

IMAGINATION REQUIRED

The design of your economy is way to reinforce the values of your characters and build their world. Economies are created by choosing and combining various mechanisms to achieve a goal. Each choice is an opportunity to add a layer of context into your narrative because each choice is determined by what your world gives value. A well-organized system will be mostly invisible, but will order the lives of those within its structure. Use the framework provided below to guide creation of your economic system. **But before you do...**

CHOOSE YOUR OWN ECONOMY

★ Let's talk about magic. The process of cooperative production gives us a surplus called Division of Labor returns. When work is divided, the outcome is more than would be possible alone. Thus, all economies are inherently social.

ENDLESS POSSIBILITIES

But wait! There's more! Ownership is key. It has the power to determine who has the agency to make a decision about what happens. Look for key moments to choose below!

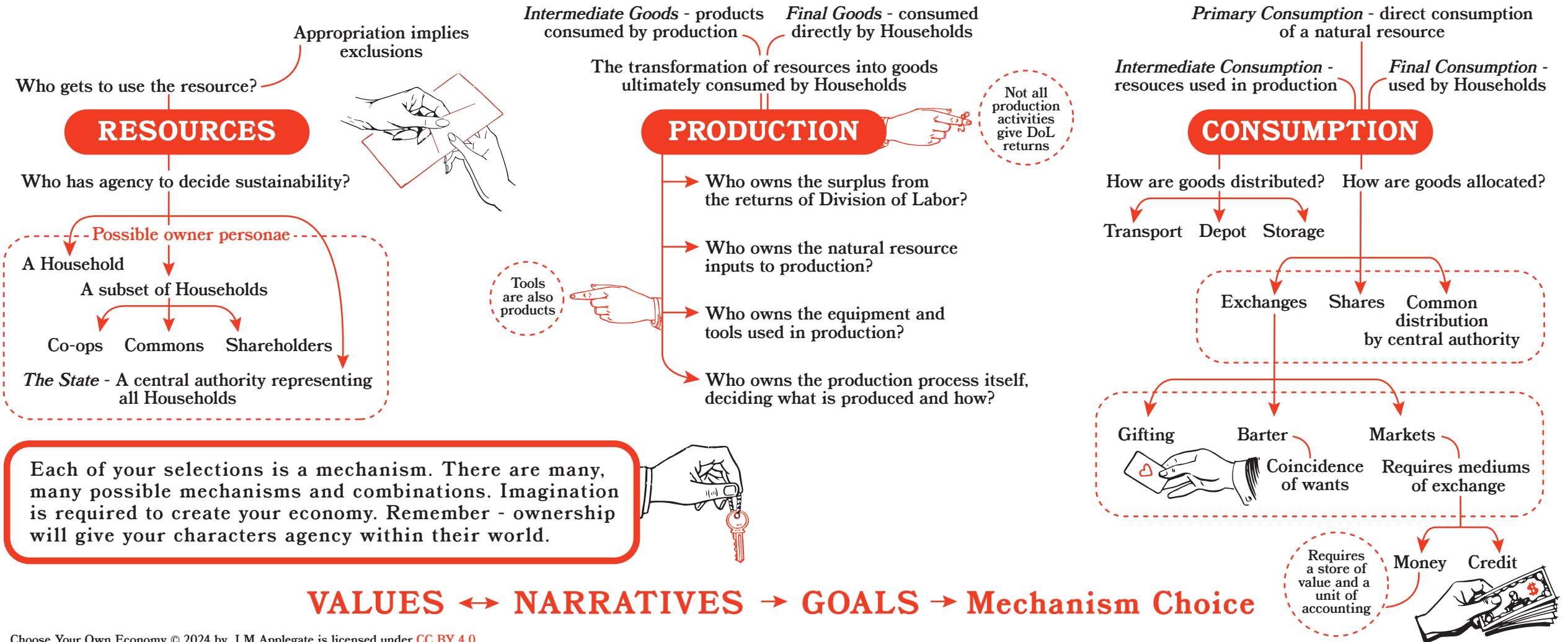


Consider your answers to the prompts in each category to build your system.

RESOURCES + PRODUCTION + ALLOCATION = ECONOMY



Not all social activities fall into this structure or benefit from the magic of Division of Labor returns.



Each of your selections is a mechanism. There are many, many possible mechanisms and combinations. Imagination is required to create your economy. Remember - ownership will give your characters agency within their world.



VALUES ↔ NARRATIVES → GOALS → Mechanism Choice