EARTHOS 1.0: DESIGNING AN OPERATING SYSTEM TO GOVERN SPACESHIP EARTH

Arthur Kanegis

PROBLEM
Imagine trying to run a spaceship with 192 different operating systems clashing with each other! If we wouldn't run our computers, companies, cities or nations with no central governing mechanism, why do we think we can run so complex an organism as Spaceship Earth, with 192 separate governing systems? Is it any wonder we race toward system collapse?

PURPOSE
This proposal is to carry out Bucky's vision of designing a system for "world coordination" for our "one family of humans aboard Spaceship Earth" - a model so attractive that, without fighting the old reality, it evolves to supersede the dysfunctional system of divided "sovereign nations." (For Bucky's ideas on this see our website www.e-mergence.net)

KEY ELEMENTS:
We will bring together design scientists, IT experts, futurists, innovators, spiritual leaders, cyberneticians, web-designers, law-professors, synergists, world citizens and world-parliamentarians to design EARTH OS 1.O, a citizen-based, open-source, Gaia-aligned participatory system of governance that will move beyond 18th century voting concepts into "ultra-voting." Ultra-voting will use cybernetic processes to distill and bring to the top the highest and best wisdom of vast numbers of people. This new invention will provide humanity with an effective tool to forge a new way of running our planet in a sustainable and peaceful manner, for the well-being and abundance of all.

The team will develop and design the www.e-Congress.net web portal, a beta innovation of an interactive system that will enable the citizens of the world to register as World Citizens and then collaborate both online and interpersonally to solve both local and global problems. People will be enabled to make proposals, debate, hone and ultra-vote on solutions, imbuing them with the authority of the sovereign will of the people, then work together to implement them in local communities around the world.

This breakthrough project will not try to reform the dysfunctional nation-state system, but rather transcend it by creating an entirely new practical and powerful tool in the political vacuum of world space where it can be beta-tested, evolved, and contributed to the citizen-momentum for change, the shift in consciousness that is transforming the political landscape of our planet.

Humanity rises! ©:Arthur Kanegis 2009

Describe the critical need your solution addresses.

Our core team worked for years evolving concepts and proposals. Now we are seeking design scientists, funders, creative thinkers and web designers to join with us to:

1. Design a web-interconnected tool for "glocalized" participatory governance which is creative, easy-to-use, interactive, and functional both micro-locally and globally.

2. Innovate solutions to the big questions: How can we: --Build in mechanisms to prevent the tyranny of the majority? Employ secure systems to assure that votes are not stolen? --Prevent system distortions caused by erroneous misinformation or mob rule? --Build in constitutional protections including the Universal Declaration of Human Rights? --Ensure constitutional protection for nature?

3. Take the questions higher. What mechanisms can we build into the system to: --Evolve the sense of oneness of humanity. --Empower individuals beyond fear to unleash the power of vision? --Bubble to the top the highest wisdom of humankind?

4. Hone and develop and wiki-test the system until it builds a track record as a model resource that people utilize, respect and desire for themselves and their communities.

5. Invite local communities, towns, cities and nations to subscribe to the system to energize their local governance. (Google: Mundialization)

6. Work with key people in the entertainment industry to inject the team's vision into the popular culture through movies, television, music and more. The objective is to spark an idea-virus which becomes a new meme and spreads across the planet. In the early stages, Earth OS ultra-votes may have the weight of an enhanced opinion poll, but as the concept takes off with communities, cities and even nations signing on, it will eventually create such a powerful new model of a people-based "coordination authority" that it will truly harness the collective wisdom of humanity.

As Bucky put it: "World coordination… is to be administered… by spontaneously self-organized" citizens whose "worldaround design-science coordination authority" will "progressively displace the sovereign nation's political authorities who, until yesterday, have administered the… system, exclusively on behalf of their respective separate national defenses." He added in Critical Path:

"There can be no planetary equity until all the sovereign nations are abolished and we have but one accounting system—that of one family of humans aboard Spaceship Earth"

Explain your initiative in more depth and its stage of development.

Our comprehensive plan accommodates potential long-term impacts by building in anticipatory corrective mechanisms for citizens to make trimtab adjustments during the course of our evolution to EarthOS 1.1, 1.2, 2.0 etc. More than a "government," this system will be so innovative, so reflective of nature's operating system Gaia, that we've coined a new term, "Gaiament."™

The explosion of tools for citizen participation via cell, web, and more, provides all the technology needed to build a participatory system, verifiable by ordinary citizens. The system will be designed to be used for local decision-making, replicated in community after community until it envelopes the planet. Like a hologram, it is both micro and macro. It builds on the success of the World Passport which brought freedom to thousands of desperate stateless people and gives everyone a whole-system level tool to claim their human rights as citizens of spaceship Earth.

How does your strategy and approach respond creatively and comprehensively to key issues?

EarthOS builds on the work of the World Service Authority which for over 50 years has invented and evolved the field of citizen-based global governance. In 1985, the WSA commissioned eminent cybernetician Stafford Beer to develop the World Syntegrity Project http://www.worldservice.org/syn.html. Our growing team includes:

Garry Davis, a citizen of no nation, only the world. In 1953, exercising the right proclaimed by America's founders, he declared a government of, by, and for the people of the world. The World Service Authority of his World Government of World Citizens has issued 2 million World Passports, birth certificates, IDs and other documents based on the UN's Universal Declaration of Human Rights. World Passports have been stamped with visas by almost all of the world's nations – see www.worldgovernment.org.

Boris G Freesman, Q.C. – ADR Attorney, trained by Bucky-associate Stafford Beer, is working to apply Cybernetics, biomimicry and complexity theory to designing more effective governmental systems that are egalitarian, participative, holistic and just. www.ajustsociety.net.

Rufo Guerreschi, software design expert, developer of both voting-booth-based and internet-based technologies for security, authentication, privacy and continuous democracy systems. http://www.telematicsfreedom.org/en/about-us

J. Hamilton, author of Visionaries Thrive, founded www.visionarieslab.com

Barbara Marx Hubbard, WSA's World Planetary Vision coordinator, is a pioneer in working to co-create a bold and evolutionary future (www.evolve.org)

Arthur Kanegis Earth OS inventor, produced War Without Winners with Paul Newman and Haskell Wexler and helped with the production of ABC's The Day After. He produced an award-winning short film and a screenplay about Garry Davis. See www.onefilms.com Also see his www.BULLYPROOF.com and www.E-ARTH.com

Merle Lefkoff does complex system research at the Center for Nonlinear Studies, Los Alamos National Laboratory. See http://ishi.lanl.gov/coexistence/DP_abstr.pdf She is founder of www.madrona.org , an institute which applies the emerging scientific paradigm of complexity science to international peacemaking. She will help us apply complexity science to design a more advanced participatory system than voting, a way to bring the highest and best wisdom of humanity into decision making.

Robert Muller former Under Secretary General of the UN, has spent a lifetime developing ideas for a better world. http://robertmuller.org/

William Perk, WSA's World Design-Science Commission coordinator, worked on the design of Bucky's World Game and on syntegration with Stafford Beer and brings in the ideas of Dr. Howard Odum, and Louis Kelso.

Rob Wheeler, chairperson of the World Movement for Global Democracy, is studying new models for evolving a more advances structures for participatory democracy that are both centralized and decentralized, including Consensus Decision Making Processes, Open Space Meetings, Multi-Stakeholder DM processes, RoundTable discussions, and NGO/civil society caucus decision making processes.

David Woolfson, Co-founder of the World Wisdom Alliance, co-authored the Global State of Emergency Declaration and is President, Club of Budapest Canada. He is the Toronto Liaison of the World Future Society.

EarthOS Special Consultant Michael Ben-Eli is the founder and director of the Sustainability Laboratory, www.sustainabilitylabs.org. He was a close associate and student of Buckminster Fuller and followed Stafford Beer as WSA's World Cybernetics Commission coordinator.

Read Less

We race toward oblivion despite scientific capability for utopia. Why? Becaus...

"Earth OS 1.0"tm, will be a dynamic, interactive web-enabled, open-sourc...

Citizen groups & Local municipalities will be able to utilize this participat...

Register as a World Citizen at www.worldgovernment.org. Engage in wiki-govern...

Engage in for "Continuous Democracy" using web tools and organizational m...

The power of story -- movies, songs, sims, video games, YouTubes, and more wi...

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