

WHAT IS STORY?

It's a way to transmit wisdom and knowledge from one person to the next.

WHAT IS KNOWLEDGE?

Practical knowledge is being able to identify patterns that are embedded in the natural environment and to analyze those patterns until the form of a particular phenomenon reveals itself to us and then to be able to reproduce the phenomenon at will. To Cause an Effect. So, knowledge is the way reality works. Gaining truth is aligning ourselves with reality.

TO UNDERSTAND STORY, THEN WE NEED TO UNDERSTAND HOW KNOWLEDGE IS GENERATED MOST EFFECTIVELY SO HOW DO WE EDUCATE?

FIRST ORDER EDUCATION is Autodidactic:

A phenomenon appeals to us for a reason we don't understand. We're drawn to it, and we begin to explore that phenomenon so that we can figure out how to reproduce it ourselves, that is, to create it. We wish to cause an effect, so we explore it independently to our greatest ability. We think of propositions/hypotheses about how it works, and then we try out our hypotheses procedurally without third-party observation. We do it alone.

SECOND ORDER EDUCATION is Mentor-Apprentice:

A mentor is a person who has skills and craft that the apprentice wishes to learn. The mentor is higher up on the particular growth hierarchy and power hierarchy for that particular skill or craft. That knowledge gives that person power. How that person uses that power is indicative of how committed the mentor is to "being...embodying the craft" and the advancement of the global craft versus how committed that mentor is to "having status and power."

Two possibilities where this can go...

The Growth hierarchy Mentor-Apprentice relationship is conducive to expanding knowledge through exploration. Causing effects that generate asymmetric meta-physical value, i.e., more knowledge. As the mentor teaches the apprentice, the apprentice (with her unique perspective) challenges the mentor's propositions in such a way that the mentor must refresh her propositions to align more broadly to the apprentice's perspective. Together as a participatory unit, the mentor-and apprentice explore the craft and can advance the knowledge inside that particular domain. **THIS IS THE GUILD MODEL**

The Power hierarchy Mentor-Apprentice relationship is conducive to the exploitation of knowledge. Causing effects that generate asymmetric physical value—shoes, food, clothing, It's the system of education that is dominant in contemporary society as it evolved in the 19th century as a means to align society into groups...to coerce members of society to comply with the order of the industrial revolution. The industrial revolution ushered in a massive expansion

of wealth. **THIS IS BROADCAST EDUCATION MODEL: AUTHORITY FIGURE POURING KNOWLEDGE INTO SUBMISSIVE STUDENTS**

WHAT DOES STORY GRID HAVE TO DO WITH THIS ABSTRACT STUFF?

Story Grid is a methodology that we are building that we believe will give us a psycho-technology that we believe will give us a system of propositions, procedures, perspectives, and collaborative, participatory opportunities to tell meaningful full-bodied stories.

We wish to navigate the fine line between exploration and exploitation of the storytelling craft. In our dedicated work to explore the nuance and patterns embedded across all stories that include all kinds of homo sapiens, we will produce creations that will have particular physical asymmetric value. That is, our stories will be unique and capable of satisfying readers/listeners/viewers in such a way that they are pleased to pay tribute to us for the experience. This is the commercial imperative. If the stories don't work, there will be no generative physical value produced. And as we all require an accumulation of physical value in order to continue exploring, Story Grid will die without a domain dedicated to exploitation.

The question becomes, how do we maintain a global growth hierarchy ethos, which is essential to drive exploration and the emergence of new knowledge, while also having a domain that is dedicated to the exploitation of the fruits of that labor? The exploitation hierarchy is definitely in the power domain.

As we all know, knowledge is power.

So here is the trick. The more dedicated we are to telling the best stories we possibly can by exploring and fleshing out the Story Grid universe, the greater the probability that deep knowledge will be embedded in our work.

And the more knowledge we embed into each of our stories (we'll do that by abiding by the ever-evolving Story Grid constraints), the more powerful and compelling that story will be. And the more powerful the story, the more asymmetrical quality the story will have in the global commercial realm. Over time, that asymmetry (our stories are just better than the others in the commercial space) will emerge as a phenomenon that readers will come to recognize.

And eventually, readers will come to associate our work as worthy of their sacrifice of monetary value. They'll be happy to buy our stuff because it's really powerful.

Thus, the way Story Grid can best work is to:

Focus on the growth hierarchy while having our eye on the commercial power hierarchy as our eventual performance space. We'll use best practices in the power hierarchy and strive to

comply with the 10,000 reader rule...but if push comes to shove and we need to decide which hierarchy we need to hold above the other, we'll default to growth.

The only possible way we can pull this off is through putting exploration and storyteller development at the top of our agenda. The Work Must be Above All Else.