

Freedom of **INFORMATION**

.... *Liberty vs. Tyranny*

- **FOR** *the People*

OF *the People*

BY *the People*

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INDEX

Education.....	1
The Mind.....	1
Intelligence	1
Brain Trinity	1
Right/Left-Brained Conflict	1
Right-Brain	3
Right Structure	3
Left-Brain	3
Left Structure	4
Mind Process	4
Sub-Conscience	5
Learning.....	5
Purpose.....	5
Control	5
Critical Thinking	6
Talent vs. Genius	6
Schedule.....	6
School is a Job.....	6
Clothes	7
Pay	7
Method.....	7
Content.....	8
Civility	8
Socialization	8
Homework	8
Quality.....	9
Testing.....	9

Tools.....	9
Teachers	9
Computers	9
Mentors	9
Costs.....	10
Year K-14	10
Further Education	10
Control.....	11
Parents	11
Teachers	11
Students	11
Administrators	12
Community	12
State	12
Nation	12
World	12
Post Education Earned.....	12
Lifetime Education.....	13
Education for Life	13
Alumni	13
Rights and Responsibilities.....	14

Information.....	15
Censorship.....	15
How is "Truth" Determined.....	15
Truth vs. "Popular Truth"	15

The Media.....	16
Freedom of the Press.....	16

Responsibility of the Press.....	16
Internet.....	16
Propaganda.....	17
Structure.....	17
Facts	17
Opinions	18
Control	18
Depth	19
Viewpoints	19
Argument	19
Argument Structures	19
SYLLOGISTIC BOOLEAN Structures	19

Communications.....	21
Phone.....	21
TV.....	21
Rules	21
Sound	21
Commercial Time	22
Truth in Labeling	22
Consumer Filtering	22
Internet.....	22
Cable Companies.....	23

APPENDIX

Information Tyranny.....	25
--------------------------	----

Education.....	25
Under Liberty	25
Education	25
Under Tyranny	25
Indoctrination	25
Purpose	26
Control	26
Critical Thinking	26
Method	26
Content	26
Socialization	26
Testing	26
Control	26
Information.....	26
Censorship	26
Determining Truth	26
Media.....	26
Newspaper	26
Freedom of the Press	27
Responsibility of the Press	27
Education of Journalists	27
Internet	27
Propaganda	27
Under Liberty	27
Structure.....	27
Facts	28
Opinions	28
Speech.....	28
Speech Control	28
Political Correctness	28
Redefine Speech	28
Rewrite the Dictionaries	28
Communications.....	28

TV	28
Internet	28
Cable Companies	28

Internet "Of the People" 29

Goal..... 29

Form	
Function	
Seamless with the Real World	29
No Servers Needed	29
Language Independent	29

History..... 30

Easy as the Real World	30
Easy for Everyone	30

Introduction..... 31

The Problem	31
Spaces	31
Real Spaces	32
Unreal Spaces	32
Blending Spaces	32
Pages	32
Fitting Today's Web	32
Your OS Runs Thru it	32

The Basic Model..... 33

The Functions	33
---------------	----

The Look..... 34

Photo Interface	35
Iconic Interface	36
Virtual Structures	37
Lobby	37
Room	37
Floor	37
Wall	38
Hallway	39

Doors	39
Door Types	39
Door Knobs	40
Elevator	41
Virtual Navigation.....	42
File Sharing	42
Video Conferencing	43
Virtual Templates.....	44
Company	44
Store	44
Bank, Museum, Library	44
Virtual Market.....	45
Templates	45
Serverless	45
Worldwide	45
Access for All	45
Marketing SIMON.....	46
Competition	46
Competitive Advantage	
Development	47
Function.....	48
Effect.....	49
To Be Resolved.....	50
Creating and Preserving Quality	50
Questions.....	51
Thus far	51

Education

- To understand learning
we should first attempt to understand the mind
and how it functions.

The Mind

Intelligence

- I.Q. cannot be expressed as a one dimensional value
because there are two lines involved
 1. shallow *vs* deep
 2. quick *vs* slow
- No matter how fast the mind or how proud the mind is of its speed,
truth often takes time to reveal itself accurately.
That which seems one way on the surface is often just the other way around
so a tendency toward quick conclusions could be a liability.
- The quicker the mind,
the greater the tendency to "rush to judgement",
and less inclined to alter the snap-judgement
due to false pride in one's intellect.
- Truth is often about letting go
and letting truth reveal itself rather than forcing it.

Brain Trinity

- Right-Brained

vs.

- Left-Brained

vs.

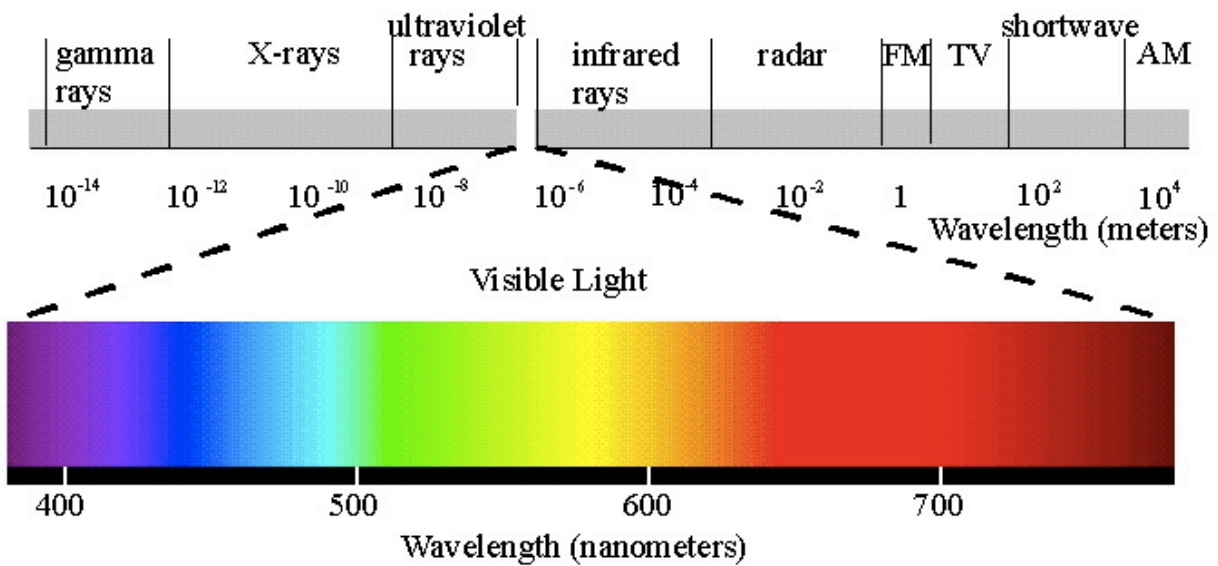
- Subconscience

Right/Left-Brained Conflict

- Your heart (Right Brain) already knows
while your mind (Left Brain) is still arguing.
- The mind cannot conceive of what the heart knows.
Parts of reality are irrational to the mind.

example :

- The linear mind cannot understand the fractal foldings of reality.
- You already know of the right-brained/left brained metaphor in which the right takes in color, smell, texture, feelings etc and the left makes models to try to make sense and conclusions out of it.
- Since we see only a tiny sliver of the EM spectrum and same goes for our other senses and feelings and general awareness.



- That is why we start out in life filled with questions but even after many years of learning and experience lead to even more questions and the answers too often leave a lot to be desired and even the most basic answers are subject to change.
- The left-side , no matter how smart its ego thinks it is can only make a cartoon out of reality.
- The left houses the ego and thus has contempt for the right because the right needs no understanding. The left is where the pride resides.
- Because the left and right (rational and irrational) do not get along, the left tries to put the right's fire out. It tells us we can't. It tells us that dreaming is for children.

It tells us that if we don't worry, then we are irresponsible.
The felt is what develops as we grow older.
School rewards the left.

Right-Brain

- The irrational "heart" of the brain.
- This is where wisdom lies.
- There is so much more to life than can be seen or understood.
That is the reason for the faith of the Right Side.
- To know without understanding is faith.
To know that which you cannot understand.
To know that which you can never understand.
- A logical mind cannot understand love.
The left linear side cannot know a fractal complexity.
To know in the heart what the mind cannot understand
To "know" the fractal reality of the world with your heart alone.

Right Structure

- The Right-Brain works like a PARALLEL PROCESSOR.
It takes in everything it experiences all at once without question.
- The Right-Brain thinks in pictures, images and impressions.
- The Right-Brain lives in the moment and experiences that moment in purity.
- The right is the abandonment of "self" to the experience of the moment.

Left-Brain

- This is where we try to get a handle on things and as long as we understand the limits and the ego-distortions it harbors it can be a useful tool for filing away or relating our experiences.
- We do need to constantly remind ourselves that it is linear in a Fractal World and so it is judging based on a cartoon interpretation of the world and it uses its ego to gloss over the inaccuracies.
- It is important in define us as individuals.
- It is also important in sorting thru our knowledge base.

- It is also important to remember that when I say the key to success is "getting over yourself" I mean that the Right Brain needs to be trained and the ego put in perspective on a leash.
- When the Bible says "Give up YOURr life and gain the world", that is what it is talking about.

Left Structure

- The Left-Brain works like a SERIAL PROCESSOR. It handles one thing at a time in linear/sequential order. This is why it is impossible to understand a world that is Fractal. We instead make a Linear Analogy out of it.
- The Left-Brain thinks in symbols and filtered assumptions.
- The left-Brain is constantly experiencing things in relation what it has experienced in the past and what it expects in the future and organizes the experience accordingly.
- It is filled with judgement and expectations filtered thru its linear models of a Fractal World that it cannot make accurate sense of.
- The Left is where the ego lives and so where all the emotional baggage live with all the stresses and doubts.

Mind Process

- It is therefore important to create on a different day than you judge the creation. A female mind can switch left-to-right several times a day because she has many many more connections between left and right hemispheres. A male mind can stay in one mode or the other for up to three days but takes more effort to switch back and forth.

example :

- This is why men lose communications skills when emotional and why women increase verbal skills when angry.
- When men get excited about something they react visually (right)
When women get excited about something they react verbally (left)
- As a male, when we sketch well or snap great photos, they are in a right brained mode. Several days later they may find that they are not in that mode. That is when the left has taken stage. That is when you critique and file and do other such structured functions.

It is difficult to mix the two.
Never take a pic and then judge it at the same time.
The conflict creates mediocre results.

Sub-Conscience

- This is the part of the mind has no sense or time or order.
It is that thought that suddenly comes at 2am or in the shower.
You have about 20 seconds to write the core of it down
or you may lose it forever.
- When you write something or look at a photo (the hand/eye conduit)
you are communicating to that third part.
I often write that 2am note and when I go to file it,
I find that it perfectly fills a hole between two notes
that I may have written months or even years earlier.
No sense of time or space
and spits out pieces whenever it wants to.
- This is how great thinkers train their minds and master the mind as a tool,
realizing all along that the we are not our mind; the mind is only a tool.
The ego and fears of the left and the dreams of the right
are to be tethered by the Will.

Learning

- From BELIEF to KNOWLEDGE toward UNDERSTANDING.
- People who are uneducated or under-educated
do not know what they do not know
so ignorance is bliss and bliss is blind.
- If you have a dollar and I have a dollar and we exchange dollars
then you and I will still each have one dollar.
But if you have an idea and I have an idea and we exchange our ideas
then each of us then have two ideas.

Purpose

Control

- In many people's minds, the desire to understand
stems from FEAR of not understanding
and so and the desire to control
stems from the inability to control.
- The result is that schools are to keep children

from running feral in the streets while their parents work.

and

- To train and prepare Student Citizens for the "Real World".
in Knowledge, Behavior and Character.

Critical Thinking

- It is supposed to primarily teach critical thinking skills
so they develop into a properly informed citizens.
- It is about learning to ask better questions.
- Learning to see holes in people's arguments.

Talent vs. Genius

- Talent hits a target nobody else can hit.
Genius hits a target nobody else can see.
- Schools can nurture talent
but often finds genius disruptive.

Schedule

- School hours should correspond with regular work hours
so children are not at home alone
and parents can easily pick-up the children after work.
- Because of the longer school days
there would be a morning recess and an afternoon recess
and there should be NO homework
because homework favors the better home life.
- Schools should be open year around
with 4 vacation times of 3 weeks each
 - Summer
 - Fall
 - Winter
 - Spring
- That way the family can have plenty of opportunities for seasonal vacations.

School is a Job

- School is a job for children
and it should be structured to teach children

what to expect in a real job.

Clothes

- Proper attire should be worn.
There should be no homework
- Backpacks (avg 12 lbs plus contents)
distort the growth of child's body.
All "books" tablets and other supplies
should be left at school in a proper locker.

Pay

- School should prepare for real jobs
 - Children should be paid \$5 per day to attend school.
 - Good grades should be rewarded.
 - Poor grades should be fined
unless the student agrees to extra help.
Tutoring should be available by students from higher classes.
 - Bad behavior should be fined
and taken from reward accounts.

Method

- Too often we give our children answers to remember
rather than problems to solve.
- Education teaches us the past
and so the vision it develops
is based on what WAS rather than WHAT'S NEXT.
- Fact (left brained) vs. Truth (right brained)
- Knowledge vs. Belief

is like

News vs. Editorial

or like

Education vs. Indoctrination

Teaching

1. Information
 - Declarations can be dismissed
Questions get under the skin.

2. Involve
 - I **heard** and I forgot (declarations)
 - I **saw** and I remembered
 - I **did** and I understood.
3. Inspiration
 - Mentor, Tutor, Teach
4. Motivation
 - Do and show benefit.

Content

Civility

- Schools are teaching individuals to be good citizens and therefore should teach inter-personal Family and Social Skills. such as empathy, politeness and respect and not have those moral skills be seen as religious teaching
 - Please
 - Excuse me
 - Thank You
 - etc.
- Civility is the most important lesson for success in life and civility too often does not come naturally and must be learned.
- Often times the student learns this at home, but not often enough and often not completely enough.
- The purpose of education is to provide the tools for success. Those tools should include teaching proper behavior such as politeness and respect.

Socialization

- The basic structures of society should be taught. The governmental and economic structures should be taught starting in Middle School.
- Since the purpose of education is to develop a well rounded citizen, that should include art, music and physical education.

Homework

- School work should be done in school. Homework is unfair to those students with a non-supportive home life.

Quality

- All students deserve to begin with a level playing field so that no matter where they live or what school they attend, the expectation of quality is the same.
- Bad neighborhoods breed bad schools. and attract only inferior teachers.
- School quality can be equalized thru the use of the internet and monitored thru standard testing.

Testing

- Testing is extremely important to see where strengths and weaknesses lie and where efforts and funds need to be better applied.
- Standard National tests should be required for Students AND Teachers.
- Standard State tests for Students AND Teachers beyond National Standards.
- There also needs to be individual testing to determine the progress of each individual.

Tools

- The world's knowledge doubles within the time period of the school term.

Teachers

- Every classroom should get two teachers
One head teacher whose expertise is in teaching
and another teacher whose expertise is the specific subject being taught.
So The Subject teacher goes from classroom to classroom.
and the Main Teacher stays with the one class
so that teacher can better understand the needs of each student.

Computers

- Laptops / i-Pads so what is taught is current and not always "the history of".
Laptops must contain ONLY the current assignments
and be cloned to the school so they cannot function off school grounds
and so are of no residual use in the market.

Mentors

- Learning gives us the knowledge to do
but teaching helps to transform knowledge into understanding.

- Older Students mentor younger students.
so that
 1. The system get lots of mentors
 2. Fewer students are held back
 3. Younger slower students benefit
 4. Older mentoring Students benefit too.
 5. They get credits on their account.

Costs

- Right now costs of schools are determined more by the union contracts than by the needs of the students.
- Three out of Five members of the Teacher's Union DO NOT TEACH.
That gives you an idea of how much education funding is not spent directly on teaching the students.
- The school budget needs to be made public and reviewed by the community and if need, altered or vetoed by the Parents.

Year K-14

- In today's world,
a High School education alone
will not result in gainful enough employment
to be able to support a family.
- Public Funds should pay for an extra 2 years (year 13 and 14)
- So that poor or rich students
get equal access to a quality public education,
all costs of sending a child to school
should be paid for by the school system.
- Parents should not be asked to bear the cost of supplies.
- There should be NO fee to a student for riding the school bus.

Further Education

- College, Vocational School, Non-Paid Apprenticeship
- Any excellent grades/results should be cost free.
(public investment in Human Capital)

- Other grades should be paid for either by public service or payback at prime. For an average College Education, that means that only 2 years are owed instead of the present 4 years.

Control

Parents

- A WebCam should be in every classroom that is passworded to the parents.
- Parents should have access to all information being taught to their child (every "textbook" and WebLink).
- The Teacher / Parent relationship should be much closer connected per student and per classroom without involving school administration.
- The school should be the business of the Administration. The Student should be the business of the Teacher and Parent alliance both one-on-one and thru the PTA.
- This breeds a better and more results oriented Teacher/Parent relationship and should reduces the desire in many parents for "home schooling".

Teachers

- Teacher credentials and pay-rate should be available to parents before and during acquiring a position. Parents should be able to veto a hiring.
- Teachers should take tests to determine quality and pay rate. It helps assure that schools are of good quality no matter what the neighborhood or State.
- Teacher's pay rate should be dependent on testing and class results.
- The main teacher is a class coach. Lessons should be taught by a second teacher who is an expert on the subject. This can even be done via video link so there is a universal quality of teaching worldwide.

Students

- Grouping classes should be based on both intellectual AND behavioral patterns, not based on achievement, but based on tested potential.
- All students should take national standardized tests at the end of each grade level.

- Badly Behaved Students who, if adults would be isolated from society need to reside in the far more structured environment of a Residential School.

Administrators

- The administration should run the school.
- Teaching should be ONLY between Parents and Teachers.
- Principles should be approved by the parents.
- Principles should hire and fire teachers with parental approval.
- Teachers pay should be based on results of test scores and work performance.

Community

- Elective courses need to vary per community
 - In Alaska survival courses may be needed.
 - In New York the elective courses may need to be more social.
- The "Books" showing all education expenditures should be available to the community in a very detailed and easy to understand fashion.

State

- All funding decisions and control should be made at the State level.
The Fed should NOT be allowed to put stipulations on use of Fed School Funds.
- All schools should be funded on an equal per-student amount basis.

Nation

- All people need to be educated to the point that they are able to be informed citizens without which a government "Of the People" cannot flourish.

World

- All people need to be able to READ, SPEAK and WRITE English.
- All people need to be able to do basic arithmetic and handle their money.
- All people need to be able to understand basic social and governmental structures

Post Education Earned

- In exchange 2 years in the Service Corp
(rebuilding and improving the infrastructure)

or

- 2 year of Military Service

equals

- Two years of education at any level paid for.

Lifetime Education

Education for Life

- Universities used to be institutions;
now they need to become lifelong experiences
with continued career coaching.
- Some degrees rarely if ever need an upgrade to stay effective,
but in many areas of study
education can no longer be a 4, 6 or 8 year experience.
- In some areas of study
such as Physics, Law, Economics, Electronic Engineering,
a PhD that is 10 years old can be less marketable
than a fresh Masters Degree.
To keep an education marketable
learning needs to be a lifelong experience
and should be subject to periodic re-certification.

Alumni

- If you have a college of 15k students
and 2k per year graduate with a degree
then you have a degreed alumni of 20k per decade.
- What if Alumni were lifetime students
to update and stay current with their degrees.
Update their degree certification
to stay marketable.
- What if your university would keep you up-to-date
with information, courses and access to a "living database"
of both facts and questions
where you could
 - updated courses \$
 - access database (for members) \$
 - ask questions (for members) \$
 - use graduate students to hunt answers \$
 - Workshops \$
 - Symposiums \$
 - Lectures \$
 - Conventions \$
- These could be online or at locations or a combination of both .
Some could be free to members and some could require an additional fee

all to keep the line between Alumni and Student blurred and keep them active loyal and involved.

- Universities spend a lot of effort, often with the help of their sports teams, trying to get endowment funds from Alumni. Thru this "Continued Experience" approach funding flows from 30-40 years of alumni.

Rights and Responsibilities

- I believe that every student has the right to receive enough of an education to be able to support themselves and a reasonably sized family at a dignified level.
- In a modern world that is not merely 12 years, because a high school education alone will not allow you to adequately provide. I believe that an extra 2 years of Vocational Training or College is important.
- This means a college loan would only be 2 years, which puts a student in a much better position as well.
- I see that as society's basic investment in "Human Capital" and its assurance that its citizens are at a knowledge and awareness level adequate to be able to make intelligent and informed voting decisions required in a healthy government "Of the People".
- In return I also believe that 14 years of school should be a citizen's obligation and responsibility.
- That should take the average person thru age 20. I believe that by the age 20 you should be considered an adult as a right of passage out of the teenage years.
- I believe at that age you should be able to vote, as long as you have completed your obligation as a citizen of having completed the 14 years of schooling.
- An uneducated and uninformed citizen makes an easy to manipulate voter and therefore an detriment to a government "Of the People".
- I do not believe you should have the right to drop out of school. I believe the 14 years of basic schooling is a responsibility and obligation, not a choice. Children should not have the free choices of adults.

Information

see also : "Freedom of Information" appendix page 24

- The worldwide language of information is North American English (American).
It is the only spontaneously evolving living language in the world.
In the future that language will become more Phonetic (Fonetik).

Censorship

- If a society is to become civilized
it should respect the sensitivities and needs of the most vulnerable in that society
such as the children and the elderly.
- Any information or entertainment that is NOT socially acceptable
for exposure to children or your grandmother should **be** passworded.

see also : "TV Rules" under the Media section page 20

How is "Truth" Determined

Creating and Preserving Quality of Information

Q : How is truth / accuracy created, and preserved ?

Truth vs. "Popular Truth"

- New truths often start out as unpopular,
Popular too often does not reflect truth.
Too often in history, the common belief was later proven wrong.

How does a TRUTH-MECHANISM create and maintain a trend toward truth ?

see : Internet "Of the People" , alter process. page 24

The Media

Freedom of the Press

- Democracy cannot function unless there is an "informed electorate".
- When facts and opinions are wrapped together in one package so that a person often does not know where one ends and the other begins, the result is not an informed electorate, but a confused, fragmented and indoctrinated electorate. The resulting propaganda and damage that such manipulation causes is to the structure of a government "Of The People, By The People"

Responsibility of the Press

- We have many examples of cases in which the Media chooses not to inform the public on important matters from a molesting coach exposing students to danger to the background of a candidate important in making an informed decision.
- **Does this make the media culpable ?**
- The Media is responsible for reporting what it discovers. What if a member of the Media holds back what is discovered to the detriment on "The People".
- **Should it be exposed to a law suit ?**

example :

- Members of Congress have bought stock in companies while laws that could affect those companies were being debated in the House or Senate because **there is no law against "Insider Trading" by members of Congress.** They simply wrote the law in such a way as to specifically exclude themselves.
- This must have been known in the Media back in 1985 because there are members of the Media that cover the Congress.
- **Why was this never reported to "The People" ?**
- **Should the Media members involved be liable for "Public Damages" ?**

Internet

- The internet goes a long way toward freedom of information

but it also goes along way toward freedom of nonsense
It is often filled with facts and fiction all wrapped in opinion and often deceit.

- Truth is a simple thing and usually takes far fewer words than deception
so when given enough viewpoints, truth is often much easier to spot.
and since truth tends to take fewer word, it also tends to float to the top
and the word-heavy deceptive debris sinks to the bottom.
- **The problem comes in when we end up with the "common truth" (earth is flat).
It often happens that the vast majority is wrong
and so having many viewpoints well represented is the best defense
yet still a "common understanding" can emerge which is contrary to the actual truth**
so all knowledge must always be subject to endless review and argument.

see : Internet "Of the People" , alter process. page 24

Propaganda

- Opinion wrapped in facts
designed to confuse the line between facts and opinion.
- A caustic lie must be hidden within the wrappings of sweet truth
in order to be swallowed easily
without choking or spewing back up.
The first one does not go down as easy
but as the lie is repeated over and over
it goes down easier until it tastes like truth.
It becomes an acquired taste like beer or tobacco.
- The media has always had a nasty habit
of delivering partial messages and cherry-picked info.
that leads the recipient to their desired conclusion
rather than toward the objective truth.

Structure

- Can support both News and Opinion.
- The validity of information must be able to be challenged
by challenging the underlying facts on which new facts are based.

see : Internet "Of the People" , alter process.

Facts

- Report vs. Interpret

- If you state something as "NEWS" you need to be able to provide supporting facts.
- False reporting should be actionable in a suit.
- A retraction should be displayed as prominently as the false reporting was.

Opinions

- Power of Persuasion vs. Persuasion of Power
- You should first say that what follows is an opinion.
Then state the opinion.
Then remind the audience that what was just stated is an opinion.
- Opinions should never be actionable by a suit.
- Opinions should try to give support that lead to that opinion
That means
 - evidence
 - logical syllogism
- **not**
 - supported by other conclusions in lue of evidence
 - or attempt to support by other opinions.
- If you allow all points of view,
the crap tends to sinks to the bottom
and the cream tends to floats to the top.
- Over time it becomes even harder to deceive
and it becomes easier over time to see the difference.

Control

- Media needs to be a free competition
between all three influences
 - **CITIZEN** Controlled Media
Listener Supported Radio
 - **GROUP** Controlled Media
Commercial and Academic Media
 - **GOVERNMENT** Controlled Media

Depth

- Brevity favors simplicity and thus blurb TV favors menu-fed propaganda.
- The internet should allow the reader to choose their depth.
 - **Layer 1** Blurb
 - **Layer 2** Detail
 - **Layer 3** Academic levels

see also : "Law" and "Judicial Judgement" sections on the 3 layers. (in govn. booklet)

Viewpoints

- Public feedback should be allowed for all published news and opinion.

Argument

- It is interesting how often the Majority Facts or Opinions of either the Public, Academic Elite or the Experts turn out to be wrong and can lead to a Mob Rule over truth, so all knowledge must always be subject to endless review and argument.
- When the Media gives an opinion it should NOT be allowed to selectively shut out other opinions from the discussion that follows.
- The more points of view are presented, the easier it is to sort out the truth.
- Responses are about ideas, not people. You should not be required to join or identify yourself which includes but not limited to an email address in order to argue or give an opinion. You should feel unencumbered and private in your voice.
- A narrow focus leads to a narrow minded viewpoint.

Argument Structures

- The key is to make sure the structure of the argument remains valid.
- A structured method must be devised to keep focus and lead toward truth.

SYLLOGISTIC BOOLEAN Structures

- If
- Why
- Then

- But
- And

- **Q**uestions
- **D**eclarations
- **C**onclusions
- **E**vidence

- Full disclosure
 - Who
 - What
 - When
 - Where
 - How
 - Why

Communications

Phone

- Think of the Communications infrastructure like a common road that all carriers can use. Today it is like the Trucking Company owns the Road.
- When you make a cell-call, a screen should appear showing the providers active in that area. It also shows their rates. If you have a plan with a provider, it should show that rate for that provider. You may choose to connect at that moment to ANY provider so the cell-system is a different profit center from the plan provided. This would create far better competition between providers by offering them access to all customers.
- You could then sign up for a rate plan and that rate would show up in the menu.
- This makes companies compete while giving every company access to the entire customer base.
- Under this structure the government can help build the infrastructure and all carrier can use it.
- It should be required that it be easy to switch providers and plans without penalty except payment for any "fee" phones involved.
- Reasonable notice should be required (90 days) and all fee changes should also have 90 days notice.
- All phones would be capable of linking to all providers and all types of systems

TV

Rules

Sound

- Commercials should be at the same sound volume as the TV show so if you reduce the sound to as not to wake the children

the commercials won't wake them either.

- Irritating deceptive sounds should be censorable
 - Door Bell
 - Shouts for Help
 - Phone Ringing

Commercial Time

- **Too much commercial time on TV ?**
How much and when ?

Truth in Labeling

- If you call yourself "The History Channel" you should be required to do history, not UFO / Sci Fi stories disguised as history. That is deceptive and dishonest.

Consumer Filtering

- Some commercials are as inappropriate and worthy of filtering as some shows. A viewer should be able to censor a particular sponsor such as personal hygiene offerings.
- If advertisers can filter and target consumers, then consumers should be able to filter and target advertisers.
- Some channels or shows must be filterable so that they do not even show up as a choice even on an on-line TV guide in the same way that people can filter Search Results in an Internet Search Engine.

Internet

- With the use of law or decrees governments can now shut down WebSites and censor Internet content instead of letting users filter to censor for themselves.
- This is a dangerous power to give to ANY government because it can be easily abused.

see : Internet "Of the People" , alter process. page 24

Cable Companies

- Monopolies are illegal and NO exceptions should be made.
- Monopolies are against the interest of consumers because they lead to high prices and reduced options.
- Nobody should be forced to buy a product that they do not wish to use so Cable Channel packages where you buy channel access you do not want in order to buy the channels you do want should be illegal.
- No Cable Monopolies.
Cable is the infrastructure and should be separate from the Cable Carriers in the same way as the Cellphone System infrastructure should be separate from the cell service providers.
- Community antenna /Cell systems should be allowed to compete as signal providers for either TV or Cell Phone.
- Cable systems are like Roads.
Cable providers should be able to use the common cables to compete with each other.
You are either a Cable Company or a Content Provider
you should not be able to own both.
- You can not own the cable and then restrict its use by other content providers.
It would be like a Trucking Company own the Road.

APPENDIX

Information Tyranny

.... from the Father of Modern Socialism (paraphrased)

- "Tell a lie and make it so big and blatant that enough of "The People" will think it could not possibly be a lie and then repeat that big lie often so they get used to hearing it so it becomes more easily accepted as true."

Adolph Hitler

Education

Under Liberty

Education

- Individual thinking and problem solving.
- Learn and question several sides to encourage independent critical thinking skills

Under Tyranny

Indoctrination

- Schools are a tool for Mind Control and manipulation of Social change.
- If you can form and shape the mind when it is young it will tend to stay that way into adulthood.
- The unity of "Group Think".
- Present one "correct side" and discourage other sides as ill-informed or bigoted opinions.
- Teach confusion to limit the expression of any opinion by teaching that there can only be one truth, while also teaching that facts are often little more than opinions.
- Reading vs Critical Thinking
By concentrating on reading as a learning tool, the student is provided with a pre configured menu, requiring far less in the way of critical thinking skills.
.... read the book, take the test, feed it back.
- It feels almost the same, but can be manipulated to lack the breadth depending on the reading material chosen.

example :

- If the student is asked to use critical thinking

to discuss two viewpoint on the same side of the spectrum.

Purpose

Control

- Control the message.

Critical Thinking

- Critical thinking leads to argument and confusion because truth is deep and knowable only by a distinct minority based on intelligence and education.

Method

- One message.

Content

- Similar content nationwide.

Socialization

-

Testing

- No "Standardized Testing".
Tests should stress the student getting better, not stress where the student is.

Control

- Control should be by the teaching professionals such as the Teacher's Union.

Information

-

Censorship

-

Determining Truth

-

Media

- The Media is a tool for Mid Control and manipulation of Social change.

Newspaper

- Schools are a tool for Mid Control and manipulation of Social change

- An historically popular method of controlling newspapers is to control the newsprint paper availability.

Freedom of the Press

-

Responsibility of the Press

-

Education of Journalists

- Control Journalist School faculty and control the future bias of journalistic activity

Internet

-

Propaganda

Under Liberty

- Opinion wrapped in facts designed to confuse the line between facts and opinion.
- A caustic lie must be hidden within the wrappings of sweet truth in order to be swallowed easily without choking or spewing back up. The first one does not go down as easy but as the lie is repeated over and over it goes down easier until it tastes like truth. It becomes an acquired taste like beer or tobacco.
- The media has always had a nasty habit of delivering partial messages and cherry-picked info. that leads the recipient to their desired conclusion rather than toward the objective truth.

Under Tyranny

- Truth is just an opinion.
- The selective use of Propaganda can be a useful tool for social change since "The end justifies the means."

Structure

-

Facts

-

Opinions

-

Speech

Speech Control

Political Correctness

- Handicapped become "Physically Challenged"
- Ugly becomes "Esthetically Disadvantaged"
- Define "Hate Speech" and make it a crime.

Redefine Speech

- Those who would change society begin by changing the meaning of words.

Rewrite the Dictionaries

- Look at an older and new dictionary and you will see this happening

example :

- Religion was for hundreds of years defined as the "worship of a Universal Creator" That meant Hindu was but Buddhism was a philosophy.
Now Religion it is redefined to be barely distinguishable from Philosophy.

Communications

- All communications should be monitored.

Phone

-

TV

-

Internet

-

Cable Companies

-

Internet "Of the People"

Goal

A Radical Heterogeneous Distributed Database Shell.

- I created the basic "Serverless 3D Internet" model in 1985.

Form

- Seamless with the real world (3D)
- No servers or TCPIP (variation of P2P)
- Language Independent (Spaces dependent)
- The duplication of a site depends on both popularity and user filtration.

Function

- Not controllable by anyone (every user is a server)
- A forum for totally free expression (all info is distributed)
- The OS lives inside the database (Mac, MS or Linux does not matter)
- It functions thru the Browser.

Seamless with the Real World

- From Icons and Flat Pages to 3D photo-spaces or a mix of both or anything in-between.
- Any space can be replicated with this simple structure of rooms and objects.
It can be at the iconic level on a simple small-screen internet connected mobile-phone or it can be made with photos and video for a real walk-thru experience as if you are actually in that store or company office or home any location.
.... and the lift / elevator lets you "short cut" to any other location.

No Servers Needed

- Copies of a WebSite are stored all over the place and so
- As WebHits go up, more copies of the WebSite are automatically stored.
- WebSites are always protected so "Denial of Service" attacks are impossible.

Language Independent

- Anyone can read a picture
- It does not require English.
- It does not require an Education.

History

Easy as the Real World

- The idea was to have an Internet that worked seamlessly with the real world and would be very language independent, so that it would be comfortable for people who barely have any experience with computers
- When the project began in 1985 part of the issue designing a 3D Web was bandwidth. Computers were still using dial-up 14k modems. A 44 mhz computer was considered blazing fast.
- As the present page-based internet came on the scene SIMON was put aside to let the 2D internet community develop until the speeds and some basic tools were in place for SIMON to fit.

Easy for Everyone

- SIMON will first be put into trial action to fine tune.
- Many people do not yet feel comfortable with a computer and yet we need to have the company's systems computerized.
- If we have a virtual structure that emulates the physical one, we can handle the day-to-day operation in real-time without complexity, no matter what their level of computer expertise

Introduction

SIMON ... <http://www.ErikBrinkman.com/Simon/Home.html>

- Simon makes your files, applications, internet, and a store, office, or home your entire digital life easier to access, operate and understand.
- It is with this document that we are first describing Simon to the world. We shall eventually use this model for IDS's operation.

The Problem

- Less than 10% of the world is Web savvy.
Many people are uncomfortable with the text based interface and with the English language domination of the Web in general.
The answer is an image based Web option without abandoning the present structures for those would rather have that.

Spaces

ANYONE CAN READ A PICTURE,

- Imagine a Web in which you navigate thru spaces just as you would in the real world.
- An entire company can be modeled this way, no matter how many physical locations, departments or people are involved.
The Web and the "real world" merge into one.
Companies can make full use of their physical locations on the Web.
- When you visit them, these are already familiar places.
Doors, tables, shelves, cabinets etc are all internationally language-independent objects that can be depicted from icons on a PDA to photo-realistic video spaces with hotspots
- This space-related language-independent interface is far easier to understand and navigate than the page-related language-dependent interface of the present Web, making it natural to use and easy to understand.
The language and page interfaces are no longer an obstacle.
When needed, they exist within these spaces like booklets on a table or a video on a screen.

Real Spaces

- You can use photos with hot-spots to provide a seamless real-world interface with your actual office.
- You can use QuickTime VR to actually wander through your photo-real spaces of your actual building.

Unreal Spaces

- Unreal Spaces do not have to function like the real world and can exhibit a variety of additional abilities. For example, doors and floors can be shortcuts to other buildings or even other countries. This unreal dimension makes networking and file sharing very easy to visualize and operate; bringing people, files and functions together more naturally.

Blending Spaces

- Combinations of icons, drawn spaces, photos, video and sound can be blended and overlaid to create partly-real spaces.

Pages

- Today's WebPages reside within the spaces on tables, in cabinets or tacked onto the cork-board. They can be presented in any format,
- We feel PDFs and Q-Time VR is the way it will go and we feel the future PDF replacement will incorporate video and audio for a more complete document experience without needing to focus on physical printing concerns.

Fitting Today's Web

- "Simon" will fit seamlessly into the existing Web structure as the old interface slowly "morphs" into a spacial structure within which today's WebPage structure can reside.

Your OS Runs Thru it

- Users can also run their entire Operating System thru this structure, including use of their Software Applications and storage of their data, as server, a workstation in a network, or to act as a single computer.
- It does not matter whether you use Mac or Windows or Linux or whatever is next.

The Basic Model

- Being at the Company no matter where you are
take a look, grab a file,mail, talk interact, anytime, anywhere

- As an example, we shall use the Panther Motorcycle Project

Panther Motorcycle <http://www.PantherMotorcycle.com>

- IDS is connected to Panther via the Chairman's office (via the elevator)

HQ's Chairman's Office (iconic) <http://www.ErikBrinkman.com/Simon/Model/HQ/CHAIRMAN.html>

- The Virtual Company is still under construction,
While it is "under construction", you can enter everywhere without a password.
so you are quite welcome to go in and look around.....

HQ's Main Lobby (iconic) [http://www.ErikBrinkman.com/Simon/Model/HQ/Main_\(lobby\).html](http://www.ErikBrinkman.com/Simon/Model/HQ/Main_(lobby).html)

- Enjoy the experience.
We would enjoy your thoughts and feedback on the structure and navigation
and the way it feels to you.

Email Simon_feedback@ErikBrinkman.com

The Functions

- *Virtual Functions*

This Virtual Company allows

1. Easily seeing how the company is structured
 2. understanding the "Chain of Command"
 3. Navigating thru the company
 4. Intuitively handling the security levels
 5. It makes it easy to see the data flow, fill out forms and share data.
 6. It makes it communication thorough, natural and enjoyable
- All the functions that take place within a company
and between the company and the public
can take place within this structure from anywhere over the Web.
 - The model can be used for offices, factories, store, schools banks
.... any real-world application.

The Look

- Virtually Spaces

The look can be 5 levels

1. Icons (great for a PDA)
2. Drawings
3. Blend of Icons and Drawings
4. Blend of Drawings and Photo-Realistic
5. Photo-Realistic
6. Walk-thru Video

- **Level-3** Objects

HQ's Main Lobby (iconic) [http://www.ErikBrinkman.com/Simon/Model/HQ/Main_\(lobby\).html](http://www.ErikBrinkman.com/Simon/Model/HQ/Main_(lobby).html)

- **Level-5** It can also be photo-realistic using hotspots on photographs or videos.

Factory Campus (iconic) <http://www.ErikBrinkman.com/Simon/Model/Factory/Campus.html>

Photo Interface

Factory Lobby (iconic) ... <http://www.ErikBrinkman.com/Simon/Model/Factory/Lobby.html>



Iconic Interface

HQ's Main Lobby (iconic) [http://www.ErikBrinkman.com/Simon/Model/HQ/Main_\(lobby\).html](http://www.ErikBrinkman.com/Simon/Model/HQ/Main_(lobby).html)



Virtual Structures

Any REAL SPACE can be modeled using Simon's simple structure.

- We created a virtual-world with a real-world interface within which products and services can be showcased, data can be shared, people can interact and even meetings can be held.
- It can be used as a corporate interface as we do with Panther Motorcycle. It can also be used as a store-front independently or as part of a mall.
- Any real-world interface can be duplicated within this structure. A blend of real and virtual can also be created.

Lobby

- The Lobby is full of "hot spots" on which you can click to go to the next photo. Within these photos can be placed the same kinds of furniture found in the iconic version.

Room

- Click on the building's front door and enter the main room / lobby. The main lobby is public access. The lobby contains several simple objects

Floor

- **table(s)**
 - booklets
 - info sheets
 - pamphlets
 - samples
- **desk(s)**
(when table is used as a desk)
 - basket
 - briefcase
 - calculator
 - ..notepad
 - scrapbook

- **chair(s)**
 - A person's image might be found at this chair so you can click on them and email or web conference with them. People want to do business with people, not pages.
- **cabinet**
 - file drawer
 - shared files
 - apps drawer
 - shared software
- **display case** (click on object for a zoom)
 - products
 - objects
- **display platform**
 - large objects

Wall

- **corkboard**
 - newsletters
 - notices
 - events calender
- **screen** (Quick-Time)
 - Movies
 - Music
 - Photos
 - Radio
 - TV
- **shelf** (communications)
 - address book
 - PHONE
 - Web-Phone
 - phone number listings
 - fax
 - MAIL
 - e-mail
 - paper mail
 - printer (pdf's)
 - readers (zippers, stuffers, expanders, converters)

- **clock**
(time-zone of WebSite's location)

- **closet**
 - front panel
 - control panels
 - preferences
 - extensions
 - back panel
 - storage
 - utility box
 - utilities

Hallway

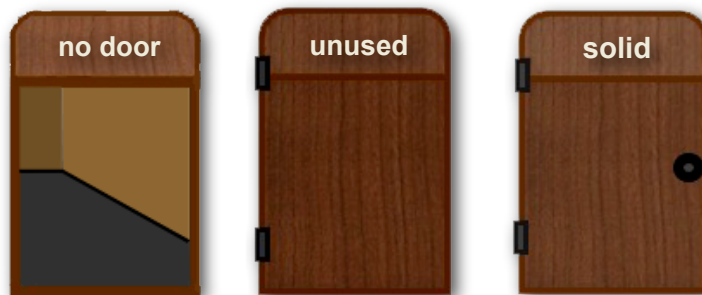
- If you tap the label over the door, you can email that location.
- Tap on the door itself and go in (if the door security will let you).
.... see door types and knob types for security

Doors

- Departments
- People's Offices

Door Types

- no door (portal)
- solid door (regular)
- glass door (see but not enter)
- dutch door (see & communicate but not enter)

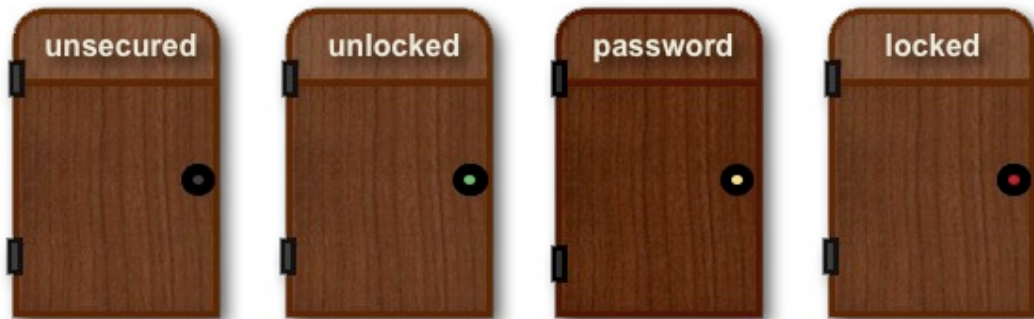


Door Knobs

- positions
 - low (child access)
 - medium
 - high (adult only)



- colors
 - black (normal)
 - green (secured but unlocked)
 - yellow (password required)
 - red (locked)



Elevator

(with legend on the wall)

Floors are the VERTICAL dimension to the 3D database
(just the Hallway is the horizontal dimension)
and can be added in the lift which can represent a shortcut
to an entirely different building or country.

- Client Companies
- other Company Locations (ex: overseas)
- other Company Department
- etc



Virtual Navigation

Audio Walk-Thru [http://www.ErikBrinkman.com/Simon/Virtual_Corp_\(audio\).mov](http://www.ErikBrinkman.com/Simon/Virtual_Corp_(audio).mov)

- You enter the LOBBY, you tap on objects
 1. **EMAIL** from the envelope on the corkboard
 2. **PHONE** from the red phone on the shelf
 3. **HALLWAY** Go down the hall to publicly available offices
 4. **ELEVATOR** Go up the Elevator to the BoardRoom
From the BoardRoom you can go to Board Member's offices.
 5. **DISPLAY** Tap on the Motorcycle Display for the Panther WebSite
 6. **SCREEN** Tap on the Video screen to see Panther Motorcycle Videos
 7. **TABLE** Tap on the books on the table and download this booklet.
 8. **CABINET** Tap on File or Apps drawer to share.
- Each door opens to a lobby / room.
Each lobby has its own furniture and HALLWAY and ELEVATOR
Each Hallway and Elevator contain doors with their own lobbies
..... and so on and so on layer upon layer.
- So now you understand and are ready to use the structure

HQ's Main Lobby [http://www.ErikBrinkman.com/Simon/Model/HQ/Main_\(lobby\).html](http://www.ErikBrinkman.com/Simon/Model/HQ/Main_(lobby).html)

- It can also be photo-realistic using hotspots on photographs or videos.

Factory Campus (photo real).... <http://www.ErikBrinkman.com/Simon/Model/Factory/Campus.html>

File Sharing

- What is particularly useful with this spacial approach
is with functions that people have traditionally had a hard time with,
such as file-sharing a Dept's shared files go in its lobby.
With SIMON, if you want to share a file, you just
 - put it in the file cabinet (if you want it passworded for certain employees)
 - put it on the table
 - pin it to the corkboard

Video Conferencing

- When you tap on a person's face in a room, you get a list of communications options including phones, chat, e-mail or video-chat, if they support that just as easy as in person.

Virtual Templates

- For Everyone for every occasion.

SIMON <http://www.ErikBrinkman.com/Simon/Home.html>

- After we have tested it for a few months, it will be made available to the public.
- Over time, many skins will become available or you can use a photo of your own office or store as your skin.
- A huge inventory of objects will develop so your store, business, school or whatever your spaces are, can be represented the possibilities are as endless as the real world.
- The entire real world can be seamless with the internet in 2D or 3D iconic or photo-realistic or any blend of the two.

Company

- People inside your company and customers visiting your store or company
 1. Easily see how your company is structured
 2. Easily understanding the "Chain of Command"
 3. Easily navigate thru your company
 4. Intuitively handle the security levels
 5. Easily see the data flow, fill out forms and share data
 6. Natural and enjoyable communicate

Store

- If you have a store, customers can wander in and look at your displays find information about your products, tap on your image to speak with you and purchase products right there in your virtual store.
It can be made of icons for use with a simple PDA
or it can be made of a series of photos for a realistic interface.

Bank, Museum, Library

Virtual Market

Templates

- Templates with
 1. Sales Models
 2. Management Models
 3. Promotional Models
 4. Accounting Models
 5. Inventory Models
 6. Distribution Models
 7. E-Commerce Models
- that a business or other human activity can slip into like a comfortable well tailored shoe.

Serverless

- All serverless peer-to-peer system.
A serverless and secure virtual economy.
- It is structured like a matrix of individual computers.

Worldwide

- No matter whether you are from a wealthy or poor country, the playing field is leveled.

Access for All

- Far less language based than the present Web so people from many cultures and languages can far more easily interact and those for whom the computer is still uncomfortable to use can easily wander through familiar spaces with familiar objects.

Marketing SIMON

Competition

- The page-related Web is not a naturally intuitive interface and relies on a level of education and intellect that many people do not yet possess.
- The old 2D Web also relies very heavily on English which is a difficult language for many in the international audience. As a result, only a small percentage of the "First World" use the internet.
- People in the lesser developed areas who need the information solutions the most, are almost completely shut-out.

Competitive Advantage

- The page-interface language-dependent Web cannot compete with the space-related, language-independent, naturally easy to understand and navigate interface that SIMON provides. It can fit seamlessly into the existing Web structure and another option; "morphing" the existing Web, over time, to add this new structure option.
- It also includes a new coding language that allows users to script in "short-word international North American Phonetic English". This means that the "owner's manual" is also direct instructions for the SoftWare.
- Users can run their entire systems thru this structure, including use of their OS, Apps and Data.
- Simon turns the Web into a space-related environment that mimics the real world and so opens up the Web to the world by making it natural to use and easy to understand.
- Simon's space-related language-independent interface is far easier to understand and navigate than the existing page-related language-dependent interface of the present 2D Web.

- We have completed the design work on this "Spacial Web".
We started this project in April 1985,
with a desire to create a "Web".
The old 2D Web came into being since we began the project,
but our approach is better because it mimics the real world.
We finally completed it last year.
We am now in need of coding work.

Development

- We plan to code and release Simon in 5 distinct modules
creating a "Radical Heterogenous Distributed Database Shell".
- Module 4 and 5 will eliminate the need
for Servers, URLs, and MainFrames in the system.
It makes every individual computer
..... "like a colony-cluster of cells partly within agiant colonial-brain,
yet always independent and decentralized."
 - The first 2 modules are expected to take 6-8 months to test.
 - The 3rd module 12 months.
 - The 4th module 12 months.
 - The 5th module 24 months.

Function

- You operate Simon from inside your Browser of choice using any Operating System whether Mac, MS, or Linux, or any other.

Effect

- Time will tell.

To Be Resolved

The work is never done

Creating and Preserving Quality

Q : How is truth / accuracy created, and preserved ?

- New truths often start out as unpopular, so the Wiki model is flawed in that respect. Popular too often does not reflect truth. Too often in history, the common belief was later proven wrong.
- What if Wikipedia existed in the time when "experts" thought the earth was flat ? How would the correction have been absorbed when truth was a matter of popular opinion ?
- As an example, Wikipedia claims "foot-pounds" exists when any Engineer knows it is "pound-feet" instead and that foot-pounds is a popular term that is incorrect., Yet Wikipedia insists that it is legitimate. So how does an anarchical structure create and maintain a trend toward truth ?

Questions

Thus far

Q: How will this make the Internet better ?

-