

## Mid-December 2020 Entry - 28th Anniversary Special

A month without epigraph; design retrospective straight from the horses (ass's) mouth!

December 2020 is the 28th Anniversary of when I began working on the ancestor ("Advanced [Stellar Conquest](#)" along with playing hundreds of hours of 8-bit [Time Bandit](#) on my [Atari 1040 ST](#)) that evolved into GGDM. There was a lot of living and learning and some personal sacrifices along the way from December 1992 to the copyright and publication date in May 2020. I thus approach the subject from a much different direction than if it had been written as a book or an article for a learned journal by someone with a Ph.D. in sociology (or anything really); much different than would have been written by Professors [Frank Elwell](#), [Jonathan H. Turner](#), or [Mary Jo Deegan](#). And radically different than anything [Professor Noam Chomsky](#) would have written (except perhaps [Expose' News Events](#)). Likely, none would have even thought of a [macrosocial simulation game](#).

I did it because I was in love (or obsessed) with the macrosocial simulation that I was developing and I didn't know anyone else whom I thought would even begin to understand what I was working on (and I wasn't wrong on that). I have been married to GGDM for 28 years. [Self-publication](#) became the key; you as the reader, now have the advantage of beginning at the beginning, reading section by section that which was written in a swirling lurching sorta backwards manner, coming to understand both the simulation game and the [wholism](#) and the proposed macrosocial or macrostructural theory (which will be addressed next month). As [Carl Sagan](#) would say, my voice is now in your head echoing across the years.

\*\*\*

(sleight of hand)

In the post-publication perspective of just a few months, I recognized there are at least two points that will 'trip-me-up' on the way to the forum preventing GGDM from being considered as any sort of serious macrostructural theory:

1) First, I wrote it while still learning, especially while still learning macrosociology. For example, I had not previously heard of Prof. Jonathan Turner's macrodynamics discussions in macro-theory of sociology before publication; for example, Aspects, the odd animal of Cultural Traits, struggled because it is a meso-dynamic expressed in the macrosocial level. Nor had I previously read [The Responsibility of Intellectuals](#) (2019 or even the original 1967 article), and so forth. This is in contrast to the idea, perhaps fallacious, that had I a fresh Ph.D. in sociology, I would have been a more 'finished product' with knowledge and understanding of all of these things, before writing GGDM. Fallacious or not, that will be what people assume.

2) Second, I did, perhaps subconsciously, pull a 'sleight-of-hand' trick with Constructural Elements for the sake of the simulation. The discussion in [1 Constructural](#)

Copyright December 2020, this blog entry is from the Periodic Public Space blog that is published in relation to Gestalt Genesis/Day Million, a macrosocial simulation game. The blog entry can be found at <http://gestaltgenesis-daymillion.net/#pps>; this PDF is for convenience of the reader.

[Elements](#) begins with the idea that Constructural Elements are the innate qualities of appearances (which only exist when we are ‘looking’), and in that sense alone, perhaps they are of interest to [phenomenologists](#). However, quickly after that point, Constructural Elements are functionally transformed in the simulation to representing the very generalized worldview of colonies and ship crews, and most specifically, whether that worldview causes them to act in ways different from the way their civilization or at least the government, would have them act or perform. Thus, Constructural Elements functionally within the simulation became a representation of [Karl Marx](#)’ famous dictum: “The ideas of the ruling class are in every epoch the ruling ideas.” That is a far cry from Constructural Elements representing the innate qualities of any appearance, though ruling class and ruling ideas are by a stretch, appearances. Any serious thinker will immediately recognize the discontinuity and thereby dismiss my simulation as sloppy in a theoretical sense. That development however, was important to the mission of and rippled through the simulation in representing population as more than just numbers or money or resources.

Finally, there is little doubt that much of professional sociology will regard the philosophical approach of GGDM as “philosophical navel contemplation” (Turner, 1981, 1992) instead of macrostructural or macrosocial theory. Or at least any sort of recognizable sociology argumentation. It depends on the reader, but since no one will read GGDM, especially the older tenured generation (a bit of [Thomas Kuhn](#) there), I am left to guess at their likely reaction and this would be strike three against GGDM as a macrosocial work.

\*\*\*

(GGDM as intellectual team sport)

GGDM is comparable to [team sports](#) in the sense that GGDM could be viewed as an intellectual team sporting event.

1. In any team sporting event involving a singular game object (a ball, puck, birdie, as opposed to [Greco-Roman wrestling](#)) the [eigenstate](#) of the game is wherever that game object happens to be at that exact moment. That is, in such games scoring, progress is measured by where the ball is at any given moment. This was discussed in terms of dice and card games in Eigenstates, [3 Dreamtime](#), p. 163.

2. Any team sporting event that has [referees](#) (i.e. zebras) has three or four basic requirements:

a. The team sport must specify spatial and temporal boundaries that is, a playing surface and time limit, boundary control.

i. As an aside, humans prefer in a timing situation for the clock to tick down, rather than count upward toward some specified time limit (e.g., 30 minutes). This is just a simple cognitive conceit, as it is easier to know that the end is reached when the clock is at zero

Copyright December 2020, this blog entry is from the Periodic Public Space blog that is published in relation to Gestalt Genesis/Day Million, a macrosocial simulation game. The blog entry can be found at <http://gestaltgenesis-daymillion.net/#pps>; this PDF is for convenience of the reader.

than to remember and do math on how much time remains on a clock that is counting up, that is, countdown clock does the subtraction automatically.

b. The team sport must specify what sort of behaviors are required, rewarded or discouraged in the sport and appropriate rewards – scoring, advancement, possession – are given for encouraged player behavior and punishments for discouraged behavior include loss of time, possession, man advantage, points, ejection.

i. Team sports feature the possibility of violating rules by their very nature, most are contact sports (though you could violate rules in [golf](#) or [tennis](#)) with players who have free will, as opposed to a mental, contemplative game such as chess or a card game where someone would need to deliberately cheat in the open to violate the rules, thus forfeiting the right to respect and the game on the spot. In computer-controlled or mediated games, it is impossible to violate the rules because they are written into the structure of the program, when it happens, it is called a [‘bug’](#) in the software.

c. The team sport must operate in a fairly continuous action manner (even [American football](#) which is based on plays from scrimmage, or [Rugby football](#)) and scoring and rules violations must be observable and judged in real time (this is a legacy of pre-replay times) by the referees on the field. And their judgment must be the final authority during the course of the game.

### *3. GGDM play mirrors team sports in its own peculiar ways:*

a. The spatial and temporal boundaries of GGDM are decided by the players. The spatial boundaries are the explored [Galactic Space and the extant Public](#) and [Diplomatic Spaces](#) and players decide as a group how big that will be by their actions in the game (e.g., [Looking](#), [Scouting](#)). The temporal boundaries of the game are dual-defined by the Turn Cycle (see [Buzzing Lightyears](#), [4 The Streams of Time](#)) which is set by the [Concierge](#) based on group preferences and real-world realities and the length of the game in [Regular Turns](#), which is determined also by the group based on factors discussed in [It Was the End of History](#), [1 Resolution](#), p. 1456.

i. Because GGDM does not have a predetermined length in turns or time elapsed (and neither does [chess](#) in turns, but there are [chess clocks](#) to monitor player think time), it does not have a countdown, in fact, in board and card games, there is rarely a turn countdown mechanism unless it fits the theme of the game.

b. For the most part the group (both the players and the Concierge) determines what behavior is appropriate or inappropriate, and the players and game rules determine what constitutes possession and advancement in the game. However the issue of encouragement of appropriate behaviors and punishment for inappropriate behaviors is folded into the storytelling arc of the game, players may retaliate or cooperate, [Diplomatic Protests](#) may be lodged for News Event violations, and the Concierge receives [Intervention Potentials](#) but is not to use them to ‘punish’ anyone or retaliate or ‘level-up’ the game for or against anyone, but rather, to participate in telling

the story.

i. [Cheating](#) would be an extraordinary conceit on the part of any player or player-position group, and like computer or board games, GGDM is likely to have a computer program assistant that would make it literally impossible to violate the baseline rules of the game without Concierge permission. GGDM also provides that the Concierge through administrative control mechanisms, can simply deny (as a last resort) player abilities or actions.

c. GGDM is a continuous-action game as described in *The Law of Periods, et seq.*, [2 The Streams of Time](#), p. 84, [3 Dreamtime](#), p. 159, *et seq.* (modification and closing of News Events discussion), in DefCon 1, [1 Combat](#), p. 946 (Combat Alert discussion) and in Freeze Frame, [2 Information](#), p. 1341, for example. GGDM is an intellectual form of live team sports, akin to a RTS ([real time strategy game](#)) that is actually a strategy game and not a first-person shooter ([some first person shooters are called RTS games](#)) but at the same time, *GGDM is also a turn-based strategy game*. Like live sport referees, the Concierge enforces rules as necessary in real time when processing Regular Turn Orders, [Combat Actions](#), and monitoring the [News Events forum](#) and must be the final authority in the game while also participating in the storytelling (a dualistic role, like a Dungeon Master in [Dungeons & Dragons](#) or any other [tabletop role-playing game](#)).

\*\*\*

(turn the page)

Stripped down to its ugly nakedness, all I managed to do is design a macrostructural simulation. That is all. Nothing revolutionary. From my recent learning, it is clear that my arguments about the future direction of macrosociology are in vain. We are not going to separate out the pseudo-physics and pseudo-biology terminology and replace it with a appropriate sociological terminology. Also, sociology seems to recognize that generally civilization is emergent, and so there is nothing in GGDM and [Fallen to Earth](#) that is going to knock their socks off. GGDM has to remain a simulation that is aimed at non-sociologists, the popular science, science fiction, and lay public and philosophically inclined. Like the person who wrote it.

I may be suffering from [confirmation bias](#), but I have not seen anything in Prof. Turner's works (but I am still reading) or the real world of 2020 that contradicts or directly invalidates what I have written in GGDM. It is 'confirmation bias' because, as the author, I am naturally looking for support for GGDM as a simulation and not for criticism. Every page of Turner sheds supporting light on something in GGDM. I am amazed at the fact that I intuitively got so much right in GGDM without the benefit of his macrosociology schema. In fact, as the months have passed, re-reading my own writing, I am 'impressed' with the breath, depth, and scope of thought – and I feel guilty about it because I know it is lightweight trash; I know that intellectually and inside, but 'self-efficacy' as Professor Turner would say, prevents me from fully ingesting that [jagged little pill](#).

Copyright December 2020, this blog entry is from the Periodic Public Space blog that is published in relation to Gestalt Genesis/Day Million, a macrosocial simulation game. The blog entry can be found at <http://gestaltgenesis-daymillion.net/#pps>; this PDF is for convenience of the reader.

By Charles W. Phillips

Copyright December 2020, this blog entry is from the Periodic Public Space blog that is published in relation to Gestalt Genesis/Day Million, a macrosocial simulation game. The blog entry can be found at <http://gestaltgenesis-daymillion.net/#pps>; this PDF is for convenience of the reader.