Soul Viability Improvement through Cybersystemic Modelling and Conversation.

© by Gary McI. Boyd
Concordia University, Montreal
Soul is “Our common immortal longings - mirrors of what all humans find valuable and worth sharing.” Alan Segal (2004) Life After Death.

- Truly LOVING PLAYFULNESS & high “IMMORTABILITY” are the essential characteristics of a ‘better’ soul.

- Souls which are, ruthlessly competitive, and ignore the long-term eco-pathological consequences of their own proliferation, while trying incessantly to propagate themselves are ‘worse’ souls; needing much improving.

- We are above all “soul addicts & soul pushers!”
Whose Soulstuff?
How Identify My-Our Soul-stuff

- What would you sorely grieve if it were taken away from you permanently?
- What lies behind the various personae you exhibit in your everyday roles?
- Is C. G. Jung’s term: “collective unconscious” acceptable in your thought? Or would “linguistic-religious distributed execution programs” be more acceptable for you?
IMMORTABILITY

- The ability of a soul to influence others to pass its best bits on, and on and on ..........

- ITS “BEST BITS” MUST INCLUDE:
  - The desire to go on desiring to go on (attitude & commitment), and
  - Various practical/aesthetic/moral capabilities for going on.
Which has greater Immortability?
Three Basic Aesthetic Appeal Dimensions

- IDENTIFICATION - 😊
- FORMAL POWER (e.g. Bank of China bldg.)
- Unexpected ✔️ Variety
HOW TO IMPROVE IMMORTABILITY

- ROMANCE – Networking; courtship, affiliation.
- DISCURSIVE LEGITIMATION of intended soul improvements.
- Observation, modelling, & simulation of options.
- REFLECTIVE ANALYSIS discourse.
- Decision
- ACTION
SOUL PROPAGATION MODEL
**GOOD Opening:** Foraging, networking, data-mining etc.

**GOOD CLOSING:** Channelling, filtering, isolating & insulating.

**CONJUGATION:** Marrying new elements into our personal & collective souls

**DIVORCE:** pruning out old elements, via D_L(-) feedback control, etc. and

**GRIEVING** at their loss.

**TRANSFORMING:** Creatively re-shaping, via D_A (+) feedback etc.

**Teaching and tutoring**

**Narrow-casting, and Broadcasting**
Modelling & Simulations

- **MODELLING:**
  - Source system?
  - Focal-system(s)
  - **IDENTIFY: soul & other**
  - Emergent Cybersystemic communicontrol LEVELS
  - Dynamic Processes
  - n-Player GAMES
  - Selves’ MAXCACS.

- **SIMULATION RUNNING:**
  - Discussion
  - Dynamic System runs
  - GAME plays
  - C_V / D_V ratio audits
  - Sensitivity Analyses
  - Learning Conversations
  - Reflect, Consolidate gains
Ecological Soul Symviability

- Constrain: Clearly the World Eco-system will benefit from fewer and eco-systemically much wiser people.
- Create: Lighter & self-recycling technology is essential.
- ASK? How can “souls” really become cybersystemically wiser? Can artificial intelligence leverage better souls?
Co-Cultural Soul Symviability

- Filter-out:
- X All intolerance, except intolerance of intolerance.
- X Fear, except fear of Fear itself.
- Insist on complete aesthetic harmony and conceptual coherence ONLY in Cyberspace-or theatres.
You can help with co-steering our Soulstuff toward greater eco-co-cultural Earthly Immortality.
WE ARE THE DISEASE, FOR WHICH,
IF ONLY WE WOULD ACT TOGETHER,
WE COULD BE THE CURE.

The death of death, as only we can know it,
is getting nearer fast.
Ten billion in 2030, is far too many of us,
with our rapidly developing and everso contagiously propagating, diseases of the bodies and of the mind.

A child dying of disease and starvation every minute,
is too terrible.

The cure is known,

Educate all: to fear less, understand more, love wisely,
pollute less, consume less, travel slowly, breed less,
speak carefully, and
let life go, when you are wise enough to do so.
LET GO OF YOUR URGES

- To Breed, breed, breed.
- And to need, need, need,
- and especially let go of the urge to push your ‘true’ religion, ideology etc. onto all others.

BEGINNING NOW>