greedy process to acquire resources - Food. Dumb is not speaking unless you have to – we tend to conserve Brain energy (it is our **most expensive human process**). Lazy is when we would rather do nothing than something – we do things we need to do – conserve Energy.

I used these words deliberately because they often go together in stories and language and they are easy to remember. They also seem, out of all of the **base drivers**, to be the ones we **ought** to overcome to support the group Telos the most (hence I rank them higher than Lust, Rage, Envy, Pride, Fear and Cowardice, Confirmation Bias, etc). They also seem to be the ones that lead to **smug complacency**, lack of development and a precursor to human decline. **They raise my anxiety levels when I observe too much happening in my group.**

The detailed interactions of Fat, Dumb and Lazy with the corruption model I have not yet modeled but here are some relationships of some of the concepts. Humans can be ignorant without being lazy and they can be Not ignorant and be Lazy. Again the idea of sufficiency comes in. If the opportunity to acquire knowledge and experience is there, is it Lazy not to acquire it? Context is important. The general idea is, that no matter what your circumstances, **being Lazy about becoming Not Ignorant** is not considered a good thing by others in the group.

We need to **not be** disinterested and **overcome** fear and cowardice to avoid being Fat, Dumb and Lazy – i.e. driven by our own **self interest**. Some humans **do not have** the capacity, capabilities or cannot overcome fear and cowardice to avoid acting out of **self interest** driven by greed (**Fat**), **Dumb** (not speaking), **Laziness** (conserving energy)

I think making choices while being influenced by Fat, Dumb, Lazy and other **tendencies/patterns (base drivers)** leads into humans trying to understand, exploring and developing the ideas around ethics and morality.

I tend to generalize to higher level terms where possible so I would simply use **Choice**. If someone has the Choice to be **disinterested** or it's opposite – **interested** – were they being influenced by being Fat, Dumb or Lazy? This is highly subjective and is related to **how much we can be aware of** when making choices which are **acceptable** to us. In a group and Nation sense - **others will observe our choices** and further interactions will take place overtime which helps us develop.



## Human Interaction Pattern – Critical thinking Model - Everyman (all of us) – Authentic Student/Teacher - Mutual Respect

Having looked at most of the stories, archetypes, biases, etc – I think there are obviously a few missing from some of the lists I have looked at.

**Everyman** positions themselves about the same as others and has the same variance as others – i.e. around zero plus or minus 1 or maybe 2 sometimes. Examples include: Absent-minded professor, Amateur, Apprentice, Boy next door, Child, Contender, **Everyman**, Farmer's daughter, Ingenue, Innocent, Innocent Child, Innocent One, Loner, Maiden, Manic Pixie Dream Girl, Mother Nature, Nerd, Nice guy, Orphan/Regular Guy or Gal, The Self, Tortured artist, Village idiot, Wanderer, **Wise fool**, Yokel.

The one which wasn't on the list which I think is interesting is **Charlie Chaplain's little Tramp** character as portrayed in movies. Each movie showed different challenges and adventures in life is the tramp character continued to **strive** for something **better** – all the time overcoming obstacles, challenges and personalities. Sometimes it was luck, or simple cleverness and sometimes it was just the nature of uncertainty and complexity that things turned out that way. People keenly awaited the next movie to see what the Tramp Character (Everyman) would be faced with next. They would **Hope** that he would be **faced with a new challenge** and that he would somehow make his way through it.

Another archetype which I think is important is the **Authentic student and teacher**. This is someone who is simultaneously willing to share information so others can learn while receiving information from others so they themselves can learn. This is a concept I explored in my article - *Observe The Fool and The Expert* <https://humanistman.com/wp-content/uploads/2019/09/Observe-The-Fool-and-The-Expert.pdf> . The idea here is that no-one can know everything so we can always learn from others and while we are interacting with them we **hope** they can learn from us - a willing exchange of information.

The advantage of this archetype is that it does not position others as negative or below the self. The position is Self=0 Others=1. This allows for learning and development. This is not an obvious posture and humans are **heavily biased against it** and **there are risks**. Raising others can sometimes mean that they could feel superior and will tend to criticize you and put you down, they will get “full of themselves” and become arrogant. It can become a feedback loop. These humans tend to become too corrupt to be able to do anything else. So this type of interaction requires some degree of **Trust**, Experience and **Fair Dealing**. It needs (**ought**) to be practiced so **Trust** can be developed over time.

## Human Interaction Positioning Pattern – Critical thinking – Authentic Student/Teacher – Mutual Respect - Model

There seems to be **only one combination of positioning in relationships to others which enables long term learning and development to take place**. The Neutral positioning allows conversations and the exchange of information while the Authentic Student/teacher – Mutual respect model allows learning and development – questions and gaining instructions. All other positions can lead to problems and some to feedback loops. It could be argued that the Agreed Superior is necessary for Professor/Student or Expert/Trainee relationships but the risk is that **independent research and development** cannot take place if that is the **permanent interaction pattern** over time. It can lead to overconfidence and domination issues in the long term (narcissist, dictatorship, etc).

N	Person A		Person B		Meaning	Result
	S	O	S	O		
1	0	0	0	0	Neutral - "equality"	Neutral
2	0	1	0	1	Authentic Student/teacher - Mutual Respect	Development and Learning
3	1	0	1	0	Competition - Both Superior	Poor Communication - Dominance Games
4	-1	0	-1	0	Defer - Both Inferior	Poor Communication - Politeness and Deference - Avoidance
5	1	0	0	0	Unagreed Superior - Dominance	Poor Communication - Dominate
6	0	1	0	0	Unagreed Superior - Victim	Poor Communication - Omission
7	0	0	1	0	Unagreed Superior - Dominance	Poor Communication - Dominate
8	0	0	0	1	Unagreed Superior - Victim	Poor Communication - Omission
9	-1	0	0	0	Unagreed Inferior - Insecure	Poor Communication - Reassuring
10	0	-1	0	0	Unagreed Inferior – Critical/Helping	Poor Communication - Criticizing
11	0	0	-1	0	Unagreed Inferior - Insecure	Poor Communication - Reassuring
12	0	0	0	-1	Unagreed Inferior – Critical/Helping	Poor Communication - Criticizing
13	0	-1	-1	0	Agreed Inferior - feedback loops	Dominance - Overconfidence - Anxiety/Fear
14	-1	0	0	-1	Agreed Inferior - feedback loops	Dominance - Overconfidence - Anxiety/Fear
15	1	0	0	1	<b>Agreed Superior - feedback loops</b>	<b>Dominance - Overconfidence - Anxiety/Fear</b>
16	0	1	1	0	<b>Agreed Superior - feedback loops</b>	<b>Dominance - Overconfidence - Anxiety/Fear</b>

Corruptions occur in the human interactions when people lie about their positions. Sometimes they think they are superior but say they are not (Modesty) or they think others are superior and say they are not. There are many possible combinations of the “**public**” position versus the “**internal**” position. Much of politics and diplomacy is based on these posturing games. Saving face, respect, politeness, deference to culture and other patterns have been developed over time to allow for slight differences between the “**public**” and “**Internal**” positions. These are all **usually situational and for a very short time** and not extended periods. Freud talks about the Id, Ego and Super-Ego  
<https://www.simplypsychology.org/psyche.html> - these align with my **Base Drivers** (Corruption Model), **Internal Self** and **Public Self**.

Sometimes humans get so used to adopting “public’ positions they no longer have any connection to any coherent “internal” (what they really think) positions. (neurosis, unconscious conflict, personality disorders). This can be a result of the type of work you do e.g. Diplomat, Political staffer, Politician, etc or other factors and it provides a lot of employment and remuneration for the mental health industry.

This is a form of corruption. The inability to tell/admit the truth because it disagrees with multiple “public” incoherent positions **leads to bad choices** and corruptions of schemas.

One standard response from people exhibiting incoherence in this way is to weave long narratives with unconnected or multiple meaning words to obscure their incoherence - implying that narratives are superior in logic to structure, coherence and schemas. This represents the **competition** between **good narrative** and a **structured debate**.

One example archetype of this type of corruption is the Human who publically characterizes themselves as -5 and others at 0 and then manipulates and control others around them so they see themselves as +5 and others at -5 – having successfully manipulated them for so long. They are the perpetual “Public” victim while seeing themselves internally as the +5 powerful controller over others.

Too much (extreme) difference between **public** and **internal** positions is corrupt and leads to mental illness. It’s the same for all three together - Base Drivers (Corruption model), Internal Self and External Self - (Freud’s Id, Ego, Super-ego).

Many archetypes, stock characters and jobs correspond to the **Human Interaction Positioning Pattern model** and we could estimate the percentage of the human population who tend to occupy the **Person A position** in ongoing relationships and human interactions. Journalists N=5. Judges usually N=15 but will act like N=5 to abuse Person B. Virtue Signalers and Aid groups tend to N=13 but can fall into N=10.

It seems to me that N=2 – **Authentic Student/Teacher – Mutual Respect** may be one of the smaller percentages. N=1 appears in higher percentages in old age.

## Human Interaction Pattern – Advertising/Marketing/Game Theory - Saturation – Deception Lies - Corruption

Humans have been bombarded with advertizing and game theory techniques all designed to treat the human as an object of some profit, social justice or optimization model. Shopping malls are designed by algorithms, queue theory is set to push everything to breaking point always going closer to limits and bounds and reduce variability, choice and errors.

Humans have been treated like **Rats in a Maze – with reduced choices and degrees of freedom and being forced into narrower and narrower choice based systems. This is systematic Totalitarianism.**

**Psychopaths influence these systems. (Jon Ron son**  
<https://www.youtube.com/watch?v=xYemnKEKx0c>)

This has been based on a culture of deception and manipulation encouraging lies and stealing based on the notion that the **effort required to detect** the lies, bribery, nepotism, corruption **and achieve justice is more than the corrupt get away with** and steal.

It is considered acceptable now to lie all the time because it requires a court case to prove if someone actually lied in public office. Previously it was considered normal to tell the truth as much as possible and that lying was wrong and bad.

Now multiple generations have been brain washed with deceptive practice, avoidance, half-truths and advertising propaganda which treats the individual human being as a play thing of the elites and corporations – not to be convinced, listened to and argued with – but to be manipulated and controlled – **Truth is avoided on a constant basis – fair dealing** is a concept which has been converted to expensive discussions with lawyers and judges and **beyond the comprehension of most humans**. Humans who have lived through this period struggle to recognize it and even if they do the control and power of the elites is insurmountable. The elites retain this control due the vast armies of hangers all – all rewarded by the public purse for continuing to turn a blind eye. All of these corrupt humans think there will be no consequences to them or their family – or if there is – it will not be in their lifetimes.

This is called corruption.

## Life and Death Choices

What type of humans has survived so far? Revisiting the simple 4 possibilities human development model we find:

1. Do Nothing and Die
  2. Do Nothing and Live
  3. Do Something and Die
  4. Do Something and Live
- The Bad/Wrong thing is 1 & 3.
  - 2 is a less expensive Good/Right result than result 4.

Is it possible that this is the starting point for extreme behaviors over time?

Who are humans descended from – which genes and human characteristics survived?

So when a human was faced with a choice of doing something or nothing and chose the wrong way they died – so less of those genes remain in humans. The surviving genes would be the **do something or do nothing and live**. This would be deeply ingrained in the human genetics and build.

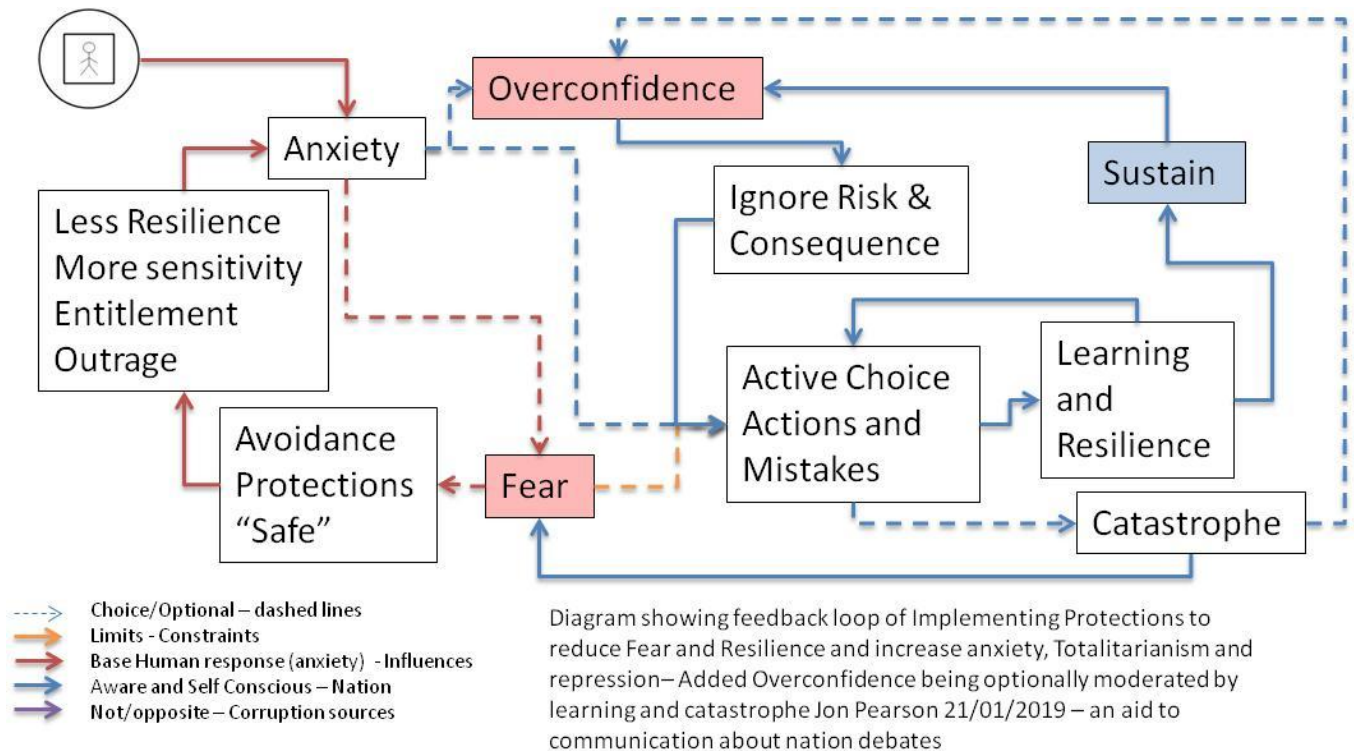
So humans have constant tensions between **do nothing** and **multiple do something** debates to survive. **The “do nothing humans” have had the advantage to seeing many “do something” humans fail and still surviving.**

Group choice is difficult and will always have humans displaying a range of approaches and concerns. Full consideration and appreciation of this range will lead to better and more accepted decisions, **Allowing any one group to dominate or silence others is corruption.**

Making choices using everyone’s skills, experience and ideas is a **good idea**.

## Feedback Loops from Choice - Extremes

In a previous model focusing on corruption in another document I created the **Fear feedback loop**. I need to add in the **Overconfidence feedback loop** to the same model. Both come from Choice – one avoids choice and the other chooses too often. In other words – what we are looking at is the frequency of choice over time and the tendency for one human being to prefer one option over another – i.e. at the extremes - always do nothing or always do something – due to uncertainty (you can **never be certain** of choices or outcomes) then we get **overconfidence by good luck outcomes (uncertainty)** or **fear by bad luck outcomes (uncertainty)**.



### Feedback Loops from Choice – Victim/Hero/Perpetrator – Gender Pattern

I was wondering where the hero/villain/victim narrative comes from and it seems obvious now from the above model. We make choices which have Good or Bad results. Humans who make Bad decisions for the Group are Villains. Humans who make Good decisions are Hero’s and Humans who suffer from Bad group decisions are Victims. We all seem to look for someone who does NOT make bad decisions – because we could all die. On average females avoid decisions or outsource decision making – they tend to the fear feedback loop while males will tend to the overconfidence feedback loop or **normal considered Active Choice**. Hence Females occupy the victim stereotype and Males occupy simultaneously – Good Choice and Bad Choice stereotypes (Hero/Perpetrator).

Hence - on average – using patterns - females can expect to be both saved by males and protected from them. This must be very confusing using groupthink and identity politics – it fails any coherence test.

Females - on average – seem less able than Males to take responsibility for choices and are more likely to seek protections or blame others/hold them responsible for outcomes.



## Relativity – Absolute – Perspective – Complexity – Uncertainty – Arrogance of Knowledge (Pride) - Need for Discussion and Debate

All the models are subjective – the self observes. Others – all their own selves - observe. How do all **these selves** share observations; Communicate and Debate?

**Everything is relative** to the self, what we notice, perceive, sense – our perspective – what abstractions we make from these, the language and schemas we build.

All the books in the world, all the science, all the theories, all tests, all models, computers, etc - are insufficient and **never will be sufficient** to explain the universe. Uncertainty, complexity, zero, infinity and probability ensure this. Language and Communication between humans adds even more complexity. **Humans are curious and love testing this hypothesis.**

Every time we learn something we are tempted to raise ourselves above others. Notice how **proud** children are when they first walk. This provides positive feedback for learning. **Arrogance of Knowledge** is when some humans know something on some topics and raise themselves above others. They **become certain.**

Historically humans believed with certainty that sacrifice was a good choice. Why do humans believe now that they progressed beyond humans who made sacrifices? **What makes any human now think they are better than humans 3000 years ago?** Nothing is certain nor the choices and outcomes predetermined. It takes years of experience to appreciate how little you know about what other human's know and even more to gain some glimpse of possibilities.

The **extremely ignorant** coalesce in mobs and call for vigilante action with such certainty. Giving in to their demands and doing what they say only encourages further mob action.

There will always be a need for communication, discussion and debate. **Practicing this will reduce anxiety and fear and improve resilience.**

## Messages

*Evil comes from a failure to think. It defies thought for as soon as thought tries to engage itself with evil and examine the premises and principles from which it originates, it is frustrated because it finds nothing there. That is the banality of evil."*

— Hannah Arendt, [Eichmann in Jerusalem: A Report on the Banality of Evil](#)

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<https://en.wikipedia.org/wiki/Heterophenomenology> In his paper on first-person methods, Chalmers sees some of the problems confronting a science of consciousness: When it comes to first-person methodologies, **there are well-known obstacles**: the lack of incorrigible access to our experience; the idea that introspecting an experience changes the experience; the impossibility of accessing all of our experience at once, and the consequent possibility of “grand illusions”; and more. I don’t have much that’s new to say about these.<sup>466D</sup> C. Dennett I think that could end up posing principled limitations, but none provide in-principle barriers to at least initial development of methods for investigating the first-person data in clear cases. **Right. Heterophenomenology has already made the obligatory moves, so he doesn’t need to have anything new to say about these.** I don’t see anything in this beyond heterophenomenology. Do you? Chalmers goes on: When it comes to first-person formalisms, there may be even greater obstacles: can the content of experience be wholly captured in language, or in any other formalism, at all? Many have argued that at least some experiences are “ineffable”. And if one has not had a given experience, can any description be meaningful to one? Here again, I think at least some progress ought to be possible. We ought at least to be able to develop formalisms for capturing the structure of experience: similarities and differences between experiences of related sorts, for examples, and the detailed structure of something like a visual field. **What a good idea: we can let subjects speak for themselves, in the first-person, and then we can take what they say seriously and try to systematize it, to capture the structure of their experience! And we could call it heterophenomenology.**

2. Daniel Dennett – The History of Qualia -

<https://ase.tufts.edu/cogstud/dennett/papers/AHistoryOfQualia.pdf> Finally, Enoch Lambert has raised a shrewd diagnosis of my difficulties convincing people about my line on intentional objects: **“not all intentional objects are created equal”** ... There is a huge difference between the intentional object represented by Raleigh’s pronouncements of his intentions to find El Dorado and, say, **Raleigh’s hallucination of “seeing” El Dorado in the valley below at the end of an exhausting journey.** People think there are obvious psychological differences here and want to explain them via properties of the representations [my emphasis]. (Personal correspondence, 2017) **Yes**, and people are not wrong to look to the properties of the representations, **but they typically look in the wrong place for those properties!** ..... Now back to Lambert’s example. That **Raleigh believes in El Dorado** and is searching for it, and utters questions and assertions and imperatives that refer to it, etc., is plenty of grounding for an intentional object: Raleigh’s El Dorado, which may differ substantially from somebody else’s El Dorado (the way Santa Claus differs from Père Noël). When Raleigh hallucinates his quest at the end of a long day, he may well **“discover” things about El Dorado that had never occurred to him: the city is smaller than he had imagined, the roofs are tiled with terra cotta, not gold, and there is a giant statue of Queen Elizabeth I in the central square!** But now what might happen? He might rush back to his base camp, **never doubting his hallucination** and adding his “eye-witness testimony” to the content of his intentional object, El Dorado. Or he might pause, marveling at all the new details, but when he tries to take notes for his journal, they disappear in the mist, or seem to have changed from what they were a few seconds ago. He may discover that he was—or still is—hallucinating, and this gives him a new and different El Dorado as intentional object: the El Dorado he hallucinated in the jungles of South America. This intentional object is hugely different from the intentional object that led him on his quest, but not in having qualia where his earlier intentional object did not.

3. Daniel C. Dennett **Illusionism as the Obvious Default Theory of Consciousness** - (an argument for skepticism and the scientific method)

<https://ase.tufts.edu/cogstud/dennett/papers/illusionism.pdf> We illusionists advise would-be

consciousness theorists **not to be so confident** that they couldn't be caused to have the beliefs they find arising in them by mere neural representations lacking all 'phenomenal' properties. Of course they could; **just ask stage magicians—illusionists** in the everyday sense—**who specialize in provoking false but passionately held beliefs** in things that they seemed to see but didn't see.

4. Buster Benson Bias <https://medium.com/better-humans/cognitive-bias-cheat-sheet-55a472476b18> , <https://medium.com/better-humans/cognitive-bias-cheat-sheet-55a472476b18#.in4x3umik>
5. **The Belief in a Just World A Fundamental Delusion** Authors: Lerner, Melvin <https://www.springer.com/gp/book/9780306404955> [https://en.wikipedia.org/wiki/Just-world\\_hypothesis](https://en.wikipedia.org/wiki/Just-world_hypothesis) *The just-world hypothesis or just-world fallacy is the **cognitive bias** (or assumption) that a person's actions are inherently inclined to bring **morally fair** and fitting consequences to that person, to the end of all noble actions being eventually rewarded and all evil actions eventually punished. In other words, the just-world hypothesis is the tendency to attribute consequences to—or expect consequences as the result of—a universal force that restores moral balance. This belief generally implies the existence of cosmic **justice, destiny, divine providence, desert, stability, and/or order**, and is often associated with a variety of fundamental **fallacies**, especially in regard to **rationalizing** people's suffering on the grounds that they "deserve" it. **Melvin Lerner** Lerner was prompted to study justice beliefs and the just-world hypothesis in the context of social psychological inquiry into negative social and societal interactions.[4] Lerner saw his work as extending Stanley Milgram's work on obedience. He sought to answer the questions of how regimes that cause cruelty and suffering maintain popular support, and how people come to accept social norms and laws that produce misery and suffering.[5] Lerner's inquiry was influenced by repeatedly witnessing the tendency of observers to **blame victims for their suffering**. During his clinical training as a psychologist, he observed treatment of mentally ill persons by the health care practitioners with whom he worked. Although Lerner knew them to be kindhearted, educated people, they often blamed patients for the patients' own suffering.[6] Lerner also describes his surprise at hearing his students derogate (disparage, belittle) the poor, seemingly oblivious to the structural forces that contribute to poverty.[4] In a study on rewards, he observed that when one of two men was chosen at random to receive a reward for a task, that caused him to be more favorably evaluated by observers, even when the observers had been informed that the recipient of the reward was chosen at random.[7][8] Existing social psychological theories, including cognitive dissonance, could not fully explain these phenomena.[8] The desire to understand the processes that caused these phenomena led Lerner to conduct his first experiments on what is now called the just-world hypothesis. **Attribution bias Just-world hypothesis Self-serving bias Victim blaming***
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7. Anxiety/uncertainty management [https://en.wikipedia.org/wiki/Anxiety/uncertainty\\_management](https://en.wikipedia.org/wiki/Anxiety/uncertainty_management) *"URT suggests that **uncertainty stems from human attempts to "[proactively predict] the other's attitudes, values, feelings, beliefs and behaviors"**[3] during social encounters." (**fear**)... Mindfulness refers to a conscious choice rather than scripted behavior. Em Griffin, author of the Communication book; "A First Look At Communication Theory" and Professor Emeritus of Communications at Wheaton College in Illinois defines mindfulness as "the way that in-group members and strangers can reduce their anxiety and uncertainty to optimum levels".[4] Scripted behavior serves us well in familiar situations, but not in cross-cultural communication. William Howell suggests four levels of communication competence.[12] **Unconscious incompetence: We are unaware that we're***

misinterpreting others' behavior. **Conscious incompetence:** We know that we're misinterpreting others' behavior but don't do anything about it. **Conscious competence:** We think about our communication and continually work to become more effective. **Unconscious competence:** Our communication skills are automatic. (**lazy, competence, development**)

8. **Uncertainty Reduction Theory** developed in 1975 by **Charles Berger** and **Richard Calabrese** - [https://en.wikipedia.org/wiki/Uncertainty\\_reduction\\_theory](https://en.wikipedia.org/wiki/Uncertainty_reduction_theory) There are seven assumptions associated with the uncertainty reduction theory:[2] People experience uncertainty in interpersonal settings. Uncertainty is an aversive state, generating cognitive stress. When strangers meet, their primary concern is to **reduce their uncertainty or to increase predictability**. Interpersonal communication is a developmental process that occurs through stages. **Interpersonal communication is the primary means of uncertainty reduction**. The quantity and nature of information that people share can change through time. It is possible to predict people's behavior in a lawlike fashion.
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10. **Gestalt psychology** [https://en.wikipedia.org/wiki/Gestalt\\_psychology](https://en.wikipedia.org/wiki/Gestalt_psychology) The Gestalt psychologists believed, instead, that the most fruitful way to view psychological phenomena is as **organized, structured wholes**. [5] They argued that the psychological "whole" has priority and that the "parts" are defined by the structure of the whole, rather than vice versa. One could say that the approach was based on a macroscopic view of psychology rather than a microscopic approach. [10] Gestalt theories of perception are based on human nature being inclined to understand objects as an entire structure rather than the sum of its parts. [11]
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12. On Sophistical Refutations By Aristotle [https://en.wikipedia.org/wiki/Sophistical\\_Refutations](https://en.wikipedia.org/wiki/Sophistical_Refutations) , [http://classics.mit.edu/Aristotle/sophist\\_refut.mb.txt](http://classics.mit.edu/Aristotle/sophist_refut.mb.txt) **Fallacies in the language (in dictione)** Equivocation, Amphibology, Composition, Division, Accent, Figure of speech or form of expression **Fallacies not in the language (extra dictionem)**, Accident, Secundum quid, Irrelevant conclusion, Begging the question, False cause, Affirming the consequent, Fallacy of many questions
13. The History of Logic [https://en.wikipedia.org/wiki/History\\_of\\_logic](https://en.wikipedia.org/wiki/History_of_logic) , [https://en.wikipedia.org/wiki/Modal\\_logic](https://en.wikipedia.org/wiki/Modal_logic) , [https://en.wikipedia.org/wiki/Method\\_of\\_analytic\\_tableaux](https://en.wikipedia.org/wiki/Method_of_analytic_tableaux) , [https://en.wikipedia.org/wiki/Boolean\\_algebra\\_\(structure\)](https://en.wikipedia.org/wiki/Boolean_algebra_(structure)) A Boolean algebra is a six-tuple consisting of a set  $A$ , equipped with two binary operations  $\wedge$  (called "meet" or "and"),  $\vee$  (called "join" or "or"), a unary operation  $\neg$  (called "complement" or "not") and two elements  $0$  and  $1$  in  $A$  (called "bottom" and "top", or "least" and "greatest" element, also denoted by the symbols  $\perp$  and  $\top$ , respectively), such that for all elements  $a$ ,  $b$  and  $c$  of  $A$ , the following axioms hold:[2, <https://plato.stanford.edu/entries/aristotle-logic/> , [https://en.wikipedia.org/wiki/Algebraic\\_structure](https://en.wikipedia.org/wiki/Algebraic_structure) , <https://brilliant.org/wiki/abstract-algebra/> ,
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18. Willard Van Orman Quine (/kwain/; known to intimates as "Van";[9] June 25, 1908 – December 25, 2000) was an American philosopher and logician in the analytic tradition, recognized as "one of the most influential philosophers of the twentieth century."

- [https://en.wikipedia.org/wiki/Willard\\_Van\\_Orman\\_Quine](https://en.wikipedia.org/wiki/Willard_Van_Orman_Quine) *Higher-order logic and set theory. He referred to higher-order logic as "set theory in disguise";*
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<https://jan.ucc.nau.edu/lsn/educator/edtech/learningtheorieswebsite/vygotsky.htm>
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  29. Cognitive Restructuring [https://en.wikipedia.org/wiki/Cognitive\\_restructuring](https://en.wikipedia.org/wiki/Cognitive_restructuring) *Cognitive restructuring (CR) is a psychotherapeutic process of learning to identify and dispute irrational or maladaptive thoughts known as cognitive distortions,[1] such as **all-or-nothing thinking (splitting (bounds, split, link, subset))**, **magical thinking (incoherent)**, **over-generalization (abstraction)**, **magnification (emphasis)**,[1] and **emotional reasoning (self)**, which are commonly associated with many mental health disorders.[2] CR employs many strategies, such as Socratic questioning, thought recording, and guided imagery, and is used in many types of therapies, including cognitive behavioral therapy (CBT) and rational emotive behaviour therapy (REBT). A number of studies demonstrate considerable efficacy in using CR-based therapies.[3][4*
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## Analysis – Legendary Creatures

An analysis of legendary creatures from all countries shows some patterns.

Thing – Animals, Mythical, Deformed, Combined, Transformed, Elemental (sun, wind, air, fire, water, love, hate, luck)

Common Types – Animals, Spirits, Ghosts, Demons, Fairies, Vampires, Dragons, Witch

Characteristics – Size – Giant/ Tiny, changing, - powers- magic, transformation, invisible,

Relationship – Companion, Familiar, Guide, friend, enemy, contend with (difficulty, quest, traps)

Location – other, habitat, body, self, other

Interactions – Tests, uncertainty, probability, choice, responsibility, consequence, good, bad, violence, intellect, problem solving, death, survival, past, future

## Analysis – Bias Spreadsheet Statistics

When does Bias matter in groups? When we Observe, Communicate, Choose (discuss and debate) , research and Develop.

Entity	Cat1	CountOfId
Group	Choice	150
Group	Communicate	120
Group	Development	8
Group	Observe	63
Individual	Choice	62
Individual	Communicate	7
Individual	Development	38
Individual	Observe	85
Universe	Development	5
Universe	Observe	22

Of course for the Entity type Universe – these represent all the universals laws, axioms; which I have entered as 1 line for Axioms 1 line for Laws etc. The individual counts would be much larger if I put everything in. But as I am exploring humanism and specifically how humans behave towards each other I have emphasized those biases.

Cat1	Cat2	Cat3	CountOfId
Choice			1
Choice		Debate	6
Choice		Decision	35
Choice	Complexity		3
Choice	Complexity	Change	5
Choice	Complexity	Debate	15
Choice	Complexity	Decision	86
Choice	Complexity	Uncertainty	9
Choice	Fear		1
Choice	Fear	Decision	13
Choice	Fear	Uncertainty	1
Choice	Uncertainty		1
Choice	Uncertainty	Decision	36
Communicate			9
Communicate		Debate	1
Communicate	Complexity		12
Communicate	Complexity	Debate	78
Communicate	Complexity	Uncertainty	2

Communicate	Fear	Debate	2
Communicate	Fear	Uncertainty	4
Communicate	Uncertainty		14
Communicate	Uncertainty	Debate	5
Development			10
Development		Decision	3
Development	Complexity		8
Development	Complexity	Decision	17
Development	Fear		1
Development	Fear	Decision	4
Development	Uncertainty		5
Development	Uncertainty	Change	1
Development	Uncertainty	Decision	2
Observe			38
Observe		Change	1
Observe	Anxiety		1
Observe	Complexity		72
Observe	Complexity	Debate	7
Observe	Complexity	Decision	1
Observe	Complexity	Uncertainty	5
Observe	Fear		3
Observe	Fear	Debate	2
Observe	Uncertainty		33
Observe	Uncertainty	Debate	5
Observe	Uncertainty	Decision	2

When choosing something we tend to have - **Reactive devaluation** - Devaluing proposals only because they purportedly originated with an adversary. This does not seem to have any relationship with uncertainty, complexity, fear or any of the base drivers like fat, dumb, lazy. At best it might be some kind of “feelings” things but it looks like corruption to me – it would corrupt good Nation decision processes.

I list below that do not seem obviously driven by anything and therefore a candidate for entrenched inbuilt bias.

Bias	Meaning
<b>End-of-history illusion</b>	The age-independent belief that one will change less in the future than one has in the past.[45]
Lag effect	The phenomenon whereby learning is greater when studying is spread out over time, as opposed to studying the same amount of time in a single session. See also spacing effect.
Leveling and sharpening	Memory distortions introduced by the loss of details in a recollection over time, often concurrent with sharpening or selective recollection of certain details that take on exaggerated significance in relation to the details or aspects of the experience lost through leveling. Both biases may be

	reinforced over time, and by repeated recollection or re-telling of a memory.[115]
Levels-of-processing effect	That different methods of encoding information into memory have different levels of effectiveness.[116]
List-length effect	A smaller percentage of items are remembered in a longer list, but as the length of the list increases, the absolute number of items remembered increases as well. For example, consider a list of 30 items ("L30") and a list of 100 items ("L100"). An individual may remember 15 items from L30, or 50%, whereas the individual may remember 40 items from L100, or 40%. Although the percent of L30 items remembered (50%) is greater than the percent of L100 (40%), more L100 items (40) are remembered than L30 items (15). <sup>[117]</sup> <i>[further explanation needed]</i>
Reactance	The urge to do the opposite of what someone wants you to do out of a need to resist a perceived attempt to constrain your freedom of choice (see also Reverse psychology).
Reactive devaluation	Devaluing proposals only because they purportedly originated with an adversary.
Reminiscence bump	The recalling of more personal events from adolescence and early adulthood than personal events from other lifetime periods.[129]
Spacing effect	That information is better recalled if exposure to it is repeated over a long span of time rather than a short one.
Tachypsychia	When time perceived by the individual either lengthens, making events appear to slow down, or contracts.[133]
Telescoping effect	The tendency to displace recent events backward in time and remote events forward in time, so that recent events appear more remote, and remote events, more recent.
Testing effect	The fact that you more easily remember information you have read by rewriting it instead of rereading it.[134]
Well travelled road effect	Underestimation of the duration taken to traverse oft-traveled routes and overestimation of the duration taken to traverse less familiar routes.
Women are wonderful effect	A tendency to associate more positive attributes with women than with men.
Worse-than-average effect	A tendency to believe ourselves to be worse than others at tasks which are difficult.[110]
Zeigarnik effect	That uncompleted or interrupted tasks are remembered better than completed ones.
<b>paradox of fiction</b>	paradox of fiction is a philosophical problem about how people can experience strong emotions from purely fictional things, such as art, literature, and imagination.
Moore's paradox	<b>Moore's paradox</b> concerns the apparent absurdity involved in asserting a first-person present-tense sentence such as, "It's raining, but I don't believe that it is raining"
gender paradox	gender paradox is a sociolinguistic phenomenon first observed by William Labov, in which "Women conform more closely than men to sociolinguistic norms that are overtly prescribed, but conform less than men when they are not." [1] Specifically, the "paradox" arises from sociolinguistic data showing that women are more likely to use prestige forms and avoid stigmatized



	variants than men for a majority of linguistic variables, but that they are also more likely to lead language change by using innovative forms of variables.
Intelligence Paradoxs	The four "paradoxes" of the Flynn effect What Is Intelligence?: Beyond the Flynn Effect is a book by psychologist James R. Flynn which outlines his model for an explanation of the eponymous Flynn effect. The book summarizes much of the work of Flynn in this area, as well as that of his colleague William Dickens of the Brookings Institution.
Ironic process theory	Ironic process theory, ironic rebound, or the white bear problem refers to the psychological process whereby deliberate attempts to suppress certain thoughts make them more likely to surface.[1][2] An example is how when someone is actively trying not to think of a white bear they may actually be more likely to imagine one.
<b>Self-absorption paradox</b>	self-absorption paradox describes the contradictory association whereby higher levels of self-awareness are simultaneously associated with higher levels of psychological distress and with psychological well-being.
<b>Hypochondriacs</b>	Hypochondriacs become unduly alarmed about any physical or psychological symptoms they detect, no matter how minor the symptom may be, and are convinced that they or others have, or are about to be diagnosed with, a serious illness.[3]
observer's paradox	observer's paradox refers to a situation in which the phenomenon being observed is unwittingly influenced by the presence of the observer/investigator.
<b>Sharing Information</b>	<b>COMMUNICATION, COOPERATION, TRUST, JUSTICE</b> Access, Sharing, openness, disclosure, FOI, Omission - Censorship, Secrecy
<b>Audit</b>	<b>TRUST, JUSTICE, SUSTAINABILITY</b> Framing, Omission, Bribery, Conflict of Interest, Compliance, Integrity, Know Your Customer, Oversight, Tax, Whistle Blower
Joke - Misplaced Sincerity	Emphasis
Joke - Exaggeration	Emphasis, Abstraction
Joke - list	Linking
Joke - Pun	Linking
Joke - Specificity	Emphasis, Abstraction

Cat2	CountOfId
	104
Anxiety	1
Complexity	320
Fear	31
Uncertainty	104

Cat3	CountOfId
	212
Change	7
Debate	121
Decision	199

Uncertainty	21
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Keyword1	CountOfId
	280
Absolute	45
Abstraction	2
Disinterest	5
Fear	21
Feelings	5
Hyperinterest	3
Ignorance	117
Incapability	70
Incapacity	9
Incompetence	1
Virtue Signalling	2

It is interesting to notice ignorance and incapability rate highly but the one which appear commonly also was Absolute. I describe this as bounding or where you draw the line - sometimes converting many choices to just one or two. It is also the initial self-reference issue which everyone gets caught up in. Some examples are:

Burali-Forti paradox	Burali-Forti paradox demonstrates that constructing "the set of all ordinal numbers" leads to a contradiction and therefore shows an antinomy in a system that allows its construction
<b>Cantor's paradox</b>	Cantor's paradox is a statement derivable from the theorem that there is no greatest cardinal number, so that the collection of "infinite sizes" is itself infinite. The difficulty is handled in axiomatic set theory by declaring that this collection is not a set but a proper class; in von Neumann–Bernays–Gödel set theory it follows from this and the axiom of limitation of size that this proper class must be in bijection with the class of all sets.
<b>Galileo's paradox</b>	Galileo's paradox is a demonstration of one of the surprising properties of infinite sets. In his final scientific work, Two New Sciences, Galileo Galilei made apparently contradictory statements about the positive integers. First, some numbers are squares, while others are not; therefore, all the numbers, including both squares and non-squares, must be more numerous than just the squares. And yet, for every number there is exactly one square; hence, there cannot be more of one than of the other. This is an early use, though not the first, of the idea of one-to-one correspondence in the context of infinite sets.
Hilbert's paradox of the Grand Hotel	Hilbert's paradox of the Grand Hotel (colloquial: Infinite Hotel Paradox or Hilbert's Hotel) is a thought experiment which illustrates a counterintuitive property of infinite sets. It is demonstrated that a fully occupied hotel with infinitely many rooms may still accommodate additional guests, even infinitely many of them, and this process may be repeated infinitely often.
<b>Skolem's paradox</b>	Skolem's paradox is a seeming contradiction that arises from the downward Löwenheim–Skolem theorem. Thoralf Skolem (1922) was the first to discuss the seemingly contradictory aspects of the theorem, and to discover the relativity of

	set-theoretic notions now known as non-absoluteness
Zeno's paradoxes	Zeno's paradoxes are a set of philosophical problems generally thought to have been devised by Greek philosopher Zeno of Elea (c. 490–430 BC) to support Parmenides' doctrine that contrary to the evidence of one's senses, the belief in plurality and change is mistaken, and in particular that motion is nothing but an illusion
Banach–Tarski paradox	Banach–Tarski paradox is a theorem in set-theoretic geometry, which states the following: Given a solid ball in 3-dimensional space, there exists a decomposition of the ball into a finite number of disjoint subsets, which can then be put back together in a different way to yield two identical copies of the original ball
<b>Coastline paradox</b>	coastline paradox is the counterintuitive observation that the coastline of a landmass does not have a well-defined length. This results from the fractal-like properties of coastlines, i.e., the fact that a coastline typically has a fractal dimension (which in fact makes the notion of length inapplicable)
Gabriel's horn	Gabriel's horn (also called Torricelli's trumpet) is a geometric figure which has infinite surface area but finite volume.

These Absolute issues tend to emerge really when humans have higher abilities and skills – it is only really then they tend to appreciate it. On this basis I tend not define these are corruptions but more due to lack of capability and knowledge.

Keyword1	Keyword2	Keyword3	CountOfId
Absolute			9
Absolute		Decision Theory	2
Absolute		Logic	6
Absolute		Maths	3
Absolute		Maths Bounds	5
Absolute		Maths Infinity	6
Absolute		Schemas	1
Absolute		Semantics	12
Absolute	Lazy		1

The only one I put down as a corruption is: **tautology** *tautology is a statement which repeats an idea, using near-synonymous morphemes, words or phrases, "saying the same thing twice".*

I think most humans should be able to recognize this and stop it.