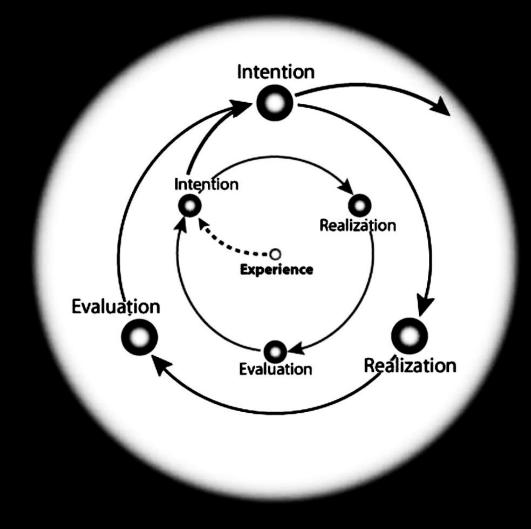
ALTERNATE FUTURES PLAN

EARTHRISE

world building coalition



WORLD BUILDING

PROCESS

What if? The origin

$\langle \rangle$



What context?

Story: who, what, why, when, how

 $\langle \rangle$



What systems?

Philosophy, ecologies, science, politics, culture, language



i



What forms?

Artifacts, fashion, transportation, structures, geography





What mediums?



Website, app, VR/AR, installation, tech

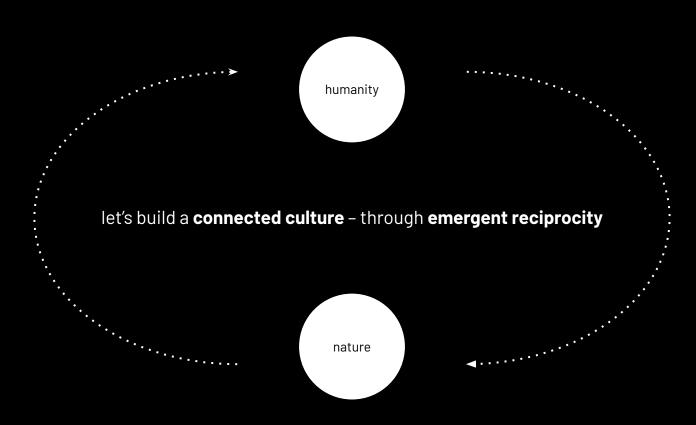
Build process

CULTURE DESIGN ACCELERATOR



TMRW/TODAY

what does it mean to thrive? how might we cultivate systems that heal and regenerate life on earth?



evolve cultural consciousness

ARCHETYPES

CULTURE DESIGNER

proactive regenerators of inner, societal, and planetary health

EVOLUTIONARY CATALYSTS	INTERPLANETARY SCIENTISTS
EMERGENT HEALERS	COMMUNITY INVENTORS

PERSONAS

CULTURE DESIGNER

Policy Makers

Entrepreneurs & Architects

Activists

Creators & Artists

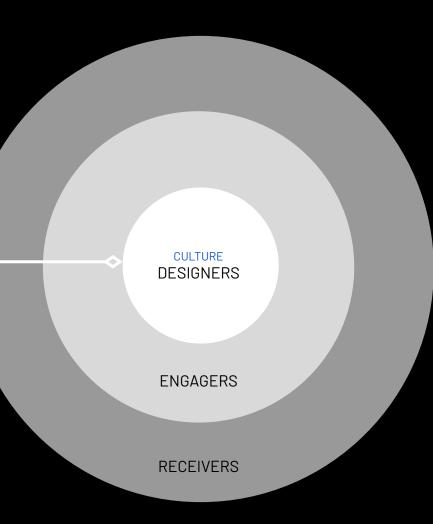
Scientists & Inventors

Community Builders

CIRCLES OF INVOLVEMENT "THE AUDIENCE"

Culture designers have influence and feedback looping impact.

Designers create and build with the toolkit, receiving support from engagers, simultaneously affecting receivers.



TRANSCENDING DIVISION

the bridge president

MANIFESTO

TWO PATHS

DESTRUCTIVE

- consumption & extraction
- unhealthy food, drugs, stress
- authoritarian education
- centralized punitive

domination - control

REGENERATIVE

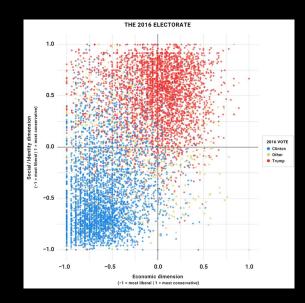
- thriving with nature
- inner well being & freedom
- democratic education
- decentralized nurturing

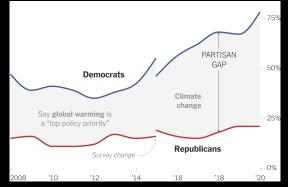
partnership - respect

SPECTRUM OF SUPPORT

Strategies

- Number system spectrum of engagement & adaptation
- Personal Stories
- Aligning against common "enemy"
- Emphasizing concept of "we"
- Honoring identity & giving examples of a united community
- Relating impact of climate change to personal experience





COALITION TOOLKIT



WORLD MANDALA

EVERY WORLD IS A HOLISTIC SYSTEM... EVOLUTIONARY & FLUID

> CONTEXT WHERE WHEN HISTORY ENVIRONMENT ECOLOGIES

PROVOCATIONS

DOMAINS

VERTICAL SLICE

ENVIRONMENTAL STEWARDSHIP CLIMATE POLICY POLLUTION FOSSIL FUELS PERMACULTURE RE-WILDING ENVIRONMENTAL CLIMATE POLICY ENTREPRENEURSHIP INSURANCE HEALTHCARE URBAN POLICY

RESOURCES SUSTAINABILITY WASTE MANAGEMENT CLEAN ENERGY GREENSPACE

> WEATHER RESOURCES AUGMENTATION AI

> > ECHNOLOGY ROBOTICS

CULTURE

E

FUNDING

HUMAN

FDUCATION

EDUCATION POLICY GOVERNANCE

STRUCTURE

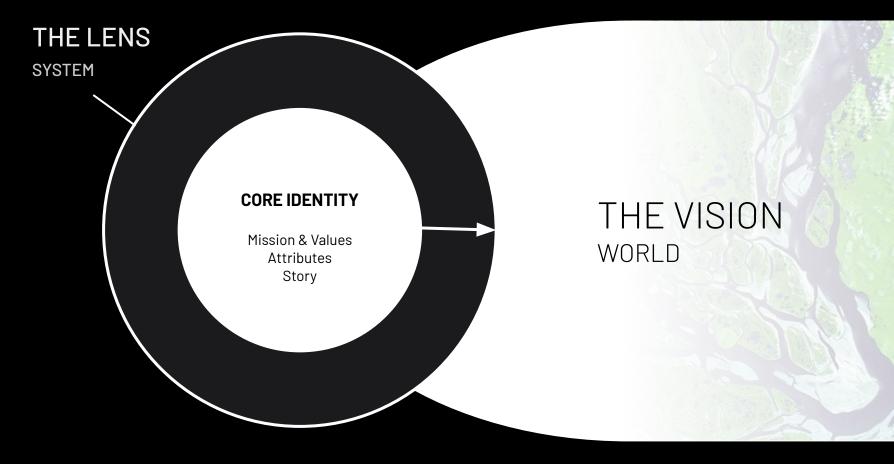
WORLD / CONTEXT REGION COMMUNITY FAMILY INDIVIDUAL

SCALE

CULTURAL DOMAINS

stolen from the offices of experimental.design

PERCEPTION

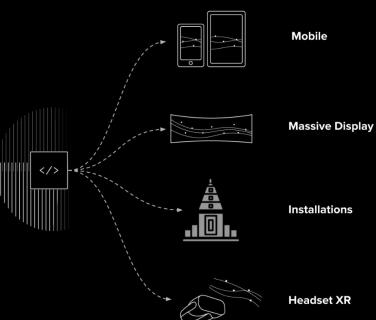


>> <u>festival world building</u> <<

OUR EXPERIENCE FRAMEWORK

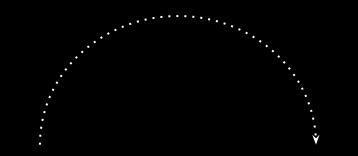
One Code Base x One Universe

- Multiple interaction points
- Cross-platform interplay
- Expanded reach
- Enriched overall journey





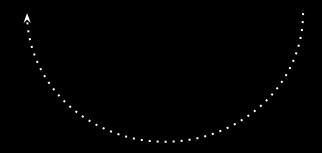
what if we could train people to see the world around them through the lens of true potential for prosperity?



REGENERATING

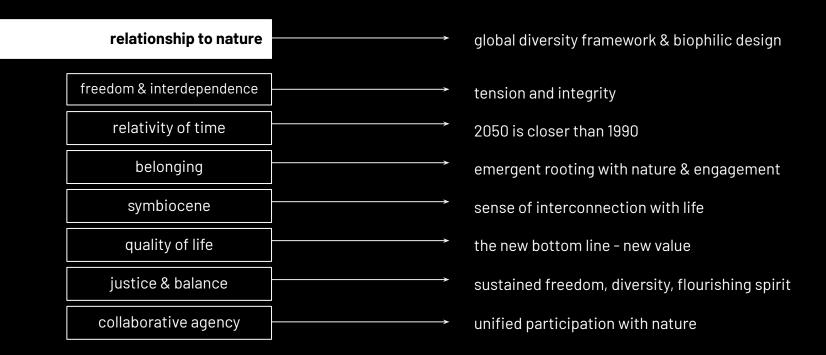


TRANSFORMING



EVOLUTIONARY STRATEGY

TRANSFORMATIONAL DIMENSIONS



NATURE'S **PATTERNS**

inherent systemic design elements

cycles, circles, emergence, closed systems, node and network, large reflects small, embedded ecosystems, etc









ICOSAHEDRON











CIRCLE.



EQUILATERAL TRIANGLE. VESICA PISCIS.

HEXAGON METATRON ADAPTATION

PISCIS EYE TRINITY

SEED OF LIFE

METATRON'S CUBE

PENTAGON.









PENTAGRAM.

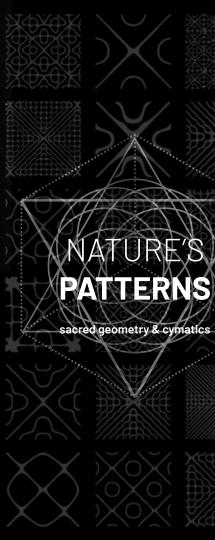


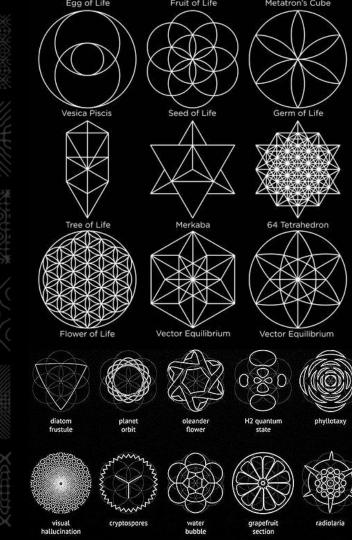


(

000 000 000 0 THE SEED OF LIFE. THE TREE OF LIFE.

THE FLOWER OF LIFE. THE EGG OF LIFE.





NATURE'S PATTERNS

-117

alle

1

1

leef

biophilic culture design

604

20

https://medium.com/qu%C4%81lis/biophili c-culture-and-its-nuances-54339a15a6f3































with alex dimond

7.1

ALTERNATE FUTURES



UNLOCKING VISIONS



with william falstrup

UNLOCKING VISIONS

INTERFACING WITH CONSTRAINT e.g. Retro / Afro / Meso -Futurism

TRANSLATING SCIENCE INTO STORY

emergence	anthropocene vs symbiocene
exponential change	closed systems
aaala	
scale	moore's law for everything

media & story

EDU-TAINMENT

education

FICTION

A website that looks at different futures from the perspective of an inquisitive time traveling girl



Video & website that reveals the story of designed policies that have been building regenerative infrastructure, cleaning the environment, and creating jobs



NON-FICTION

EVERYDAY VIGNETTES

how might we connect positive impact on climate to immediate & relatable day-to-day life?



- Documentary following the journey of climate scientists to the arctic
- Documentary about Geoship and their geodesic mission for mother nature
- Youtube video about simple everyday changes people can make

CHARACTER EXPLORATION

CORE CHARACTER







Kellie Rhodes - CO's 3rd district



Fatima Iqbal-Zubair - CA district 64

what if our toolkit were in the hands of an adaptive policy leader?



what if the toolkit were in the hands of the most talented media makers & creative industry professionals?







what if the toolkit were in the hands of the most talented game studios?



Sunrise Movement

Humanity Forward



what if our toolkit were in the hands of activist movements?



Extinction Rebellion

what if the toolkit were in the hands of environmental insurance companies? mom and pop shops? balanced & progressive unions?





what if our toolkit were in the hands of an oil company looking to evolve?



what if we could create



das me

HYPOTHETICAL COLLABORATION





hypothetical collaboration







hypothetical collaboration



Rethink[×]

Disruption. Implications. Choices.

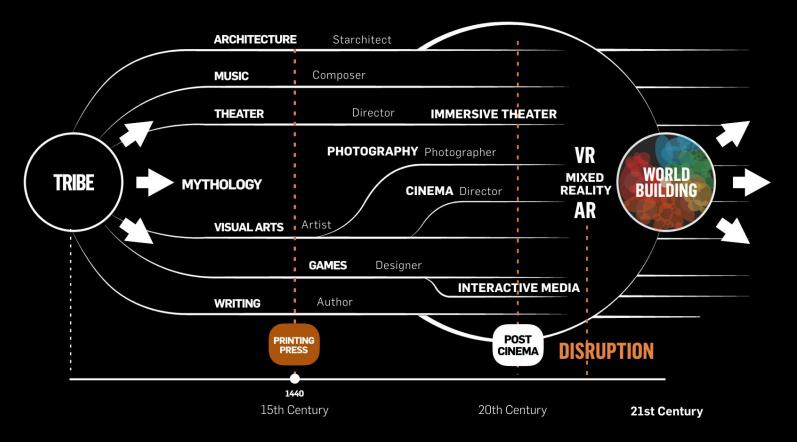


TMRW/TODAY

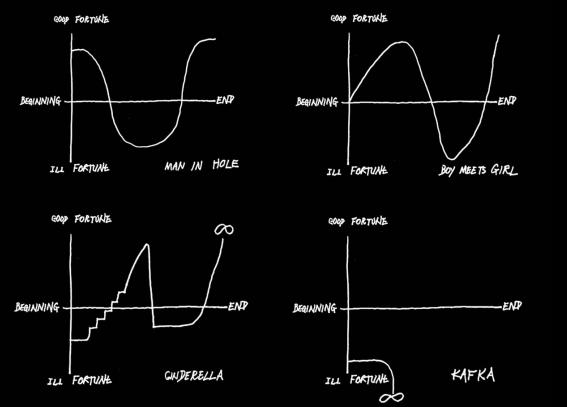
Arts Bridging the Gap

NARRATIVE DESIGN

A BRIEF HISTORY OF STORYTELLING: FULL CIRCLE

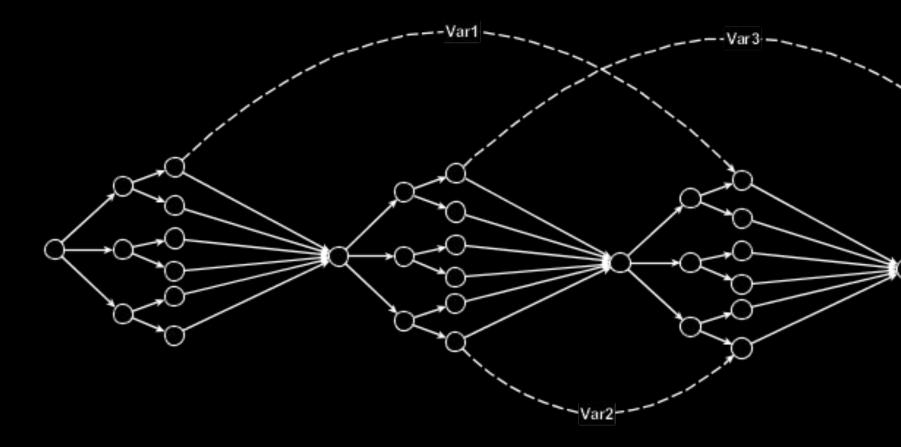


STORY SHAPES

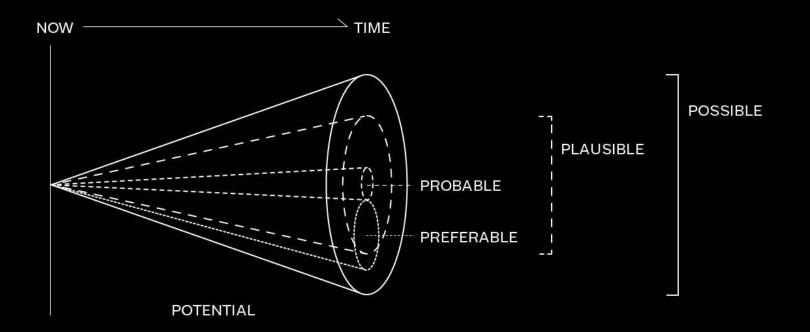


Universal emotional progressions of protagonists throughout arc of story

BRANCHING NARRATIVES

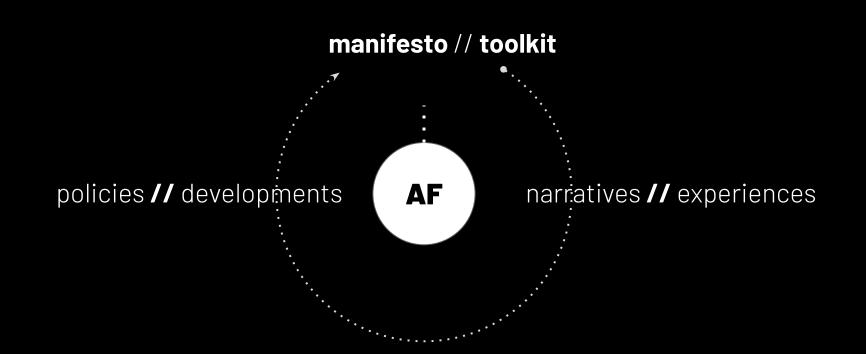


TAXONOMY OF FUTURES



STRATEGY

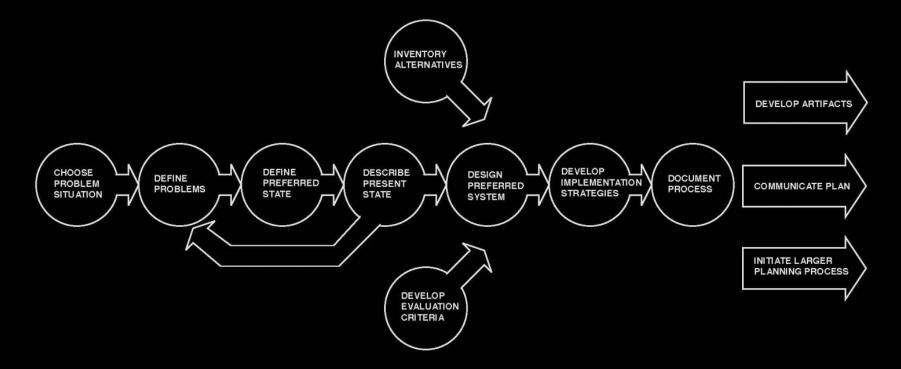
SYSTEMS DESIGN



APPROACH

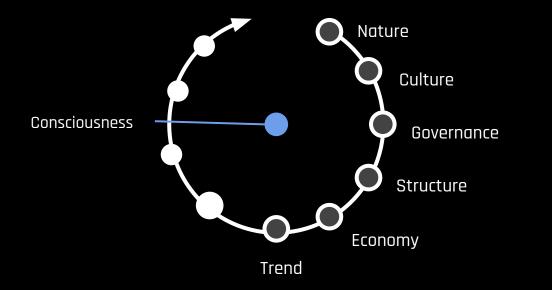
Develop Artifacts –		manifesto, toolkit, narrative seeds
Communicate Plan –		partner integration
Larger Planning Process –	`	support culture design initiatives

ENVIRONMENTAL DESIGN SCIENCE PRIMER



THE NEW BOTTOM LINE

SYSTEM-FORM LAYERING



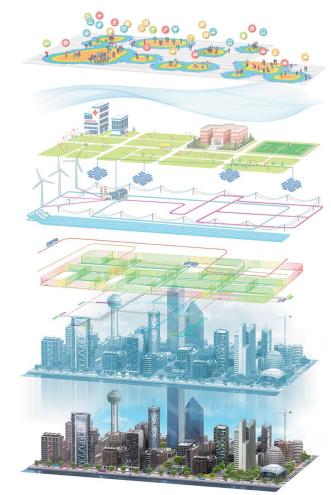
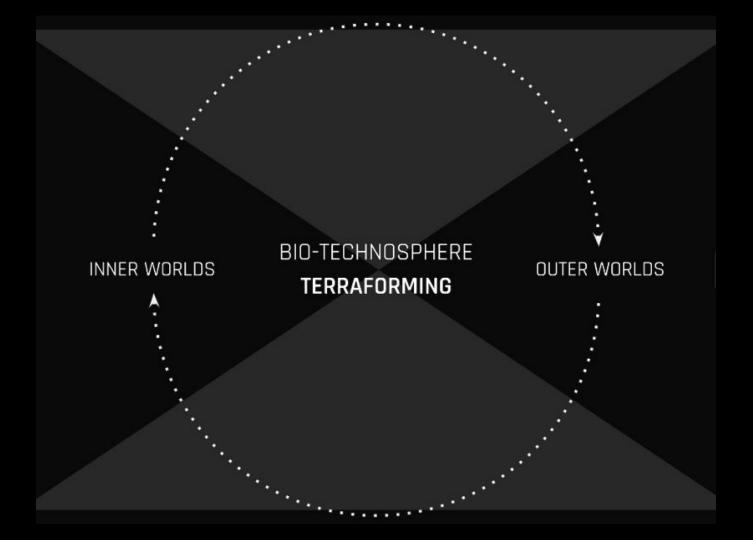
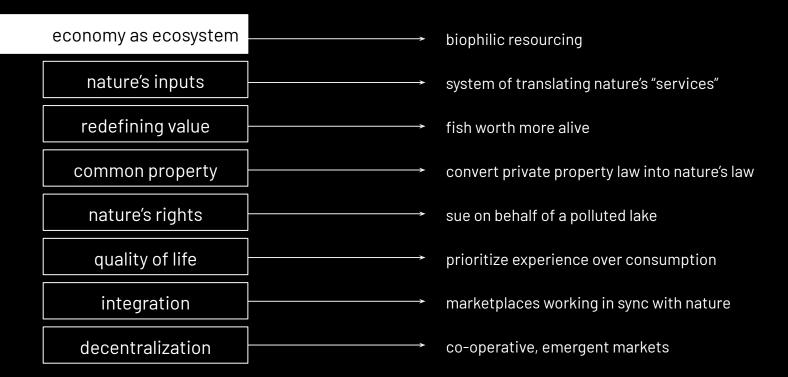


image: magic leap



ECO-NOMICS

TRANSFORMATIONAL DIMENSIONS



THE NEW CORPORATE GOAL

what if we could transform and regenerate old paradigm corporations?

NEW FRAMEWORK

provide goods and services needed to optimize quality of life for people in a socially, environmentally, and economically sustainable way

reorient corporations as servants for our planet rather than masters

PROBLEMS TO ADDRESS

- transform need for short term profit
- couple distinction between artificial and biological life
- make healing our planet incentivized in a free market

ACTION

when have we seen effective cooperative vs confrontational global action?



what if there were a new climate holiday?

what if society had a climate ritual every wednesday?

ALTERNATE FUTURES **PROJECTS**

successfully draw down carbon by X year

convert company ____ into a regenerative organization

build policy plans for the infrastructure & reconciliation bills

produce a film, tv show, and documentary for netflix, disney+, & apple+

create a gamified website & app used by 100M culture designers

DISPATCHES FROM THE **FUTURE**

Podcast

Collect fictional every day stories from future points in time that explore implications of different choices today.

Reach into different timelines of varying success on climate – one where we do nothing, one where we shift of mindset but corporations control the means of production / information, another where we succeed.

And from there we explore rich stories of the mundane.

COLLABORATOR **PROJECTS**

EXAMPLE USE CASES

EARTHRISE GAMIFIED WORLD

Accelerated communal culture design as a narrative experience – through mobile, desktop & location based experiences



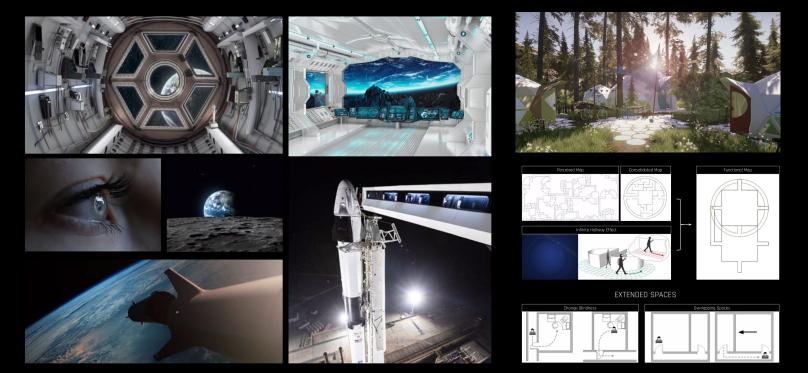
Focus on higher level outcomes (total carbon in atmosphere, total chemicals emitted into natural environment, garbage / waste, etc)

EARTHRISE design the future of spaceship earth

- craft our 'ship's' story, identity, culture, system
- create a simple & sophisticated unified presence
- build new (holacratic) home communities
- build revolutionary experiences & design tools
- clean the environment & create jobs

redefine home, make life an adventure for earth-impact





A thematic adventure

- Interactive map with real-world challenges
- Rack up points and prizes
- Experience integrates with installations and immersive theater actors throughout cities

Introduce new governing systems

- Common property rights
- Decentralize eco-nomics

Facilitate impact projects

- Create massive positive change
- Transforming dams, creating massive eco reserves, plant trees, etc







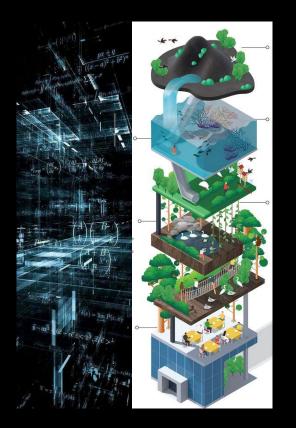


BIOSPHERE MARKETPLACE

Economy as Ecosystem

Tokenize wider planetary initiatives. Participants receive "carbon" credit dividends. Inherently emergent & mirroring of nature.

Tokenize everyday life as it relates to climate





TERRA FORM

Let's create an interoperable energetic layer that sustainably facilitates a deeply symbiotic connection between humanity, biology and technology. We are expanding upon Alan Turing's work on Morphogenesis and Rupert Sheldrake's work on Morphic Resonance, to systematically bridge varying ecosystems, with the intention of guiding evolution and development – through reconstruction and novel creation.

"meta-blockchain" system that connects people to a bio-technosphere





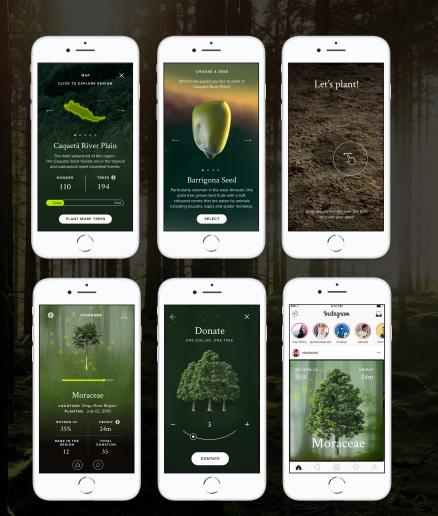
REFOREST

Remotely reforest our planet through communal story-driven digital experience

an experience framework with multiple touch points that turns tree donation into a meaningful, informative, and fun social journey

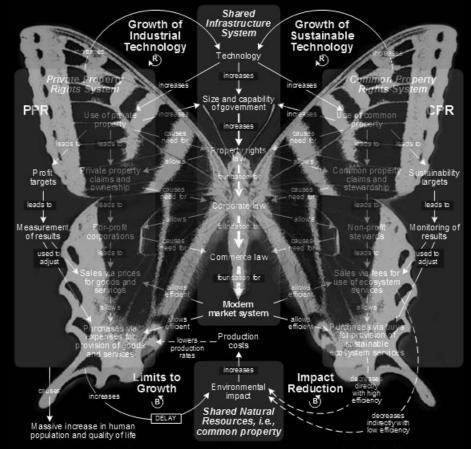






The World's Property Management System

With emphasis on the evolution and structure of the twin systems



From the chapter on Analysis of the Economic Proper Coupling Subproblem in the Common Property Rights book at Thwink.org.

Private Property Rights System	Common Property Rights System	
1. Enabling Legislation	1. Enabling Legislation	The required enabling legislation to create Common Property Rights is passed.
2. Corporations	2. Stewards	Non-profit stewardship corporations are formed.
3. Claims	3. Claims	Stewards file claims on any unclaimed common properties that need wise stewardship.
4. Goals	4. Targets	After a claim is approved, the government and the steward set the target for that common property.
5. Prices	5. Fees	Stewards charge fees for use of their common property.
6. Expenses	6. Buys	About 90% of fees are spent on buys, which are the expenses of providing a sustainable ecosystem service.
7. Monitor Results	7. Monitor Results	Stewards monitor the health of their common property, in order to adjust fees up or down and to adjust how buys are spent.

A LIFE ECONOMY

Upgrade Your Life

A Life Economy is a podcast and product directory that explores where technology, spirituality, and consciousness converge to create a beautiful world.

Erase your carbon footprint

Calculate and offset your carbon footprint through a monthly subscription.

Get Started

https://www.wren.co/



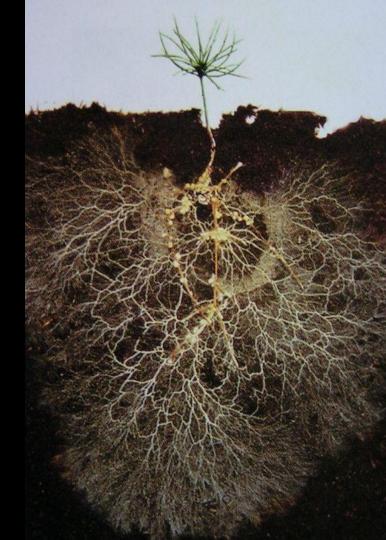
Archetype	Technology	
US House of Representatives Member	Biosphere Engineering	
Objective	Media	
Betting on nature	Website	



Archetype	Technology	
Think Tank	Hydrogen Power	
Objective	Media	
Regenerating infrastructure	Framework	



Archetype	Technology	
Tech entrepreneur	Trees	
Objective	Media	
Regenerative food	LBE / XR	



cheers, christian falstrup alex mcdowell holly willis scott fisher elon musk bjarke ingels sonia seetharaman elizabeth ramsey michael bodie evan burdhes michael bodie evan hughes andreas kratky lauren fenton gabriel peters-lazaro RIP jared krause griffin bower kristen winzent merrill feather carol & david falstrup kimbal musk max benning kimbal musk max henning jessica girard alex zhang jack oliva-rendler bas kools benjamin sack lyle maxson sharleen chen the c/concel (famili the o'connell family cameron collins erik skoblar erik skoblar greg davenas griffin shue storm nylen bethan saunders sarah collins brittany finney-conlon james conlon-finney lee duck cole hamilton the dimond family the falstrup family

and many more...

reach@secretmap.com

a conex



EARTHRISE

world building coalition



 $\underline{\wedge}$

futures that uplift people and planet

evolutionary strategies for regenerative infrastructure development

1.1200-011-01-0

aerospace • architecture • transportation • city planning • ecologies • policy

IMPLEMENTATION PROCESS

