The work needs to be done quickly—probably in less than one generation. Few cultures have survived basic change. Most have tried to work piecemeal. And cultural schizophrenia—maintained much too long—drained them of life.

One of the keys to culture-building seems to be redundancy. All the different aspects of culture must have elements in common. Institutions as a set of overlapping sets. In this way they can be mutually supportive—synergetic.

CORECALL NETWORK is an idea we've been playing with. We think that it might be able to accelerate discovery of redundancy. A tool for cultural craftsman.

Add some of the operational principles of the human brain.

1) Information can be stored in the brain in a form that can be called "synaesthetic" or "total field". The brain does not record a separate track for audio, video, tactile, etc. inputs. Whole situations are scanned and information from all sources is recorded simultaneously in a single "image."

2) Information at many levels of generalization is stored. . . . routines, programs, metagrograms and beyond.



THE CORECALL recipe:

Start with 1 basic idea.

Redundancy has to do with memory. It starts with, "I've seen this before" and "I'll see it again" completes it. Recall and generalization.

What if we had a system where entire communities had a shared memory—CO-RECALL—and each member of the community could have access to the basic perceptions and ideas of all the other members—CORE-CALL?

3) The brain has many storage areas. There is a wide range in the access available to the various areas. Only a minute fraction of the information stored is immediately (consciously) available.

4  Programs and metaprograms are called from storage by key control symbols (secondary control centers). The key controls are usually elements of the program that are insignificant by themselves. But when they are input, the entire program is called up.

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