Societal Computing

by Pras Anand

Revision #09
(last updated 29/08/07)

Welcome to Societal Computing - a pioneering approach towards integrating, stimulating and manifesting positive change in our society.

Writing the content

I have sent you this document to illustrate the framework I will follow in writing about the subject "Societal Computing". It is my hope that this structure provides a solid basis for your contributing article(s).

* has been used as a wildcard throughout the document to represent an organisation or an individual acting as any combination of producer, consumer, citizen, voter, innovator, influencer or change-maker.

1. **Introductions** - Daniel Rosen, John Caswell and Chris Moller
2. **Hardware** - Core architectural design (spatial and technological)
3. **Co-operating system**^{TM} - Economic, technological, cultural, political interoperability
5. **Content** - Content hosts and *
7. **The Civil Sandbox -** An example city improvement
8. **The early 21st century** - Explorations into today's state of play and suppositions on the near future.
9. **Supporting articles** - Example content
10. **Support Societal Computing**
    "How to" and previous contributors

Introduction

Hardware

Hardware guide

Hardware refers to the space the computer is manifested in. This can be a location permanent, semi-permanent or temporary. The building or event has a custom technological infrastructure designed around the Societal Computing model.

Example hardware

There is no way to know where technology will go. If we try to plan a system based on anything other than rule-sets we would sooner or later begin creating restricted access in some form or other. The designs must be analogous to the real world and allow manifestations to access all potential publicly available (or officially contributed research technologies).

Co-operating system™

Economic, technological, cultural, political interoperability

This is a middleware technology that is designed to accelerate public support projects which are designed to save money or at least break-even. The system is based on a two tier reward and promotions scheme. Financial (money) and non-financial (experience points) rewards are gained for different kinds of tasks. Rewards are always gained in co-operative actions with a 'win, win, win' focus. The third 'win' represents everyone. I call this "Economic General Dynamics", except that it reads "What is good for the group, and the individual".

The financial system acts as a micro-economic environment. Like Second Life and other online multiplayer games, this environment is independent of the existing economy. The basic idea here is to create a system that on the whole runs without needing to be funded. The economy here is not designed to grow endlessly but will be limited based on the project. This enables the users to get a fresh start and is a more realistic way of upgrading the system. Non-permanence also counters economic dominance within the economy.

The winners of each cycle will be heralded and rewarded for their success but do not have the ability to hold on to that power and build up a monopoly. This cyclic approach allows for a much greater degree of freedom. This approach allows a true control experiment to the existing society with its technologies, cultural and economic issues and the balancing of power. This is not designed as a threat to the existing structure but as an environment to allow different approaches to be exampled.

All content is rated by the users through an attention engine in the Voteware^{TM} decision-making layer.

Abstraction layers within the operating system

•Hardware layer
•User Profiling
•Decisions
•Central Processing
•Heuristics

http://en.wikipedia.org/wiki/Heuristic
http://en.wikipedia.org/wiki/Heuristic_(computer_science)

Drivers, utilities & plugins

•Drivers are the technologies that enable actions to interface to the operating system
•Utilities are tools that "expand on" and "create easy access to" drivers
•Plugins are external modules created by third parties to create access to the basic utilities

Content

•**Articles**
•**Videos**
•**Music**
•**Research projects**

The Civil Sandbox

An extreme example Societal Computing location

http://en.wikipedia.org/wiki/Civil
http://en.wikipedia.org/wiki/Sandbox_(software_development)
http://en.wikipedia.org/wiki/Sandbox_(computer_security)
http://en.wikipedia.org/wiki/Sandbox_(video_games)

1.2010 Social network-based processing

2.2020 Global node-based processing

3.2030 Autonomic civil processing

The early 21st century

Explain ideologies behind Societal Computing. Describe the civilisational advancements and their purpose in terms of problems (today) and solutions (tomorrow).

Support the effort

Societal Computing is built on in-kind independent contributions and is maintained as a Public Domain publication protected under the creative commons license.

Types of contribution

- **Technology and services** - Help us to make it possible
- **Research** - Invite us to participate in your activities
- **Content** - Write an article or review on technology, location or event - can be written or via video

Previous contributions

Organisation
- Pentascope
- SIG Real-estate
- Sigchi NL
- EC DG InfSo
- Global Forum
- Fundament All Media
- Foundercontact
- IBM Netherlands
- Worldwide Democracy Forum

Individual
- Mathew Lowry
- Sacha Panic
- Nik Roos
- Chris Moller
- Thijs de Vlieger
- Jaap Dankert
- Man Yong Toh
- Karina Grubor Pereira
- Laurine Brugman
- Theo Hoeksema
- Erwin Poppen