



Worldbuilding Webinar - participants comments

WORLDBUILDING MECHANISMS

- open end
- structure
- gamified approach
- neverending process
- connection to other communities

STORYTELLING

- relations with other imaginary worlds
- WoW model of quests and guilds
- tree structured conversations

COMBINE WRITING with the RESEARCH on 10-15 EXISTING MODELS

CULTURE / BEHAVIOUR

- development of arts
- different philosophies
- concentrate on details of everyday life
- CONFLICTS
  - embedded in society
  - conflicts as a positive force
- FOOD
  - recipes
  - customs
  - connection to agriculture
- KNOWLEDGE PRODUCTION
- COMMUNICATION
- HEDONISM & PLEASURE
  - red light district
- CRIMINAL BEHAVIOUR
  - elements of sociopathy
- DIFERRENT POPULATION AGE PYRAMIDS
- absence of personal ID systems
- antagonism centre vs suburbs
- social relationships and LGBTQ questions

ECONOMY TECHNOLOGY LAW

MONEY & CURRENCY

- extinction of currency
- gift economies
- cooperative management of currencies
- academic index as currency
- transactional behaviour as currency
- fully automated luxury communism
- traceability & transparency

a change from current system vs start from the clean slate

POLITICS

- extinction of State
- participatory models
- class antagonisms
- nationalisms (less)
- distribution of power
- definition of law
  - identity
  - legislative process
  - enforcement

SYSTEMS & THEORIES

- SOLARPUNK
  - level based with inverse autarchy and mobility
  - distributed with accent on local scale
- social credit theory
- general basic income
- definition of property
- social rewards based on the personal benefit to humanity index
- AI systems which replace price systems (OGAS and Cybersyn)
- Global collective intelligence
- gift economy
- kibbutz based society
- self sustaining tech
- compatible social contracts
- long term planning

ENVIRONMENT

- definition of seasons
- sustainability
- sufficiently advanced system indistinguishable from ecology