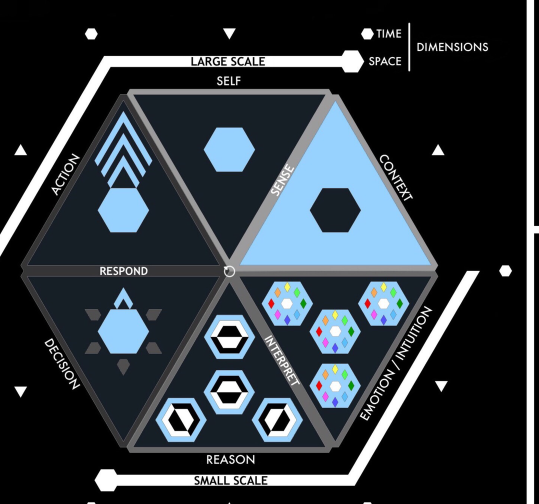
SENTIENT PROCESS NETWORK THEORY V3.0

2023-11-16, REV.0

SENTIENT

SENTIENT WORLDVIEW



CORE FRAMEWORK

THE "SENTIENT WORLDVIEW" AT THE THEORY'S CORE OFFERS A MULTI-FACETED PERSPECTIVE ON HUMANITY. WE SENSE OUR SELVES AND OUR CONTEXT. WE INTERPRET WHAT WE SENSE WITH REASON AND EMOTIONS. WE DECIDE AND WE ACT. WE HAVE THE CAPACITY FOR PLEASURE, PAIN, AND SUFFERING. THIS PERSPECTIVE ON HUMANITY RECOGNIZES THAT WE VALUE LIFE EXPERIENCES SUBJECTIVELY, LAYING THE FOUNDATION ON WHICH WE CAN MAXIMIZE HOW SUSTAINABLY FULFILLED WE AND FUTURE GENERATIONS *FEEL*, WHICH IS OUR ENDGAME.

SKILLS & DIMENSIONS

SENSE		INTERPRET		RESPOND		DIMENSIONS	
SELF	CONTEXT	EMOTION	REASON	DECISION	ACTION	TIME	SPACE

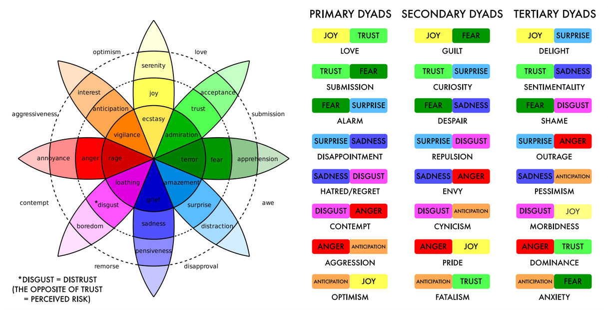
INFLUENCE ↔ INFLUENCE

SUB-SKILLS & DIMENSION PERSPECTIVES

SELF: BODY, MIND, SOUL

CONTEXT: SOCIAL NETWORK, RESOURCE NETWORK, LOCATION BIAS, CULTURAL BIAS

EMOTION:



REASON: LOGIC, ANALYSIS, PROBABILITY, DIAGRAMS, VISUAL, CREATIVITY, MORALITY, APPROXIMATION, SIGNALS, VERBAL

DECISION: DECISION METHODS: AVOID, DELEGATE, DIRECT, CONSULT, VOTE, CONSENSUS. DECISION CONSIDERATIONS: SELF, CONTEXT, RISK, UNCERTAINTY

ACTION: SENSE, INTERPRET, SPEAK, MOVE

TIME: ABSOLUTE, RELATIVE, TARGET, SCALE

SPACE: ABSOLUTE, RELATIVE, TARGET, SCALE

THREE CATEGORIES OF SELF WERE DEFINED DUE TO THEIR FAMILIARITY, BUT WITH SPECIFIC DEFINITIONS. THIS WORK DOES NOT IMPLY ANYTHING SUPERNATURAL, BUT RATHER IS DESIGNED COMPATIBLY WITH SCIENTIFIC EVIDENCE.

SPECIFICALLY, THE "SOUL" HERE IS DEFINED AS THE SOCIAL NETWORK WE HAVE WITH OUR PAST, PRESENT, AND FUTURE SELVES. THIS DEFINITION'S BEAUTY IS IN ITS APPLICATION:
- "WOULD YOUR PAST SELVES FEEL DISAPPOINTMENT?"
- "WOULD YOUR FUTURE SELVES FEEL REGRET?"

FOUR CATEGORIES OF CONTEXT WERE DEFINED TO CAPTURE THE NETWORKS (SOCIAL & RESOURCE) AND BIASES (LOCATION & CULTURE) OVER WHICH WE HAVE INFLUENCE AND WHICH INFLUENCE US.

CONTEXTUAL AWARENESS IS EQUALLY IMPORTANT TO SELF AWARENESS. WE NEED TO UNDERSTAND WHO WE ARE, THE ENVIRONMENT IN WHICH WE EXIST, AND THOSE CO-EXISTING IN IT.

SOURCE: DR. ROBERT PLUTCHIK'S PSYCHOEVOLUTIONARY THEORY OF EMOTION. ANY MODEL WORKS HERE TO LABEL OUR EMOTIONS AND DEVELOP OUR ABILITY TO EMPATHIZE WITH OTHERS. THIS MODEL IS SHOWCASED DUE TO ITS CORE EMOTIONS' HIGH RELEVANCE TO OUR SURVIVAL AND THEIR CLARITY. THIS LIST IS NOT EXHAUSTIVE; HUMANS OBVIOUSLY HAVE A BROADER SET OF NUANCED EMOTIONS. HOWEVER, THESE BASIC EMOTIONS AND THEIR PAIRINGS (DYADS) EXPLAIN MANY BEHAVIOURS (SEE VIRTUES & VICES BELOW).

THERE ARE MANY FORMS OF RATIONAL THOUGHT AND MOST ARE SELF-EXPLANATORY. THESE 10 REPRESENT A SEMI-EXHAUSTIVE LIST OF CATEGORIES INTO WHICH RATIONAL THINKING METHODS TYPICALLY FALL.

IT IS SOMETIMES HELPFUL TO REVIEW THE FORMS THAT RATIONAL THOUGHT CAN TAKE SO THAT WE ARE EMPOWERED TO CONSIDER USING AN ALTERNATIVE FORM WHEN SOLVING DIFFICULT OR UNFAMILIAR CHALLENGES.

HOW WE MAKE DECISIONS CAN BE AS IMPORTANT AS THE OPTIONS BEFORE US. WHEN EVALUATING A DECISION, IT HELPS TO FIRST CHOOSE THE METHOD WITH WHICH WE'LL MAKE IT. THEN, WE CAN IDENTIFY ONLY THE INFORMATION THAT IS RELEVANT AND RIGHTFULLY IGNORE WHAT DOES NOT MATTER. FINALLY, IDENTIFYING HOW MUCH RISK / UNCERTAINTY IS INVOLVED AND OUR TOLERANCE THEREOF EMPOWERS US TO MAKE RISK-AWARE DECISIONS.

SPEAKING AND MOVING ARE OBVIOUS CATEGORIES FOR ACTION. HOWEVER, WE CAN ALSO DECIDE TO SENSE OR INTERPRET NEW INFORMATION. THINKING CAN BE RECURSIVE UNTIL WE GATHER ENOUGH INFORMATION TO DECIDE TO INTERACT WITH OUR PHYSICAL CONTEXT.

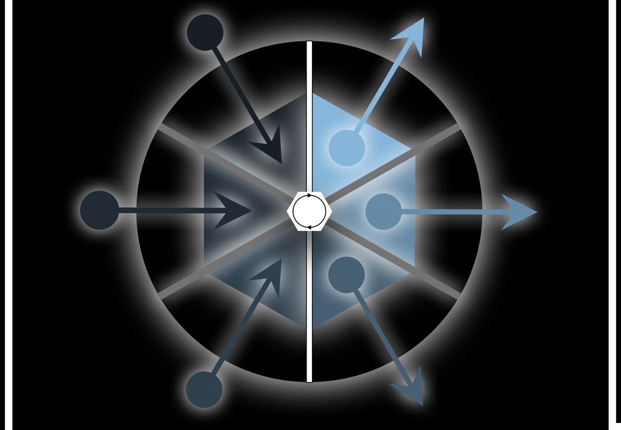
TIME (I.E. OUR TEMPORAL DIMENSION) CAN ALSO BE VIEWED AS OUR UNIVERSAL CURRENCY - TIME CAN BUY ANYTHING. WE REFER TO THE *DIMENSION* OF TIME IN TERMS OF ABSOLUTES FOR CLARITY, RELATIVITY TO OTHER POINTS IN TIME FOR COLLABORATION, TARGETS FOR GOAL SETTING, AND SCALE FOR CONTEXT. WE FEEL FULFILLED WHEN WE SPEND OUR TIME *CURRENCY* ON WHAT WE VALUE. SOME PEOPLE SCHEDULE AND AUDIT THEIR TIME, WHILE OTHERS PREFER A PRINCIPLED APPROACH. EITHER WAY, MASTERING THESE FOUR PERSPECTIVES HELPS US NAVIGATE / SPEND TIME IN A FULFILLING WAY TO ELIMINATE REGRET. ORGANIZATIONAL SUCCESS ALSO REQUIRES MASTERY OF TIME NAVIGATION / MANAGEMENT.

SPACE (I.E. OUR PHYSICAL DIMENSIONS) IS THE MARKET IN WHICH WE BUY, SELL, TRADE, CREATE, AND DESTROY VALUE (E.G. MONEY, GOODS/SERVICES, RELATIONSHIPS, HEALTH). TIME BUYS WHAT MONEY CANNOT, IN THIS "MARKETSPACE". WE REFER TO SPACE IN TERMS OF ABSOLUTES FOR CLARITY, RELATIVITY TO OTHER LOCATIONS FOR COLLABORATION, TARGETS FOR GOAL SETTING, AND SCALE FOR CONTEXT. MASTERING THESE FOUR PERSPECTIVES HELPS US NAVIGATE SPACE IN A FULFILLING WAY TO GAIN ACCESS TO WHAT WE SUBJECTIVELY VALUE AS (SENTIENT) HUMANS: LOVE, PEACE, BEAUTY, AND UTILITY.

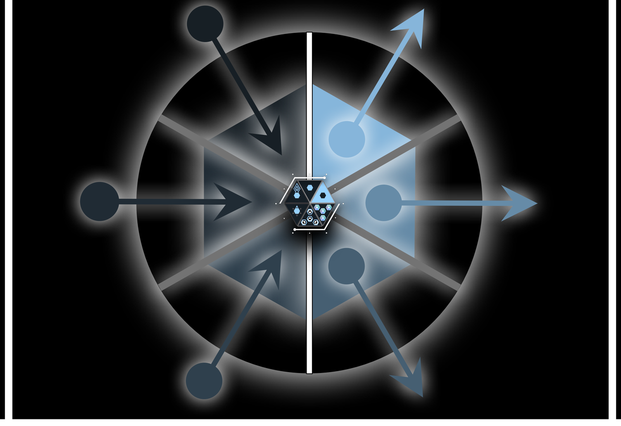
INTUITION / FLOW → INTUITION / FLOW

PROCESS

NON–SENTIENT PROCESS



SENTIENT PROCESS



PROCESS PARTS

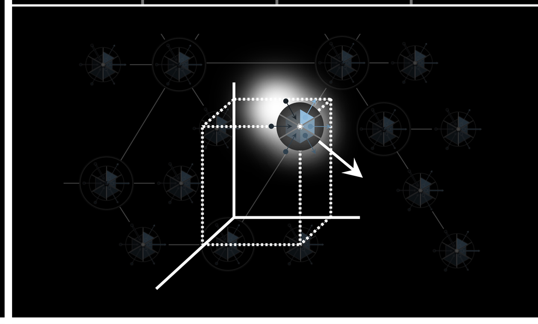
EVERY LIVING BEING AND INANIMATE OBJECT IS ALSO A PROCESS. MAPPING THE PARTS OF OURSELVES TO THE FEATURES OF A STANDARD PROCESS EMPOWERS US TO IDENTIFY SPECIFIC PROBLEMS / OPPORTUNITIES AND DEVELOP HOLISTIC SOLUTIONS.

BOUNDARY | INPUTS | INVENTORY | OUTPUTS | PURPOSE | OPERATION | BIAS | PERFORMANCE (USE OF OPERATIONS TO ACHIEVE PURPOSE) | STATE

OPERATION: NOTE: OFTEN NESTED PROCESSES THEMSELVES

STATE

POSITION	MOMENTUM		
POSITION	MASS	VELOCITY	
"POSITION"	"MASS"	"SPEED"	"DIRECTION"

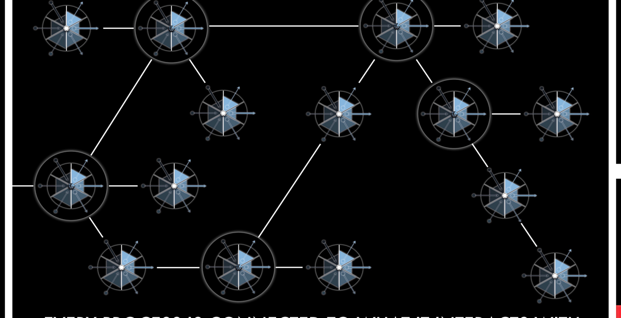


SELF

	BOUNDARY	INPUTS	INVENTORY	OUTPUTS	PURPOSE (SELF-LOVE)	OPERATION	BIAS	PERFORMANCE (VIRTUE AMONG SELVES = SELF-LOVE)	STATE
BODY	TISSUE (NETWORK OF CELLS)	MATTER & ENERGY (TISSUE GROWTH: E.G. MUSCLE, BONE & ENERGY INPUT: E.G. FORCE, HEAT)	CELLS	MATTER & ENERGY (TISSUE EROSION: E.G. MUSCLE, BONE & ENERGY OUTPUT: E.G. FORCE, HEAT)	TIME TRAVEL (TO SURVIVE); SPACE TRAVEL (TO MOVE); INTERACTION (TO CHANGE); ACT	RENEW/CONNECT/ENGAGE CELLS (REGENERATE/HEAL/MOVE)	MUSCLE MEMORY (WHAT YOUR BODY REPEATS, E.G. SKILLS, REFLEXES)	INFLUENCE (USE OF STRENGTH, SPEED, AGILITY, SKILL, FLEXIBILITY, ETC.); BEHAVIOUR	POSITION, MASS, SPEED, DIRECTION
MIND	KNOWLEDGE (NETWORK OF MEMORIES: PAST, PRESENT, AND FUTURE-ORIENTED)	INFORMATION (KNOWLEDGE GROWTH E.G. SKILLS & SIGNAL INPUT: E.G. SENSES, EMOTIONS, BRAIN CHEMISTRY)	MEMORIES	INFORMATION (KNOWLEDGE EROSION E.G. AMNESIA & SIGNAL OUTPUT: E.G. SPEECH)	SELF-CONTROL / SELF-DISCIPLINE (TO TRUST YOUR SELVES); DECIDE	RENEW/CONNECT/ENGAGE MEMORIES (SENSE/INTERPRET/RESPOND)	HABITS (WHAT YOUR MIND REPEATS, E.G. PROCESSES, WORRIES)	SELF-CONTROL = SELF-TRUST (USE OF IQ, EQ, MEMORY, EMPATHY, WILLPOWER, ATTENTION SPAN, ETC.); INTENTIONS	KNOWLEDGE, KNOWLEDGE APPLIED, BRAINWAVE FREQUENCY, FOCUS & ATTENTION
SOUL	SOCIAL INTRANETWORK (NETWORK WITH OUR SELVES IN THE PAST, PRESENT, AND FUTURE, ALL WITH TODAY'S INFORMATION)	SELF AWARENESS (INTRANETWORK GROWTH: E.G. REFLECTIONS, ASSESSMENTS, & PREDICTIONS)	SELF IMAGES ("SELVES")	SELF AWARENESS (INTRANETWORK EROSION: E.G. DEMENTIA)	SELF-ACTUALIZATION (TO ENJOY YOUR SELVES)	RENEW/CONNECT/ENGAGE SELVES (REMINISCE/MEET/QUERY)	VALUES (WHAT YOUR SOUL/SELVES REPEAT, E.G. AFFINITIES, TRAUMA)	FULFILMENT = SELF-ENJOYMENT (USE OF VALUES, IDENTITY, ASPIRATIONS, GOALS, DIRECTION, ETC.)	# SELVES IN NETWORK, # SELVES APPLIED, INTENSITY, EMOTION

NETWORK

SENTIENT PROCESS NETWORK THEORY



EVERY PROCESS IS CONNECTED TO WHAT IT INTERACTS WITH. COMPLEX LIVING BEINGS SUCH AS HUMANS ARE SENTIENT. WE PERCEIVE OUR SELVES AND CONTEXTS SUBJECTIVELY, VALUING AND SUFFERING EXPERIENCES DIFFERENTLY.

AS THE ONLY MULTI-DISCIPLINARY FRAMEWORK OF ITS KIND, "*SENTIENT PROCESS NETWORK THEORY*" OFFERS A NEUTRAL, EVIDENCE-BASED, FUTURE-FORWARD PERSPECTIVE ON LIFE AND ORGANIZATIONAL SUCCESS THAT MAPS THESE CONNECTIONS SO WE CAN INTENTIONALLY CREATE SHARED VALUE.

CONTEXT

	BOUNDARY	INPUTS	INVENTORY	OUTPUTS	PURPOSE	OPERATION	BIAS	PERFORMANCE	STATE
SENTIENTS (OTHERS)	SOCIAL INTERNETWORK (NETWORK WITH OTHERS IN THE PAST, PRESENT, AND FUTURE, ALL WITH TODAY'S INFORMATION)	SOCIAL AWARENESS (INTERNETWORK GROWTH: E.G. STORIES, ENCOUNTERS, & PREDICTIONS)	CONTACTS ("OTHERS")	SOCIAL AWARENESS (INTERNETWORK EROSION: E.G. CONFLICT, EXILE, DEATH)	COLLECTIVE ACTUALIZATION (TO TRUST + ENJOY = LOVE EACH OTHER)	RENEW/CONNECT/ENGAGE OTHERS (REMINISCE/MEET/QUERY)	CULTURE (COLLECTIVE VALUES) (WHAT OTHERS REPEAT/VALUE)	VIRTUE AMONG EACH OTHER (COLLECTIVE LOVE = EMPATHY, COLLABORATION, PEACE)	# OTHERS IN NETWORK, # OTHERS APPLIED, ALL OF THE ABOVE, ALL OF THE ABOVE
NON-SENTIENTS (RESOURCES)	RESOURCE NETWORK (NETWORK OF RESOURCES IN THE PAST, PRESENT, AND FUTURE)	REVENUE (RESOURCE NETWORK GROWTH: E.G. TIME, MONEY, ASSETS)	RESOURCES	COSTS (RESOURCE NETWORK EROSION: E.G. TIME, MONEY, ASSETS)	FORM (JOY) & FUNCTION (TRUST) (TO BE BEAUTIFUL & USEFUL)	LIVING: DECREASE ENTROPY; NON-LIVING: INCREASE ENTROPY	LOCATION FEATURES (WHAT NATURE REPEATS & WHAT CULTURE BUILDS)	BEAUTY & UTILITY (VALUE IS SUBJECTIVE)	# RESOURCES IN NETWORK, # RESOURCES APPLIED, RESOURCE USAGE RATE, RESOURCE ALLOCATION

VIRTUES

CHARACTER TRAITS THAT ARE: STABLE OVER TIME, VALUED IN ISOLATION, VALUED BY ALL CULTURES, COMMON IN ROLE MODELS, AND INSTILLED IN CHILDREN.

SOURCES: VIA INSTITUTE ON CHARACTER, DR. MARTIN SELIGMAN ET. AL, POSITIVEPSYCHOLOGYPROGRAM.COM

HUMANITY, COURAGE, WISDOM, MODERATION, JUSTICE, TRANSCENDENCE

INHUMANITY, COWARDICE, IGNORANCE, EXCESS, INJUSTICE, NEGATIVITY

SOURCE: INFERRED

LEGEND: ACTOR, OBSERVER, RESOURCE, ACTION, INTERACTION, EMOTION, VIRTUE/VICE, ELAPSED TIME

VICES

TRAITS THAT ARE: SUFFERED IN ISOLATION AND BY ALL CULTURES, COMMON IN CRIMINALS, AND CORRECTED IN CHILDREN.

Virtues: LOVE / FULFILMENT, KINDNESS / RESPECT, SOCIAL INTELLIGENCE, BRAVERY, PERSISTENCE, HONESTY, ZEST, CREATIVITY, CURIOSITY, JUDGEMENT, LOVE OF LEARNING, PERSPECTIVE, FORGIVENESS, MODESTY, PRUDENCE, SELF-CONTROL, LEADERSHIP, FAIRNESS, TEAMWORK, APPRECIATION OF BEAUTY, GRATITUDE, HOPE, HUMOUR, SPIRITUALITY

EACH VIRTUE CREATES NETWORK VALUE IN THE FORM OF THE EMOTIONS JOY AND/OR TRUST (=LOVE). EACH VICE DESTROYS NETWORK VALUE WITH THE EMOTIONS SADNESS AND/OR DISGUST (=HATRED). LOOK AT EACH EXAMPLE'S NETWORK IMPACT. SURPRISE, ANTICIPATION, ANGER, AND FEAR ARE SOMETIMES PRESENT BUT NOT INDICATIVE ON THEIR OWN OF VIRTUOUS/VICIOUS TRAITS AND/OR BEHAVIOURS. THIS IS EMPATHY, CODIFIED.

Vices: HATRED / REGRET, MALICE / DISRESPECT, SOCIAL IGNORANCE, COWARDICE, QUITTING, DISHONESTY, DULLNESS, DESTRUCTIVENESS, DISINTEREST, RECKLESSNESS, CLOSED MINDEDNESS, NARROW MINDEDNESS, WRATH, ARROGANCE, CARELESSNESS, OVERINDULGENCE, INDECISIVENESS, PREJUDICE, GREED, CRITICISM, ENTITLEMENT, DOUBT, TRAGEDY, NIHILISM

A FULFILLING FUTURE FOR ALL

HUMAN BIASES TOWARDS SHORT-TERM GRATIFICATION AND TRIBALISM, ONCE NECESSARY FOR SURVIVAL, HAVE CREATED EARTH'S CRITICAL PROBLEMS: WAR, FAMINE, DISCRIMINATION, WEALTH DISPARITY, CLIMATE CHANGE, AND MASS EXTINCTION, CAUSING US ALL PAIN AND SUFFERING, INCLUDING REGRET. SENTIENT PROCESS NETWORK THEORY WAS DESIGNED TO HELP SOLVE ANY PROBLEM AND, IN TIME AT SCALE, *EVERY* PROBLEM.

SENTIENT PROCESS NETWORK THEORY CODIFIES EMPATHY, DEMONSTRATING WHY SELFLESSNESS IS ALSO SELF-OPTIMAL: VIRTUOUS BEHAVIOURS EVOKE JOY AND TRUST, INCREASING OTHERS' DESIRE TO CREATE FUTURE SHARED VALUE WITH US.

TECHNOLOGY DISCUSSION

TECHNOLOGY CREATES VALUE BY ENHANCING SKILLS RELEVANT TO OUR FULFILMENT AND/OR DESTROYS VALUE WITH DISTRACTIONS WE REGRET. TO AVOID DISTRACTIONS' OPPORTUNITY COSTS, WE NEED TO DEFINE/WEIGHT WHAT WE VALUE AND ALIGN OUR BEHAVIOURS WITH THE DIRECTION WE CHOOSE. IT WILL FEEL FULFILLING, BUT MUST START WITH SELF AWARENESS:

INTENTION FIRST, *THEN* TECHNOLOGY. THIS APPLIES TO ORGANIZATIONS TOO.

APPLICATION DISCUSSION

APPLYING SENTIENT PROCESS NETWORK THEORY CAN CREATE VALUE IN ALL FIELDS BY IMPROVING SELF/CONTEXTUAL AWARENESS, INTERPRETATION THEREOF, AND HOW WE RESPOND.

UNDERSTANDING HUMANITY IMPROVES STAKEHOLDER MAPPING SO THAT WE CAN LEAD EFFECTIVELY WITH BROAD SUPPORT AND SHARED BENEFITS.

THE RELEVANT PARTS OF THE THEORY WILL DIFFER BY APPLICATION:

AGRICULTURE, LITERARY ARTS, VISUAL ARTS, CHEMISTRY, DECISION SCIENCE, EDUCATION, ENTREPRENEURSHIP, HISTORY, LAW, MATHEMATICS, NUTRITION SCIENCES, ORG. BEHAVIOUR, PHYSICS, PSYCHOLOGY, SPORT, ANTHROPOLOGY, PERFORMING ARTS, BIOLOGY, COMMUNICATION, ECONOMICS, ENGINEERING, FAMILY, LANGUAGE, LEADERSHIP, NETWORK SCIENCE, OPERATIONS RESEARCH, PHILOSOPHY, POLITICAL SCIENCE, RELIGION, TECHNOLOGY

DEFINE/WEIGHT WHAT YOU VALUE TO FEEL FULFILLED AND SAVE YEARS:

1. **REFLECT ON YOUR PAST / PRESENT**

"WHICH ACTIVITIES AND PEOPLE DO I ENJOY SPENDING TIME ON OR WITH?"

STOP WRITING WHEN YOU FEEL THE NEXT ACTIVITIES GIVE YOU MUCH LESS JOY.

2. **DEFINE WHAT YOU VALUE (OR WHO)**

"WHICH FUNDAMENTAL HUMAN BEHAVIOURS ARE THE *REASONS* I ENJOY THESE ACTIVITIES/PEOPLE?"

THE 12 MUTUALLY EXCLUSIVE, COLLECTIVELY EXHAUSTIVE FUNDAMENTAL HUMAN BEHAVIOURS ARE:

1. PHYSICAL SELF-CARE
2. MENTAL SELF-CARE
3. SPIRITUAL SELF-CARE
4. EXPLORING
5. LEARNING
6. ORGANIZING
7. DECIDING
8. SOLVING PROBLEMS
9. CREATING
10. TEACHING
11. CONNECTING WITH OTHERS
12. CONNECTING WITH NATURE

3. **WEIGHT WHAT YOU VALUE**

"HOW WOULD I IDEALLY SPEND 100 HOURS ON THESE VALUES?"

THIS BALANCE IS "SUCCESS" TO YOU, AND IT IS YOURS ALONE.

4. **REGRET-PROOF YOUR LONG-TERM**

SCORE YOUR LONG-TERM OPTIONS OUT OF 10 AGAINST EACH CRITERIA.

MULTIPLY THE SCORES BY YOUR VALUES' WEIGHTS. SUM THEM BY OPTION. CHOOSE THE OPTION WITH THE HIGHEST SCORE.

5. **BALANCE YOUR SHORT-TERM**

COMPARE YOUR RECENT TIME SPENT TO YOUR IDEAL. MAKE PRACTICAL CHANGES TO APPROACH YOUR IDEAL.

TIME SPENT ON WHAT WE VALUE YIELDS DIMINISHING RETURNS. MAKE SOME TIME FOR EACH VALUE.

SENTIENTFUTURE
ENGINEERED HUMAN FULFILMENT

ALLEN FUNSTON
P.ENG., MBA

TEAM: SENTIENT FUTURE PARTNERS

PROFESSIONAL, EMPATHETIC, MULTI-DISCIPLINARY CONSULTING SERVICES TO MAXIMIZE STAKEHOLDER FULFILMENT AND SAVE YOUR ORGANIZATION YEARS / MILLIONS

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