

Distrikt intro script: Hygge

The economic system of Hygge is inspired by the social democracies of the second half of the twentieth century (Nordic Countries). The economy is mixed: most manufacturing, retail and services are run by for-profit private corporations. State-owned enterprises control the provision of most public services, like social security, banking, and infrastructure. Additionally, some Distrikt-owned companies compete with their private-sector counterparts in several key markets. These companies tend to provide basic, no-frills products and services at a competitive price. Hygge's policy makers believe this to increase price competition and provide access to those markets to lower-income households.

To understand the Hygge perspective on technology you need to understand how Witness as a whole operates. Witness's digital technology landscape is a loose federation of different technical standards, business models, and political theories on the role of digital technology in society. On the one hand, network externalities favour a single system serving Witness as a whole. On the other hand, different Distrikts engage in constant efforts to bend their technology infrastructure to play roles that they see as beneficial for the Distrikt. Such efforts are regulatory, to provide oversight over the various layers of digital technology systems; techno-political, to embed the Distrikt's values into the hardware and software themselves; and market-facing, to steer the outcomes of market competition in directions seen as beneficial by each policy maker.

Hygge has chosen to centralise its digital infrastructure, keep it benevolent and subject to democratic control. Hygge's government claims a monopoly on the identity layer, with government-issued digital identities forming the basis for the provision of sophisticated e-government services. The whole system is tightly integrated: administrative information in all databases is linked together by unique digital identifiers of each citizen, business, etc.

Distrikt intro script: Assembly

The economy of the Assembly consists of three main elements: decentralized, but federated, infrastructure; bounded market exchange; and control systems to prevent the concentration of economic power. It is often described in shorthand as “markets without capitalism”.

To understand the Assembly’s perspective on technology you need to understand how Witness as a whole operates. Witness’s digital technology landscape is a loose federation of different technical standards, business models, and political theories on the role of digital technology in society. On the one hand, network externalities favor a single system serving Witness as a whole. On the other hand, different Distrikts engage in constant efforts to bend their technology infrastructure to play roles that they see as beneficial for the Distrikt. Such efforts are regulatory, to provide oversight over the various layers of digital technology systems; techno-political, to embed the Distrikt’s values into the hardware and software themselves; and market-facing, to steer the outcomes of market competition in directions seen as beneficial by each policy maker.

Digital networks in The Assembly are organized along cooperative lines, like the rest of its economy. Interoperability is ensured by tight cooperation on technical standards. Government-maintained digital ID is chained to The Assembly’s digital currency, CTRLcoin. The currency itself ensures economic rights of citizens, so everyone uses government digital ID. Data coops collect the data generated by their members (examples: regenerative agriculture farmers, or visual artists, or consumers), and sell access to them for the benefit of members.

Distrikt intro script: The Covenant

Visual/Slide: 3 bulletpoints about Distrikt Economy and Technology

The Covenant is a dual economy, where two sets of economic agents with completely different objective functions co-exist: Secular and Spiritual. They view labor as a devotional activity and refuse to build anything that is not top-quality, and build to last potentially forever. For the same reason, they are unwilling to expand production in response to demand. They are also unwilling to raise their sales prices. They are surrounded by clusters of startups that reverse engineer products of the monasteries, and adapt them for large-scale industrial production.

To understand the Covenant's perspective on technologies you need to understand how Witness as a whole functions in this regard. Witness's digital technology landscape is a loose federation of different technical standards, business models, and political theories on the role of digital technology in society.

On the one hand, network externalities favor a single system serving Witness as a whole. On the other hand, different Districts engage in constant efforts to bend their technology infrastructure to play roles that they see as beneficial for the Distrikt.

Such efforts are regulatory, to provide oversight over the various layers of digital technology systems; techno-political, to embed the District's values into the hardware and software themselves; and market-facing, to steer the outcomes of market competition in directions seen as beneficial by each policymaker.

In Covenant, the digital world is seen as a dual system, just like its economic system.

One of its parts, religion, is centrally and tightly managed by the religious authorities: this is often referred to by monastic engineers as the City of God.

The other subsystem, secular, is only loosely regulated and mostly left to its own devices, except for censorship.

The City of God is very trustable and well-maintained, works perfectly, and is heavily censored. The secular population has read-only access, only monks and nuns can add new information to it.