

HOAM: INCEPTION

Quitting The Catastrophe Club

August 23, 2023

The Catastrophe Club

- High-level 'tabletop' simulations of catastrophic scenarios are being run by world leaders
- These simulations explore credible scenarios like pandemics, nuclear war, and cyberattacks on the global financial system
- Why are we not simulating new systems which themselves could represent 'escape vectors' from these increasingly probable futures?
- It may be because the same people who finance and run high-profile catastrophe simulations are also the most invested in the current socio-economic paradigm



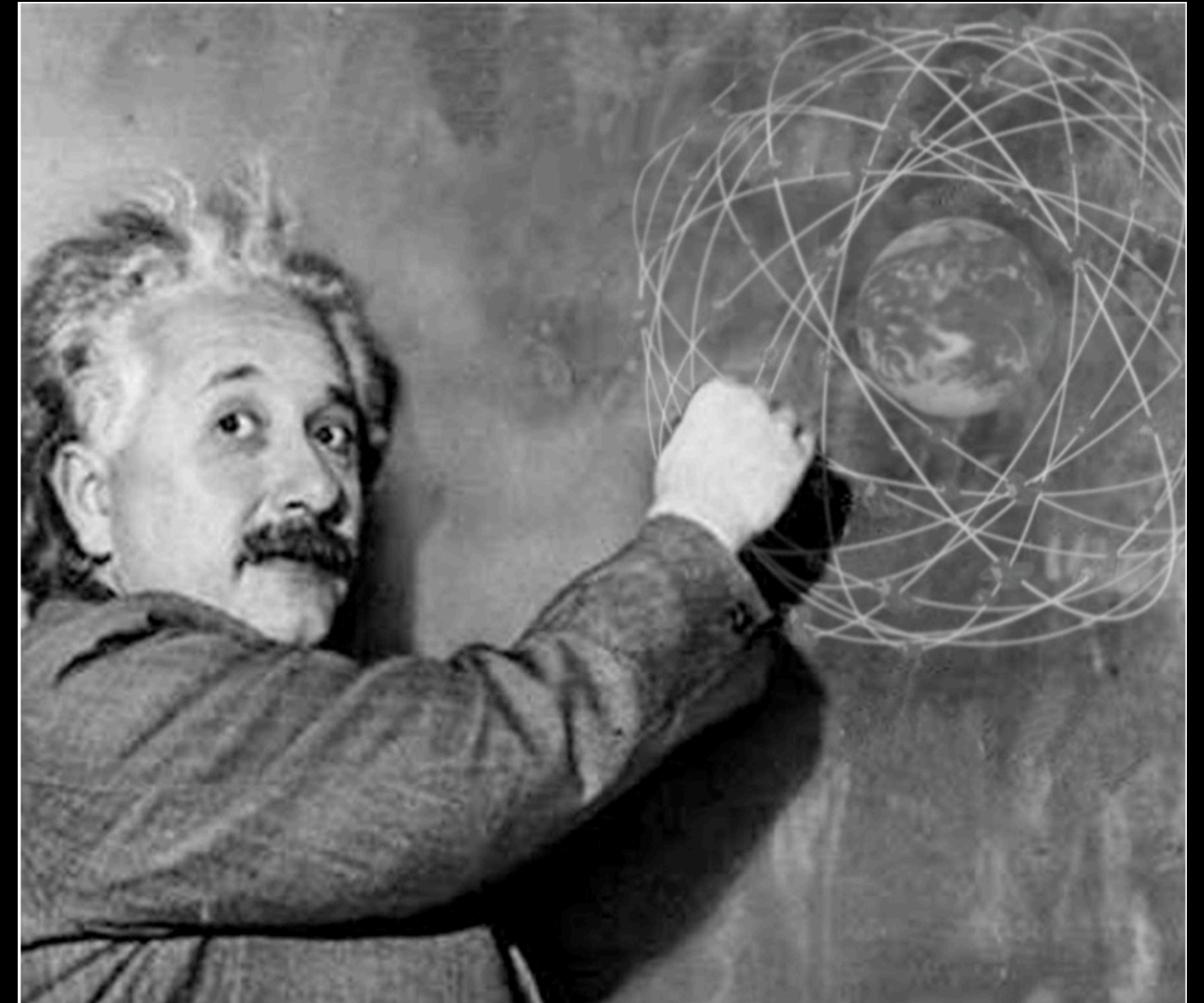
Stop The Simulation, I Want To Get Off

- Nic Bostrom's 'simulation theory' posited the idea that we might be living in a simulation designed by future humans to model escapes from a future extinction event
- While that is intriguing, in practical terms we have been living in a simulation for the past 250 years
- "Simulation" simply refers to the practice of running processes - theoretically or experientially - to evaluate outcomes and predict behavior
- Since the late 1700s, we've been simulating an industrial society where capital markets have become the central organizing intelligence of the world
- We now objectively know where this leads us; we are in many ways, living inside of a disaster simulation



The Danger of System Capture

- Given our situation, it would seem rational to question whether we are trapped in a system that is itself hard-coded with an extinction algorithm
- Some groups are experimenting with alternative social, political, and economic systems, but without conscious depatterning, these simply re-create the old paradigm
- Call-back to Einstein's warning that humans can't solve a problem from the level on which it was created
- Elites would rather 'manage the decline' than introduce a solution via systems change that could disrupt the status quo
- Time for some of us to hit the EJECT button on the disaster simulation



Welcome HOAM

- HOAM is a simulation platform to game evolution scenarios
- It aims to build an adjacent experiential domain or *parallel polis*, inspired by the concept of Czechoslovakian theorist Václav Benda
- Takes a solarpunk approach - i.e. an open, design-driven, and kid-friendly comparative model - akin to an Alternate Reality Game (ARG)
- The goal is to generate an immersive real-life simulation placed over existing structures (palimpsest); equal parts *The Sims*, Biosphere 2, Plato, and Buckminster Fuller.



Beyond Copernicus

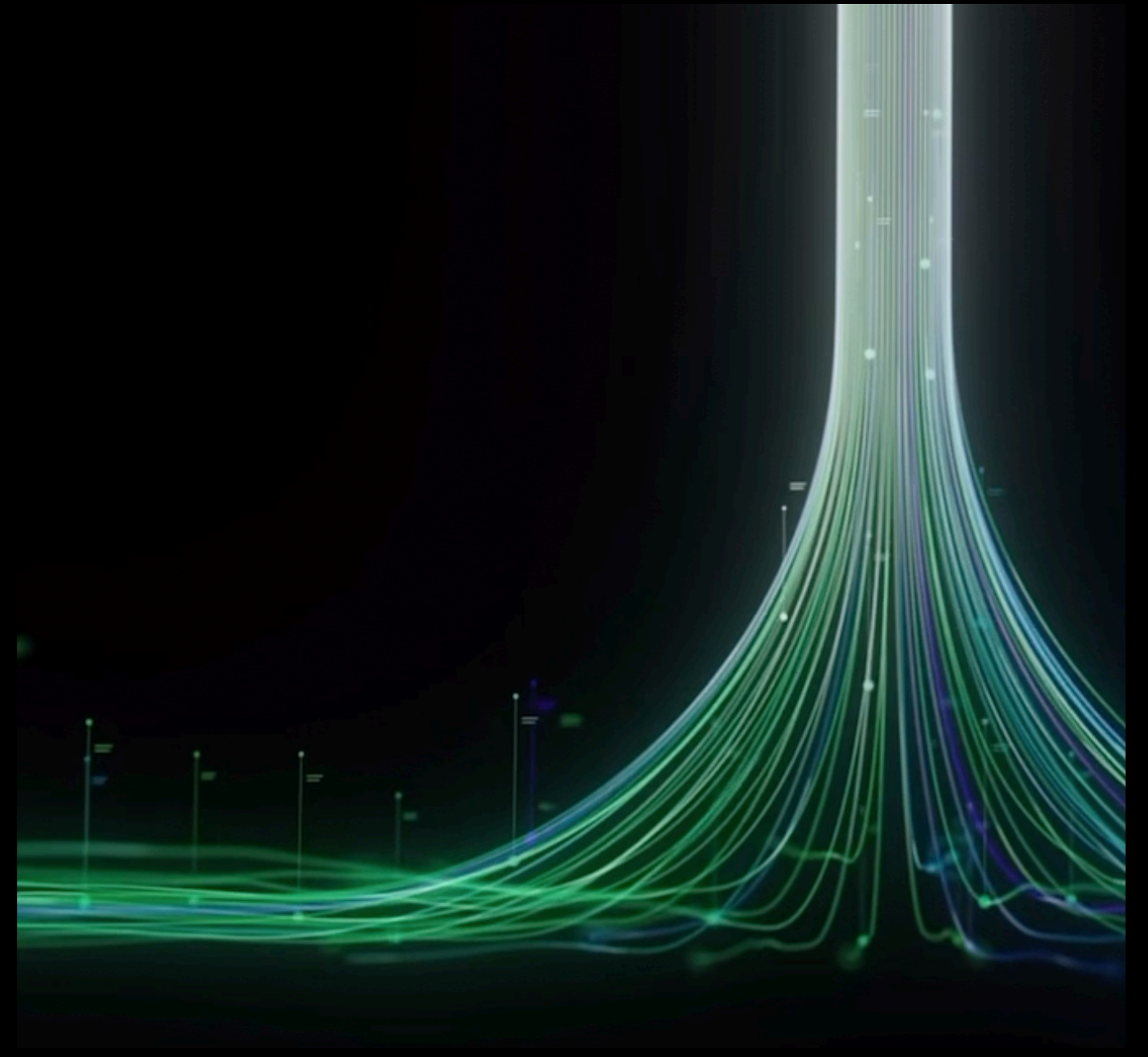
- HOAM challenges a paradigmatic web of interlocked systems that are the raison d'être for nation-states, global banks, military industrial complexes, and, even, religions.
- Models a planetary shift beyond clusters of competitive, hierarchical entities towards a federated system of global citizens
- Unites participants around a common worldview that consolidates and re-focuses disparate social, political, financial, and spiritual systems toward one central organizing principle and shared resource: the planet Earth.
- Taps into shift that is already happening (WEF)
- Applies breakthroughs in systems theory that are upending old reward/punishment models for engineering behavior change



**KEEP
CALM**
there's a
**PARADIGM
SHIFT**

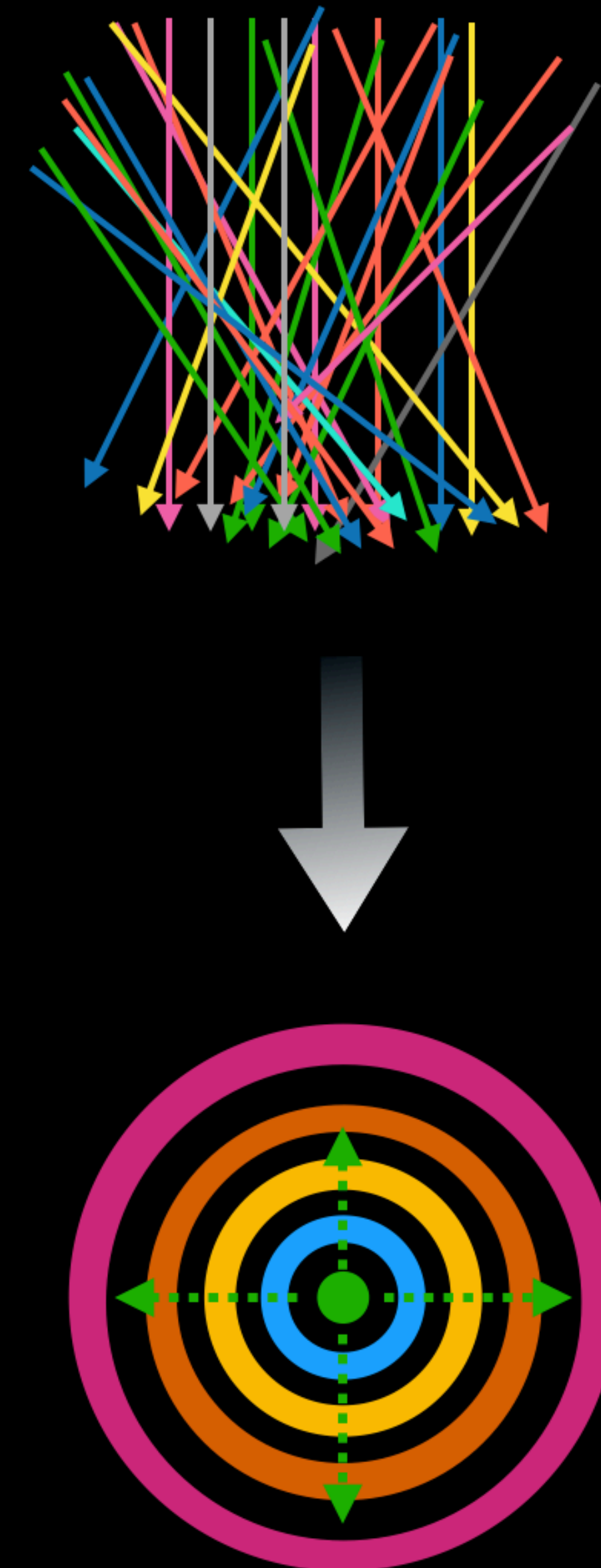
Theory of Change

- HOAM eschews the old-paradigm, top-down methodology of world-building for an evolutionary, *generative* process that emerges from the ground up
- Reprioritizes current world authorities (religions, governments, stock markets) with **the simulation of a new planetary authority** that functions as the central operating principle for HOAM's socio-economic and political processes
- This new authority is akin to a signal that tells us the moment-to-moment health status of Earth's systems and all its species
- Operationally, this happens through two paradigmatic instruments: FRAMEWORKS and NODES - which we'll get into in the following slides



If the Frame Works

- Yuval Harari: Paradigms are stories that a group of people agree to live within
- ‘Frameworks’ are the doctrinal scaffolding that emergent systems of a paradigm are built upon
- Earth is currently governed by a ‘vertical’ framework
- ‘Verticals’ generate a vast, multi-contextual array of **competitive, hierarchical, top-down systems** that vie with each other for primacy and dominance in the world
- HOAM simulates a ‘horizontal’ framework, where nested, non-competitive, and non-hierarchical systems operate based on locality and interdependence
- Horizontals, by definition *horizontally integrate and harmonize* the most evolutionary features of all previous models



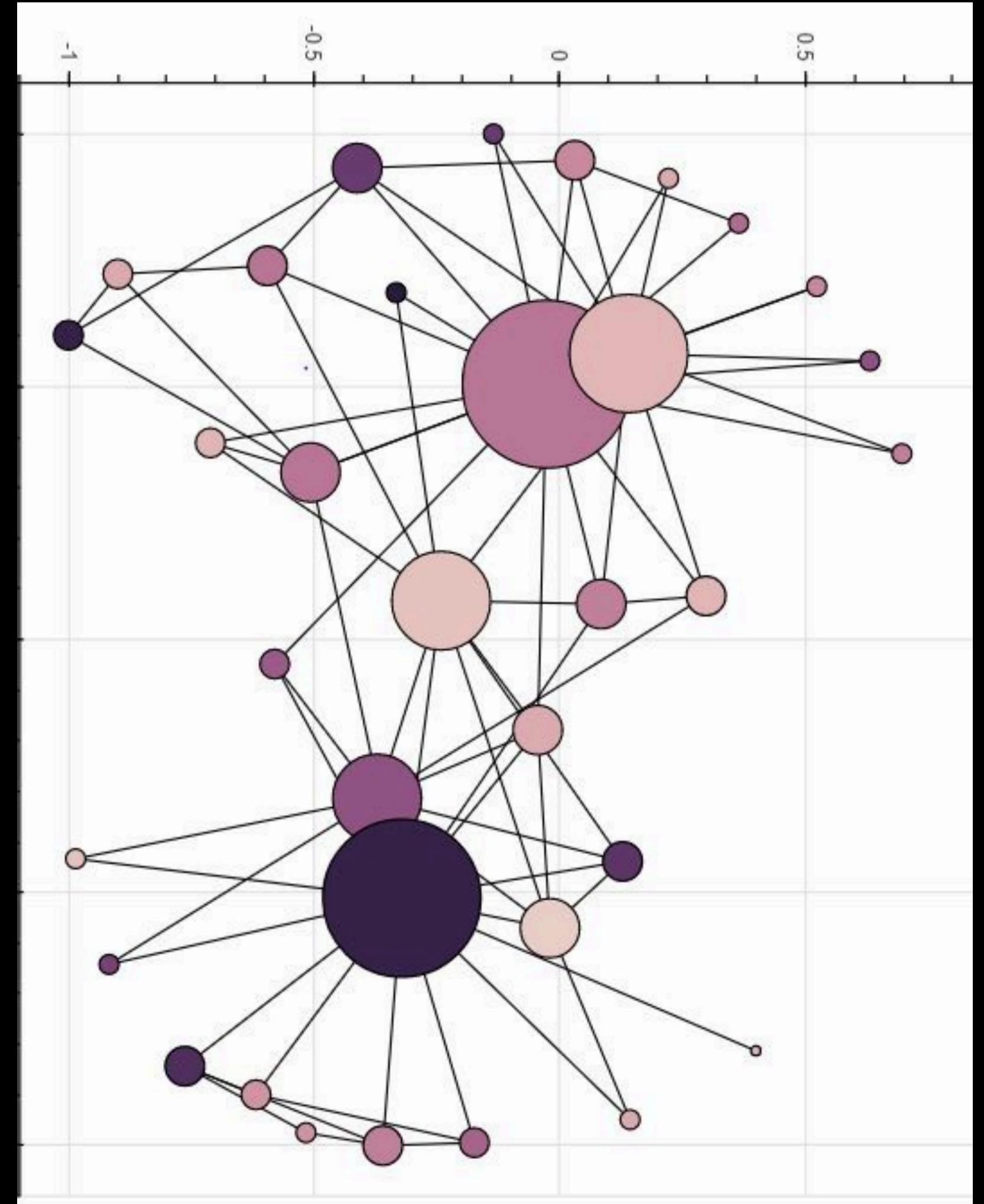
Going Horizontal

- HOAM's central worldview - *the Earth is a sentient, intelligent, and communicative organism* - unites all participants under a single authority
- The status of planetary systems becomes the primary determiner of everything in the simulation
- Requires a constant negotiation of what constitutes planetary status by stakeholders from across scientific, political, and industrial spectrums
- Governance protocols direct all available means to steward and up-value our shared terrestrial resource, its ecosystems, and species
- Implies a re-imagining of leadership councils, defense agencies, capital markets, and centralized dashboard interfaces



Nodal Interventions

- In vertical systems, the 'rules' are implemented through highly-developed instruments like legal systems, moral codes, university degrees, financial rewards, social exclusion, and family dynamics
- HOAM's authority is the planetary signal, but that doesn't designate a dashboard as the conditioning instrument; current dashboards are meaningless because they aren't tethered to the 'conductors' through which socio-economic systems generate
- HOAM 'channels' the values of the horizontal framework through these conductors - called NODES - that are core to establishing an individual's social and economic agency
- Thus, the framework proliferates through each person as they engage the NODES in their daily lives
- The NODES are *Identity* and *Currency*



Identity Kit

- In vertical systems, people are branded at birth: gender, race, family, ethnicity, nationality, religion. Later come more superficial, market-determined status identifiers based on their desirability, education, and income
- And now, new protocols of biometric security lock our identities to very specific markers, which have nothing to do with who we are, intrinsically
- Not one of these layers of identity is tethered to the planet and its ecosystems
- In HOAM, people are first and foremost planetary inhabitants. Their primary layer of identity is generated from within a fluid system of roles determined by the priority directives of the world as they correlate to the individual's personality and interests
- Neutrality in a socio-economic experience is a two-part formulation. The counterpart to social equity is economic agency, which requires the re-engineering of 'currency'...



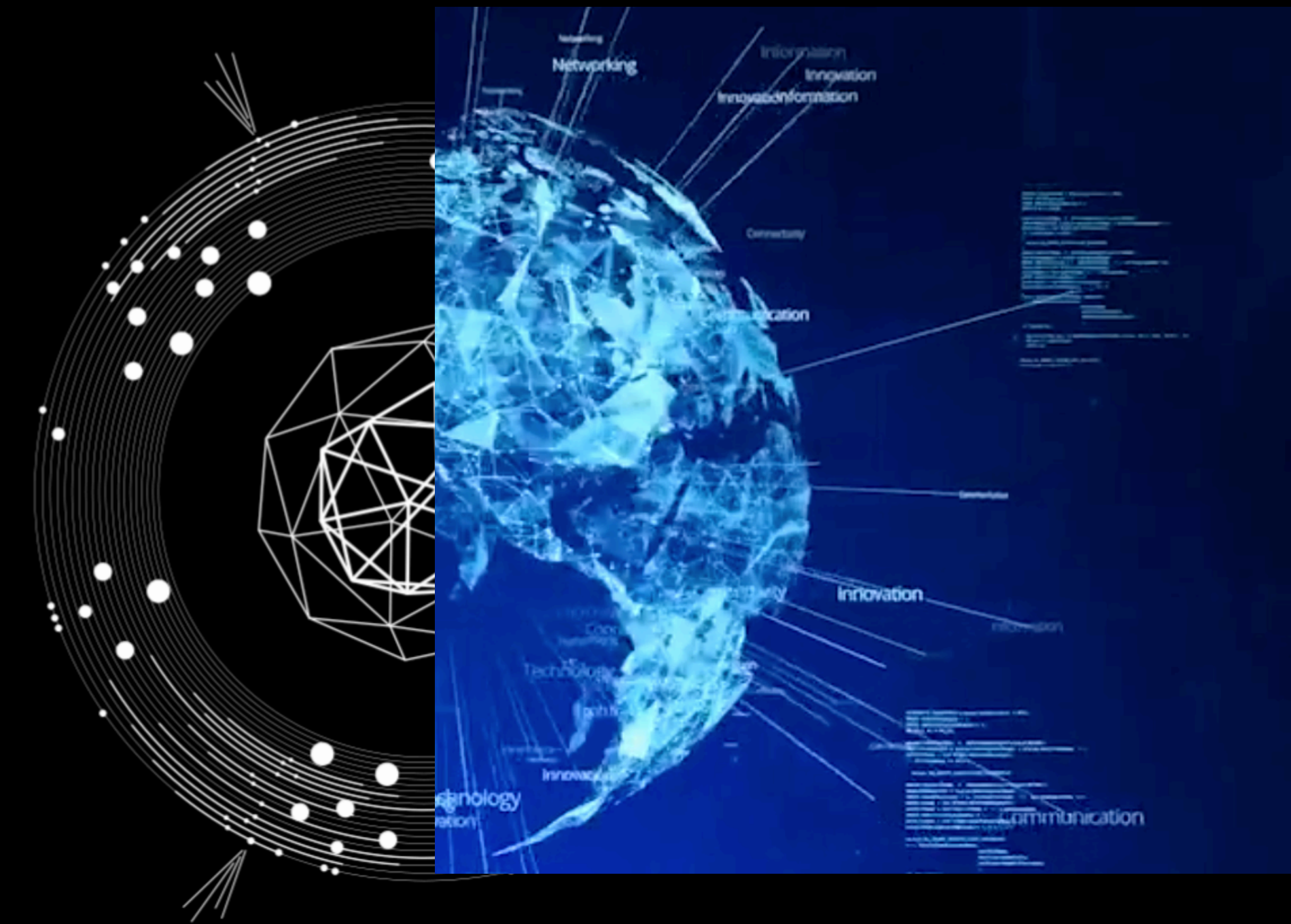
HOAM Economics

- Under vertical systems, currency means fiat money issued by central banks (with interest). This model introduces a component of false competition, and protects old power dynamics, in both national and global economies
- Fiat currencies have zero bearing on the status or 'value' of the planet and its species. In fact, the value-dominance of currencies are pegged to policies and processes that have a negative impact on the health of the world
- HOAM institutes a centralized planetary token, in which the value of the currency is pegged to planetary health indices
- Think of it as a stock ticker for the planet that increases in value as the status of the planetary systems and all its species are materially improved by interventions made in the simulation
- Initially a reputational score for participants as they align behavior around planetary signals, the token evolves into an onramp for the capitalization of IRL ventures in that materially 'up-value' the Earth



Minecraft for the (R)evolution

- At the center of the HOAM simulation sits a holographic world-building software called the Protostar System
- Data is captured as 'events' that are organized by space and time into a 3D, navigable planetary database
- As people engage in actions and deliver outcomes that are aligned — and non-aligned — with the behavioral directives of the new world, these terraform the surface of the protostar
- Will our world look like *Bladerunner* or *Pandora*?
- The more data that is fed into the Protostar, the more precise the tool becomes in its guidance of player actions toward the realization of their optimal world
- In that way, the Protostar's holographic Earth module acts both as the data visualizing centerpiece of the simulation, as well as its oracle



PATH TO LAUNCH

HOAM launched on August 21, 2023 with a small, core team and some high-level advisors. While we continue to add to both of these rosters, our focus is on the following thresholds we have identified for our launch stages:

- Recruit and migrate first 18 into the simulation, which begins in the HOAM discord, to debate, vote-on, and codify initial planetary health metrics and behavioral guidelines
- Establish token for reputational currency so that participants are credited for all contributions
- Code the MVP protostar to capture early-stage events with determined terraforming convention
- Publish white-paper and tokenomics model
- Recruit next 81 into simulation
- Drop HOAM's web3 beta-site with logo and branding complete; this becomes the content and data hub for the planetary simulation

