THE DIGITAL REALM
DUTY AND HONOR
UFSE SCHOOL TEXTBOOK

PERSONAL PRIVACY AND NATIONAL SOVEREIGNTY IN CYBERSPACE

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Preface to the First Edition

The commissioning of this Treatise has two goals: describe the concept of the National Intranet as it is applicable to the Work-Standard and determine how it would operate in a nation relying on the Work-Standard. The National Intranet was understood in earlier Treatises as comprising the entirety of a nation's digital infrastructure. The Self, Totality, and State interact with the digital realm by means of the National Intranet, their usage governed by the Intents which compel them to access it. However, the National Intranet is not the only aspect of the digital realm. Coexisting alongside the National Intranets of every nation is the concept of the International Internet, a buffer zone that enables people in different countries to visit and browse the National Intranet of another country.

The digital realm, despite its widespread adoption throughout the 1990s, could not have been made possible without past decades of technological innovations and the philosophical underpinnings which conceptualized it into what it is in the 21st century. Its continued existence and growing influence within the everyday lives of Totalities and their States have led to new questions on how to govern the digital realm. Obviously, the concerns of people who rely on the digital realm for their information and those who have created their livelihoods from it should carry ample weight in the legislations of national governments concerning the digital realm. The problem with the digital realm, however, is that it is difficult to envisage any conceivable governance in its current form.

The World Wide Web (WWW), the current incarnation of the digital realm, came into being as a way for scientists and researchers to relay information across vast distances. Later, the Market/Mixed Economies and Fractional-Reserve Banking Systems of Neoliberalism found in the WWW their chance to achieve worldwide reach as the spatial distances between nations continued to shrink after the Death of Bretton Woods. The problem with the WWW is that because entire portions cannot be governed on grounds of National Sovereignty, it becomes difficult for any nation to enforce its own laws online. At the same time, it is also difficult to truly speak of nations ensuring that the personal privacy of their Totalities will be recognized and enforced as personal information online continues to be treated as a Commodity.

The inevitable response to these trends has been to establish National Intranets, essentially asserting sovereign control over a portion of the digital realm. Since a National Intranet is smaller than that of the International Internet that it is connected to, States can reapply their Constitutions and Legal Codes to the digital realm, ensuring that their Totalities will uphold them as they normally would in the Real World. The idea of the digital realm as a lawless, untamed and uncharted area was only applicable prior to the 1990s. It is senseless to continue perpetuating such thinking as more nations and peoples become increasingly proactive in the affairs of the digital realm.

By contributing to the existing body of literature that began in the 1990s, I am also envisaging a different pattern of historical development for the digital realm in the 2000s. This current body of literature concerning the digital realm is far from complete and the rest of the 21st century presents ample Intents for States and Totalities alike to reevaluate their relationships with the digital realm. It is my hope that I will be able to reconceptualize the digital realm. For unlike the WWW, which on its own is unaccountable and ungovernable, the National Intranet presents an entirely different approach to the digital realm.

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Introduction: An Emerging Technology

The late 20th century, propelled by the technological advancements of the early 20th century, revolutionized the "***Real World***" forever. The Real World is the offline world as it exists at the present moment, that physical plane of existence where the Reader and Author of this Treatise reside in. Assuming the Reader is not reading these words on a printed copy, one is most likely viewing the entire Treatise on a PC (Personal Computer), tablet, or smartphone. The Reader may even be relying on software to read this Treatise and the three that preceded it on a software application for viewing .PDF files.

The point that is being made here is that the Reader could not have otherwise found this Treatise without connecting to what is oftentimes referred to in Computer Science literature as "***Cyberspace***." This Treatise and the three Treatises that preceded it understood and referred to Cyberspace as the "***Digital Realm***." Both terms denote the same concept, which is to say that there is another world coexisting with the Real World that is accessed by computer networks, servers, and websites.

The Reader will notice that I, as the Author, have specifically chosen to refrain referring to it in the colloquial as the "Internet." It is because of the fact that the Internet, as the Reader may or may not know, does represent the entirety of the Digital Realm or Cyberspace. What is understood to be the Internet in the 21st century is in final analysis a particular incarnation or version of the Digital Realm called the "***World Wide Web (WWW)***." For those unfamiliar with Computer Science, the WWW is an information system where anyone can set up websites, servers, networks and computer systems for the purpose of sending and receiving data from anywhere in the world. Service Providers facilitate the movement and exchange of information across international borders back in the Real World, allowing a receiver and sender to relay everything from videos and photographs to research papers and personal messages.

The philosophical basis for the Digital Realm has been around since the early 20th century, a precedent made possible by the printing press and the national educational system. The ability to transmit information across vast distances was already being advanced by the developments of the radio, television, and mass transportation systems. The introduction of aircraft and automobiles meant mail could be delivered more quickly than was possible with horse-drawn carriages and steam trains in the 19th century. With the Totalities of whole nations becoming increasingly educated throughout the 20th century, the next stage in the development of National Consciousness was making it possible to envisage what would later become the Digital Realm. It is within the Digital Realm that practically anyone can tap into vast repositories of collected knowledge from past centuries, revisiting and reapplying that knowledge for their own purposes. The most notable conceptualization of the Digital Realm was the "***Noösphere***," which was first discussed previously in *The Third Place (1st Ed.)* and will be discussed further in this Treatise.

Although the philosophical basis behind the Digital Realm originated in the early 20th century, it was not until the late 20th century that the theoretical concepts began to take form. Spurred by early advancements in mechanization and computerization from the 1930s and 1940s, the concept of "***Cybernetics***" would emerge to lay the technical foundations for the Technology that later gave birth to the Digital Realm from the 1970s onward. Further technological developments around the last quarter of the 20th century would lead to the realization of the WWW. While the rest is recent history, what deserves to be said here is that the WWW is not the only way in which the Digital

Realm could be organized. The 20th century has seen efforts to reconceptualize and reinterpret how the Digital Realm would be implemented in the 21st century.

When the World Wide Web (WWW) was introduced back in the 1990s, some important questions began to emerge that have continued to inform contemporary political, economic, social, financial, cultural and technological discussions about the Digital Realm. While there are many questions raised at the time, the two most relevant questions, which this Treatise was written to address, concerned the longstanding issues of "***National Sovereignty***" and "***Personal Privacy***" in the Digital Realm. The WWW was designed from the ground up to disregard most distinctions between the Self, Totality, and State.

For the State, the vast majority of digital infrastructure that allows the WWW to function is situated within America. So much of the information that one could find online was created from an American Jeffersonian or Neoliberal perspective. Other American perspectives, despite being protected under Amendment I of the Constitution, have no chances of becoming as influential as the Neoliberal one. The most obvious problem is that all the political trends exclusive to America will end up replicating themselves elsewhere in other countries. The rest of the world will find itself increasingly unable to be themselves because most information on the WWW has been written from a Jeffersonian perspective. Another notable issue is that, despite computer networks and systems spanning the entire world across different countries, the WWW remains beholden to US Law, specifically Californian State Law. It is difficult, if not outright impossible, for any nation other than America to actually govern the WWW.

Both problems are related to the fact that because it is a product of the 1990s, the WWW ends up becoming a digitalized facsimile of the "Unipolar Moment" from the same decade. The Jeffersonians have no interest in letting the Digital Realm become something other than the WWW as it already exists, in spite of the various pressures from all kinds of peoples and nations to challenge that consensus. Since the Jeffersonians are unwilling to concede to a different incarnation of the Digital Realm, it is not surprising to know that attempts to reconceptualize and redefine the Digital Realm have been attempted since the 1990s.

One argument is that the Digital Realm has always been something akin to an untamed frontier that should always be up grounds. The Digital Realm is an ungovernable, lawless and foreboding place where all questions of National Sovereignty or digital governance are not to be entertained. Another argument from the 1990s was the idea that the Digital Realm cannot be defined by the WWW forever. At some point, the WWW will eventually fragment into different sections as nations finally master the Digital Realm in the 21st century. China and Russia, the other two major contributors to the Digital Realm, have been especially vocal in their advocacies of reshaping the WWW in order to challenge Jeffersonian world hegemony. But Beijing and Moscow are not the only ones that have found issues with the WWW; the member-states of the EU/NATO have also found immense difficulties applying their own laws to the WWW.

As for the issue of Personal Privacy, the WWW has raised ethical, legal, political and economic questions on whether personal information should be collected and sold off to the highest bidder. There are plenty of websites on the WWW that exist to collect personal information for the purpose of providing it to advertisers, data analytics, and software developers. The number of firms interested in personal information is vast, but all share the same belief that personal information can become a Commodity to such an extent that it is far more profitable to extract Kapital from WWW users instead of generating new Kapital as was the case in at least the past two centuries.

The fact that there are plenty of firms interested in collecting personal information online has led to other firms providing services which enable WWW users to protect their privacy online. The issue there is that it is only a stopgap measure insofar as the services themselves do not address the heart of the issue. What has happened instead is the proliferation of firms whose existences could not have otherwise been justified without other firms collecting personal information. A VPN service will not protect somebody's privacy online if there are pre-installed backdoors into the software.

It is precisely because of the concern over access to personal information that the idea of the "Dark Web" continues to persist as another viable alternative. The argument for the Dark Web is to preserve the old untamed frontier experience of the WWW from the 1990s and to protect personal privacy. The issue there is that it is not the safest option nor is someone's personal information guaranteed to be safe. Apart from the fact that the Dark Web is hotbed for cybercrime, all kinds of malware can be acquired there compared to the rest of the WWW. Worse, there are always new techniques being implemented to bypass encryption measures in order to obtain personal information anyway.

What has been said about Personal Privacy can also be said about National Sovereignty in the Digital Realm. States, Totalities, and Selves may rely on the Digital Realm, but they all expect to be able to govern themselves in the Digital Realm. There is no justifiable reason why they should not govern themselves in the Digital Realm, let alone the Real World. Self-government in the Digital Realm is absent on the WWW and it is something that needs to be realized during the 21st century. Thus, at the heart of *The Digital Realm (1st Ed.)* lies a number of important questions whose answers have yet to be found in the 21st century:

- If the WWW can be replaced, what shall take its place under the Work-Standard and how will the Work-Standard itself operate in the Digital Realm?
- Can Digital Realm become a newfound source of wealth without endangering both National Sovereignty and Personal Privacy through the egregious commoditization of sensitive information?
- Under the Social Ranking System, will everyone's actions in the Digital Realm carry over to the Real World or vice versa for those who made names for themselves in the Digital Realm?
- Should all aspects of everyday life occur on the Digital Realm or is the Digital Realm supposed to be the extension of what happens in the Real World?
- Can the Digital Realm become an extension of the National Consciousness, which in itself is bound to a shared sense of National Identity and National Essence by a National Culture?
- How should the Digital Realm be organized under Council Democracy, a conception of democratic governance completely different from and at odds with Parliamentary Democracy?

The topics covered in *The Digital Realm (1st Ed.)* are based on earlier concepts and ideas discussed elsewhere across three preceding Treatises: *The Work-Standard (2nd Ed.)*, *The Third Place (1st Ed.)*, and *Work-Standard Accounting Practices (1st Ed.)*. Since the concept of the Digital Realm refers to an area where all manner of information intersects, the Reader is assumed to have already read the three Treatises that came before it. While those Treatises contain Entries discussing the Digital Realm, this Treatise in particular is an elaboration of concepts and ideas that could not have been explored within their Entries.

Unlike the last three Treatises, the Entries of *The Digital Realm (1st Ed.)* follow a distinct formatting. Rather than a long, continuous discussion through a recurring topic, the Entries here were written as two interconnected themes. The first set of Entries, Section One, are technical discussions about the WWW as it has existed since the 1990s. Certain misconceptions are exposed, while prevailing perspectives about the WWW are scrutinized by the Work-Standard to promote its own conception of the Digital Realm. The rest of the Treatise was designed for the purpose of facilitating a thought experiment to provide the canvas for conceptualizing that alternate incarnation of the Digital Realm. For the sake of convenience, these Entries have been given the designation “Scenario 1999” in reference to the name given to that thought experiment.

Section One: The National Intranet

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Digital Sovereignty: Prerequisite of the National Intranet (Pt. 1 of 3)

Thirty three years have passed since the World Wide Web (WWW) was established in March 1989 and nearly three decades since the WWW became accessible for general purposes around 1993-1994. In the early years of the WWW (as an estimate, anytime between 1994 and 2004), the WWW resembled a vast, open and unclaimed digital landscape for anyone and everyone. The notion of international borders or the concept of national sovereignty existing in the digital realm did not exist. To an Individual who was accessing it for the first time, the WWW seemed like a place that had yet to be tamed, where anyone could claim their own part of the Internet by creating a website domain. And even though the early Internet originated as an interconnected series of government and university computer networks, that was the general impression for average people.

Spearheaded by US technology firms, a whole new Economic Sector began emerging throughout much of the 1990s. This "Information Sector" set the precedent for new forms of economic activity that even the Individual can initiate and sustain. Over time, as more people were connecting and the Internet itself became integrated with the world offline, the WWW saw the emergence of social media platforms by the early 2000s. Despite having a relatively small presence at first, social media expanded throughout that decade before becoming ubiquitous around the beginning of the early 2010s. Together with the rise of the smartphone, social media rose in prominence and soon concentrated the vast majority of Internet traffic and usage into several well-known platforms.

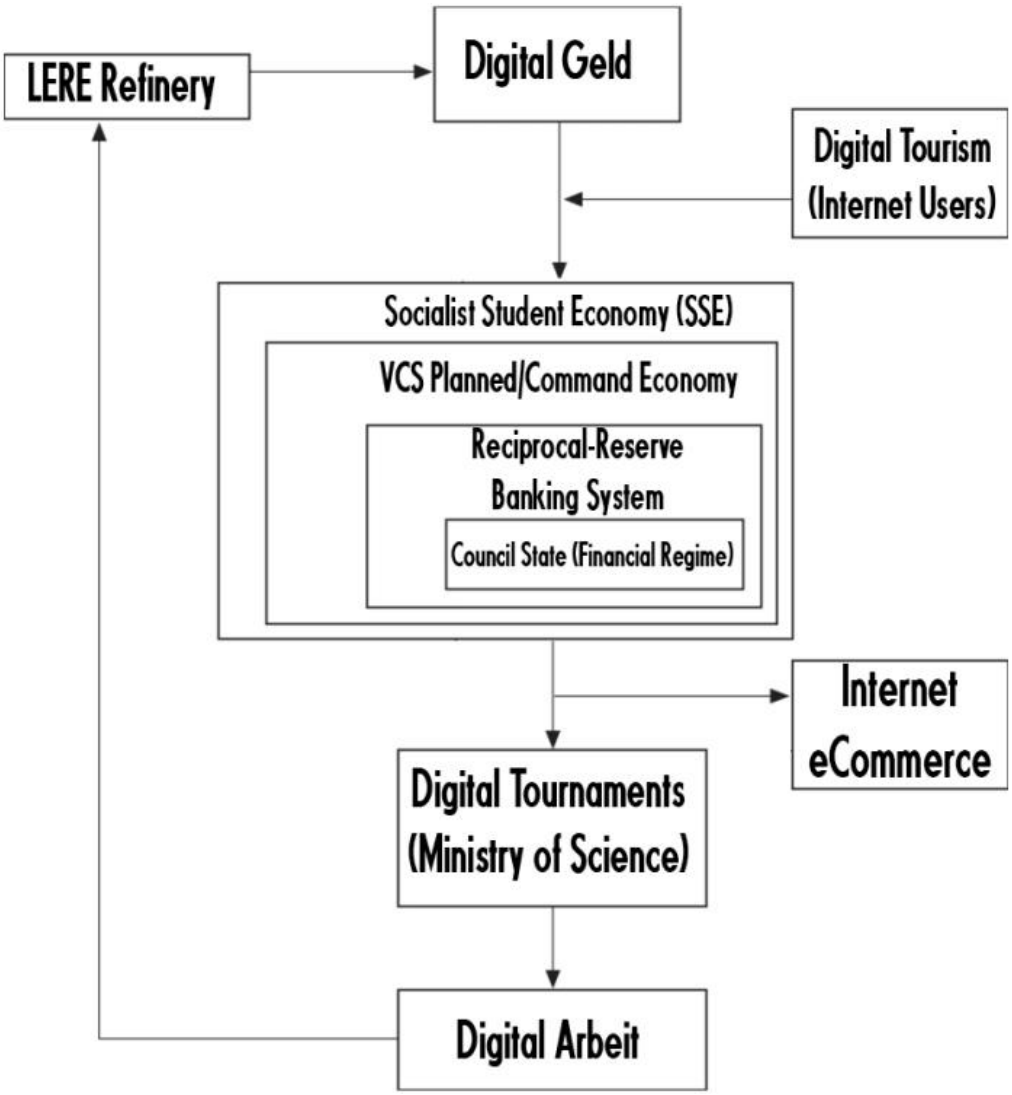
Today, the WWW is still in the midst of constant change. As new websites appear and domains are registered, old ones cease to exist, leaving behind dead links on any number of still-active webpages that can still be accessed through most search engines. Important questions dating back to the early days of the WWW continued to persist, their implications still relevant for today and the foreseeable future. How many websites today can trace their origins back to the 1990s Internet, let alone the 2000s Internet? How many hyperlinks remain connected to sites which ceased to exist at one point? Is the Internet an extension of the world offline or a separate entity beholden to itself?

I began this Blog post with a brief summarization of the WWW because I wanted to direct the reader's attention toward a particular period in its history. Namely, I am referring to the late 1990s and late 2000s, back when social media had yet to overcome the concurring proliferation of online communities and personalized blogs. Anyone who was online during those days may recall this time when discussion boards catered to a specific community of interests, rather than being a platform accommodating a wide variety of different communities. Back when video websites featured homemade videos from people who wanted to share their creations with the world. And yet, sometime around the late 2000s and early 2010s, the Internet underwent its fundamental shift. While it is true that social media platforms became more popularized from 2010 onward, there is another interpretation of this trend which dates all the back to the 1990s.

In the 1990s, a number of early Internet users began adhering to the idea that because the WWW is a borderless, stateless realm where anything goes between Individuals from different parts of the world, the importance of national sovereignty will disappear. No central government will be able to assert any effort aimed at 'nationalizing' its portion of the WWW nor will it be capable of 'isolating' its national life from the WWW. There are still some people who continue to give credence to this idea, as the proliferation of Silicon Valley tech firms and cryptocurrencies like Bitcoin can attest. But just as this trend was beginning to peak around the 2010s, there has also been a growing desire for nations to assert "Digital Sovereignty" within the digital realm. The

motives range from wanting to protect national sovereignty to the belief that the Silicon Valley firms are unresponsive and wield too much power over what happens online.

I briefly touched on this subject before in *The Work-Standard* as the "Splinternet," the idea of 'splintering' the WWW into an "international Internet" connected to various "national Intranets" controlled by different nations and maintained by their governments. A national Internet, I argued, was deemed as the necessary prerequisite for any nation, regardless of ideology, to assert its Digital Sovereignty. I even went to insist that the national Internet is more compatible with the Work-Standard by allowing the Socialist Nation to facilitate an array of digital economic activities which would not otherwise be possible under a Liberal Capitalist regime. One good example is the contribution of "Digital Arbeit" by an Individual and their registered website on the national Intranet, which can then be transmuted into "Digital Geld" at the "LERE Refinery" before finally becoming "Actual Geld" by the Central Bank at the Life-Energy Reserve.



This was the flow chart diagram that I had made to illustrate how the National Intranet operates under the Life-Energization Reciprocal Electrification (LERE) Process in the Second Edition of The Work-Standard.

What I did not mention within my discussions of the Splinternet in *The Work-Standard* was the greater ease of developing community, camaraderie, and solidarity on a national Intranet. I am convinced that this will be the case. The more I read about the early Internet, especially before the Internet was accessible to the general public, the more I began to arrive at this conclusion. There was in fact a sense of community among what few users there were around during the Internet's early years. That general sentiment went away once the Internet became more available in the mid-1990s and well into the 2000s, which ties in with the aforementioned trend in the 2010s. But why would that be the case? Is it easier to develop personal connections on a smaller information network under a nation's jurisdiction?

Consider this post as the opening introduction to a three-part series of posts where I will delve into the question of Digital Sovereignty beyond *The Work-Standard*. Over the course of the next two posts, I will be providing an historical look at the economic history of the WWW and the concept of internet governance. My hope is that by completing this series of posts, some conclusions may be drawn as to where the WWW is heading with regard to the concept of the Splinternet.

Digital Sovereignty: Prerequisite of the National Intranet (Pt. 2 of 3)

The concept of a "digital economy" is still relatively new, having grown up alongside the World Wide Web (WWW) back in the 1990s. A definitive economic history of the WWW has yet to be written, and what can be said about it is that there are three basic components of the digital economic activities on the WWW. Those are the "digital infrastructure," "eBusiness," and "eCommerce." In addition to the manufacturing of computers and facilitation of Internet access, telecommunications firms were instrumental in overseeing the movement of information across different computer networks, including the ubiquitous proliferation of advertisements on websites and tech platforms. All kinds of firms conduct their economic activities online to supplement their offline ones, their operations coexisting alongside those of eCommerce sites which sell assorted goods and services. And the proliferation of eCommerce entails the implementation of payment and logistics systems for transferring Kapital (or, for our purposes, Geld) and the delivery of the shipment to its destination.

From the preceding paragraph alone, it can be inferred that any digital economy requires two forms of Technology, Information and Financial Technologies. With Information Technology, the establishment of an "Information Sector" as a distinct Economic Sector becomes feasible, the Fintech serving as this Economic Sector's means of production. Both technologies are what allowed for the rise of an Information Sector in the US economy during the 1990s, which as of late is currently dominated by Apple, Amazon, Facebook, Google and Microsoft, otherwise known as "Big Tech." Questions over whether the WWW has inherent tendencies toward the development of oligopolies and monopolies has long been a subject among Liberal Capitalist circles for some time now. In the past year alone, the Kapital Accumulation of Big Tech had reached upwards of about $1.4 trillion USD, made possible thanks to the Coronavirus Pandemic consigning the vast majority of economic activities to the digital realm. Much of the Kapital came primarily from selling finished goods and digital services or selling one's information for advertising purposes.

Compared to other economic industries susceptible to the formation of oligopolies, the speed at which Big Tech rose to prominence over much of the digital economy is staggering. The WWW has only been around for almost thirty years, and yet Big Tech had achieved its oligopoly during the past decade. How did the Internet create such an oligopoly within the span of two decades? Is there anything to be discerned from Big Tech based on what is known about Liberal Capitalist economics? And what is the significance of Big Tech in relation to Digital Sovereignty?

Historically, the rise of Big Tech was made possible through a combination of Deregulation, Globalization, and Speculation throughout the 1980s and 1990s. The Deregulation of telecommunications, together with the expanded reach of Globalization and the enhanced forms Speculation vis-à-vis Fintech, had laid the groundwork for the Internet to be considered a speculative investment into these two aforementioned technologies. The 1990s in particular was also the same timeframe in which an economic bubble, the "Dot-Com Bubble," emerged and would later burst at the dawn of this century. Monopolization of the US Information Sector occurred throughout the 2000s and continued well into the 2010s. Since the WWW covers much of the planet, the global reach of Big Tech has worldwide implications.

The analogy concerning Big Tech, as far as the Work-Standard is concerned, is hardly the phenomenon of a few technology firms gaining a massive portion of the US Information Sector. Contrary to mainstream neoclassical economics, the rise of Big Tech bears an uncanny resemblance to the taming of a 'digital frontier' that was previously 'uninhabited' and is just now

beginning to become ‘civilized’. At first, the digital realm was undeveloped, unsettled, and had yet to be claimed by anyone. Increased access to the WWW led to the subsequent establishment of online communities that existed like settlements separated from each other under distinct website domains, servers and Internet Service Providers. As the Real World, the physical realm that exists offline, depended more on the WWW, everything became more centralized and organized thanks to the popularization of social media platforms.

The phenomenon I am describing is what has been referred to as “Internet Centralization.” Even though the WWW was designed to be decentralized, the current state of affairs points toward further centralization in the coming years. If the past two decades alone saw the centralization of the WWW into a handful of American technology firms, then the next two decades will only be more of the same. Thus, the question should not be a matter of whether this can be stalled or reversed because the world is already past that point, as the global reach of Big Tech itself can attest. In essence, the coming years will give rise to the question of whether this centralization of the Internet will be realized by technology oligopolies or by central governments.

This conclusion of mine is not too far off from becoming a reality, barring the ongoing efforts of China and Russia to develop their own Intranets. Even if the US and the rest of the Western world were to curtail the excesses of Big Tech through Liberal Capitalist methods, they are still going to redirect the centralization of the Internet along national lines. Such a conclusion does account for why nobody in the Federal government is willing to shatter the oligopoly wielded by Big Tech or try anything that would cause a deviation toward national-oriented Internet Centralization. Doing so would undermine Big Tech’s near-total control over much of the digital realm, thereby undermining not only American preeminence on the Internet but also a few major sources of Kapital for the US economy. It would account for why the issues of censorship and deplatforming remain pervasive concerns: if Big Tech is capable of silencing dissent, why not any central government? And it would even account for why legal jurisprudence on the WWW is under the jurisdiction of the State of California: if the Federal government were to rein in Big Tech, it will result in the American part of the WWW to fall under Federal, not State, jurisdiction.

Should the centralization of the Internet be realized by central governments as opposed to Big Tech, the next logical step involves the gradual establishment of Intranets controlled by different nations seeking to assert national sovereignty in the digital realm. As I have stated previously, such movements are tantamount to the transformation of the Internet into a Splinternet. This will no doubt concur with the reversal of Globalization offline insofar as the WWW was made possible thanks to Globalization’s enabling the movements of Kapital and information across international borders. Always remember that even as a Splinternet, the Internet will continue to exist, but it will no longer encompass the entirety of the digital realm. Outside of the Internet, the legal jurisprudence and political-economic activities of an Intranet fall under the administration of a central government.

Why would Internet Centralization lead to the Splinternet? The moment a nation begins to claim control over its part of the WWW on grounds of national sovereignty is also when it becomes feasible to envisage Internet Centralization as nationalization. That in turn leads to the creation of a national Intranet, and if enough nations begin developing their own national Intranets, the advent of the Splinternet becomes tenable. The Splinternet’s emergence will also diminish the domination of Big Tech in many countries around the world, securing the later rise of future competitors.

I have already discussed about the lucrative economic prospects of the national Intranet in *The Work-Standard*, wherein I argued that the Intranet will allow any Socialist Nation to implement its own Life-Energization Reciprocity (LERE) Process. Digital Arbeit can be contributed from a wide variety of digital activities on the Intranet, which could then be transmuted into Digital Geld prior to conversion into Actual Geld. An entirely distinct digital economy is capable of being created through its Information Sector, independent from the influences of foreign competitors. It is even possible to envisage the advent of "Internet Tourism" for anyone interested in visiting a foreign Intranet. In short, Internet Centralization should be welcomed as a reflection of the fact that the digital realm is not beholden to itself but a reflection of activities that occur in the physical realm. Whether it leads to the Splinternet or not, besides the governance structures which needs to be created in its wake, is a question that must be addressed in the next post.

What is "Internet Governance Theory?"

As part of my ongoing investigations into the concept of Digital Sovereignty, I relied on the existing literature which brought me to a few WordPress websites. The information provided on those sites proved to be insightful enough to warrant a discussion – a preview – of what I intend to discuss in the third part of the "Digital Sovereignty" series of Blog posts. Here, I will be presenting the literature I had gathered and all relevant information worthy of mention.

The first point of reference comes from a July 2014 post on a Blog called "The IT Countrey Justice" [sic.]. Apparently, it was the last post to a three-part series which focused on the concept of "Internet Governance," a concept that is in turn related to Digital Sovereignty. The post itself described Internet Governance as being derived from models found in International Relations, the two prominent models classed as "Formal Theories" and "Informal Theories." The Formal Theories are aligned with the Realist school of thought, whereas the Informal Theories are represented by the Liberal school of thought. While I do have my disagreements over some of the positions covered therein, there are a few positions which I must acknowledge regardless. The general crux is that the Internet, due to its worldwide reach, restricts any potential forms of political governance to either international institutions or private individuals. No single nation is truly capable of asserting absolute domination over the entire Internet.

For the purposes of Part III of "Digital Sovereignty," the question that remains is whether the Internet should be governed by International Law, an international body, or a shared set of standards among the world's telecommunications industries. The exact details on how Internet Governance will be implemented in this current world order, the author noted, has yet to be sketched. Since enforcing any national legal jurisprudence cannot be guaranteed on the Internet, this has led to the idea of restructuring the Internet as a Splinternet to become a possibility. Under those circumstances, nations would be obliged to enforce their laws in the digital realm as they normally would in the physical realm. However, they would be limited to their side of the Internet, which is not too far off from what I had in mind for the national Intranet.

In *The Work-Standard*, my description of the Splinternet outlined the splitting of the digital realm into different national Intranets separated by a single international Internet. The Splinternet, unlike the existing World Wide Web (WWW), should be governed according to International Law, maintained and regulated by a neutral international organization. It would exist as an intermediate between different national spheres of influence in the digital realm. Outside of the national Intranet, on the international Internet, there needs to be international treaties on matters ranging from cybercrime and malware to eCommerce and Internet tourism. Only then can we expect any nation to enforce their own laws on the international Internet.

Another source was arriving arrived at similar conclusions in a blog post entitled "Digital trade and global governance of the digital economy." Compared to other foreign policies, the state of affairs in the digital realm is deeply intertwined with those of international trade. The post mentioned that all kinds of organizations emerged since the early days of the WWW to govern its technical standards such as IP Addresses or website domains. It stipulated that because it is possible Free Trade Agreements (FTAs) to be conducted in the digital realm, the same should be true for applications of Protectionism and Autarky, from the imposition of tariffs to regulations on the movements of goods and services across international borders.

This brings me to my last source, a post called "Persisting in Respect for the Principle of Cyber Sovereignty, Promoting the Construction of a Community of Common Destiny in Cyberspace." It is a 2016 post with a basic summary of the PRC's stances toward the digital realm and the question of national sovereignty. The author stated that while China recognizes the importance of the Internet and all its benefits, it also argues that all the problems affecting the Internet today can be traced back to the very issue of Digital Sovereignty. China also insisted that even if one does not think Digital Sovereignty is impossible in the digital realm, one should still realize that the foreign policies of the US concerning cyberwarfare indicates that the concept is tenable.

Those are just some of the source materials that I currently have for Part III of Digital Sovereignty. I will be expanding on the information covered here, in addition to other perspectives and forays into the topic. I am expecting to have the post ready before the coming weekends.

Digital Sovereignty: Precursor to the National Intranet (Pt. 3 of 3)

Every form of economic governance corresponds to a related model of political governance. What applies in the physical realm is capable of being reapplied in the digital realm. At stake in today's geopolitical climate is the possibility of restructuring the current form of the Internet, currently defined by the World Wide Web (WWW). Proposed political governance models have been posited in the decades since the WWW became available for general purposes during the 1990s, but now that much of the world relies on the WWW, the digital realm stands ripe for change. As the digital analogue to the problems of Globalization, either the Internet is reorganized out of consideration for the sovereignty of nations, or it remains beholden to the ideological aims of Neoliberalism.

So much of the contemporary discussion about the Splinternet today remains distorted by the Freedom-Security Dialectic that defines political discourse under Neoliberalism. Here, the narrative is framed along the lines of Internet access, whether somebody in a given nation is able to access certain websites or even access to a computer in general. To advocate for the Splinternet is akin to suggesting that access to social media platforms for instance should be blocked or that it enables governments to suppress dissent by means of censorship. Such rhetoric presupposes that the Internet is capable of having gatekeepers, real or imagined, and have the power to control the flow of information. The problem with this sort of rhetoric is that the Internet by design is incapable of facilitating any gatekeepers whatsoever, given that no one nation is capable of dominating the entire Internet. Moreover, it ignores the fact that social media platforms owned by Big Tech are just as capable of censorship as any central government.

What has yet to be realized in the digital realm is a simple matter related to power. Who has the power to govern any conception of the Internet? Who has the power to decide which laws are applicable to the digital realm and which ones fall under the purview of International Law? Who has the power to defend the Internet against instigations of cyberterrorism, cyberwarfare, cyberespionage, and cybercrime? Are these real issues applicable to the legal jurisprudence of any nation, international treaties brokered between nations, or an international body?

The Jeffersonians of the Democratic-Republican Party in these United States are unwilling and unable to decide on these questions. They are more inclined toward letting Big Tech dominate the affairs of the digital realm, so long as Big Tech itself continues to generate ever-growing sums of Kapital. This rhetoric about opposing the Splinternet on their part is to ensure that the digital realm remains beholden to Big Tech. And while it is true that the Republican side of the Democratic-Republican Party despises Big Tech, their opposition was the consequence of Big Tech stepping out of line and taking the wrong side of Wedge Issues. "Woke Capitalism" was merely the replacement of a much earlier term, "Crony Capitalism." Instead of an alleged collusion between "Big Business and Big Government," it is now between "Big Business and Social Liberalism." Therein lies the opportunism, the pursuit of Kapital to gain an advantage in the next electoral cycle: Big Business and Big Government are fine so long as both adhere to Classical Liberalism.

If we go beyond the Freedom-Security Dialectic, beyond the ideological rhetoric, we are left with the question of whether the digital realm is separate from the physical realm or its extension. Every ascertainment of such a question opens the door to who governs the digital realm and where does one draw the line. We have already concluded that the digital realm should be interpreted as an extension of physical realm across different financial, technological, social, economic and political

contexts. The Internet is capable of facilitating international trade and the movement of information across international borders. It has also been concluded that the Internet, especially during its early history, was capable of maintaining a digital economy.

On the subject of digital economy, is there just one for the whole world or one for each country? All the problems of Big Tech presupposes that there can only be one digital economy for the entire planet, as opposed to fostering a multiplicity of digital economies. If we believe that each country should have its own digital economy, then we are also left with the impression that every country is bound to its side of the digital realm. International trade will continue to occur in the digital realm as well as the physical realm. The central government wields the necessary authority and legislative power to negotiate the terms of its trade agreements with other nations.

Here, we come across the question of blocking access to specific websites, and it must be stressed that this can be done as part of a nation's trade policy. Although this distinction may not be clear at first on the World Wide Web, it will be within the context of a national Intranet. A central government should have the power to block websites offering goods and services which might derail its own digital economy in the national Intranet. This is already the case in the physical realm, where central governments are just as capable of restricting the flow of foreign goods and services within the national economy. By adopting that perspective, it becomes natural to expect the Liberal Capitalists to assume that "information" is to them another Commodity.

It is not at all a stretch to believe that Liberal Capitalism treats information as a Commodity. After all, mass surveillance and the collection of personal data since the 9/11 Attacks became increasingly profitable in the digital realm during the 2010s. Social media platforms have been notorious for engaging in this area. Even false, misleading information itself can generate as much Kapital as genuine, factual information, because the concept of a Commodity makes no qualitative distinctions between two different entities. That includes considerations like who created the information, the sincerity of their intentions, or the veracity of the information's claims.

Another problem which needs to be addressed within the context of Digital Sovereignty concerns the proliferation of malware and cybercrime. In the past decade alone, cybercrime has been on the rise each year, and the extent to which malware is being used to perpetrate them is also expanding. Thanks to Cryptocurrencies, it is now possible for someone to hijack somebody's else computer systems, threatening to wipe all the data on their hard drive in exchange for a ransom. It is only a matter of time before Artificial Intelligence becomes the next source of malware, the next weapon in a growing arsenal of cyberweapons wielded by nations and non-state organizations alike.

With these important facts in mind, are central governments supposed to defend the national interest against any information capable of sowing internal division and strife? Does that include ensuring that the personal data of its own people are not being expropriated for Kapital? Why should any decent central government outside the US allow Big Tech to control the flow of information within its own borders, physical *and* digital?

All of these questions and more can be pondered on a national Intranet.

Automation and Economic Planning (Pt. 1 of 2)

Various Entries in The Third Place (1st Ed.) were devoted to describing three Modes of Production that are relevant to understanding how the Work-Standard will function if implemented in practice. Those three were designated as Production for *Profit*, Production for *Utility*, and Production for *Dasein*. The dynamics between Production for *Profit* and Production for *Utility* are governed by the interplay between Kapital and Schuld under the Incentives of Supply and Demand. Both assumed their contemporary forms in the early half of the previous century.

Production for *Profit* involves the transfer of Kapital and Schuld between Firms and Customers within a "Market." The Firm earns a Profit by selling a good or service to the Customer for Kapital. Schuld occurs when the Firm earns less Kapital or when the Customer spends more Kapital. The Market operates independently from the Parliament, whose sole role is to ensure that the Firm and the Customer act in good faith.

Meanwhile, Production for *Utility* has the Parliament acting as a conduit of Kapital and Schuld between the Firm and the Customer. The Parliament, through a combination of fiscal and monetary policies, provides Kapital to a Firm tasked with providing a good or service to the Customer. The Firm receives its Utility from the Kapital they receive from Parliament, while the Customer receives their Utility from the Schuld they give to the Parliament.

Most Liberal Capitalist regimes employ varying degrees of Production for *Profit* and Production for *Utility* within their economic activities. There are certain economic activities where the Market plays a greater role in the interactions between the Firm and the Customer. In other economic activities, the Parliament oversee the interactions between Firm and Customer. The most explicit expression of the dynamics shared by both Modes of Production in the interplay between Kapital and Schuld under the Incentives of Supply and Demand is Social-Democracy.

In a Social-Democracy, the Parliament acts as the immediate between the Firm and the Customer. There is a constant balancing act between Production for *Profit* and Production for *Utility*. Economic activities known to promote the Utility of the Civil Society should be done by the Parliament. Economic activities that promote the Utility of the Private Citizen should be done by the Market. The result is a greater emphasis on Production for *Utility*.

Outside of Social-Democracy, Liberal Capitalist regimes prioritize Production for *Profit* by default, reserving Production for *Utility* for the more exceptional economic activities. Those exceptions usually include rare mineral extraction, energy production, electricity, water and wastewater treatment, national highways, military-industrial complexes, railways, airlines, postal services, and banks. These economic activities, because they tend to be unprofitable or uncompetitive, tend to be brought under the oversight of Parliament.

And for ideologies opposed to Neoliberalism, most Corporatist and Socialist national economies have tended toward a Planned/Command Economy as opposed to a Market/Mixed Economy. They tried to break away from the dynamics of Production for *Profit* and Production for *Utility*, only to end up halfway between Production for *Utility* and the third Mode of Production. To break away from those two Modes of Production, economic planning and an alternative to the market were needed. The nations that did not collapse have had to make compromises with Production for *Profit*

as well as Production for *Utility*. The most well-known example is the "Birdcage Economy" where a separate Market/Mixed Economy exists to support the aims of a Planned/Command Economy.

This brings us to the third Mode of Production, Production for *Dasein*, whose realization was made possible by the Work-Standard. The interplay between Kapital and Schuld is replaced by an opposing one defined by Arbeit and Geld. Instead of the Incentives of Supply and Demand, the Intents of Command and Obedience are employed. It is also through the Work-Standard that we encounter Production for *Dasein's* Tournament and MTEP (Mission-Type Economic Planning). But what makes the Tournament different from the Market, MTEP from STEP (Soviet-Type Economic Planning)?

In essence, MTEP is an economic application of Auftragstaktik (Mission-Type Tactics). Here, the Central Plan is formatted as a long-term set of qualifiable strategic goals, generalized enough so as to be applicable to the SSE, the VCS Economy, the Reciprocal-Reserve Banking System, the Council State, and the National Intranet. There are no quantifiable targets, quotas, percentages, and figures that need to be met within a set timeframe. Everyone has the freedom of action to realize those strategic goals as they apply to their Vocations, Professions, and Enterprises. The everyday roles of economic planning are delegated to Economic Planners, a retinue of Accountants, and the Inspectors, whose actions are held accountable to the Council Democratic process vis-à-vis the State Commissariats of Wages and Prices. This leaves the Central Planners to focus more on the administrative functions of the Council State at the Ministry of Economics.

One notable expression of MTEP is the issuance of the Work-Plan, a National Socialized Financial Instrument (NSFI) that eliminates the need for Bonds. Its Value pegged to the Central Plan, the Kontore issue Work-Plans involves as assignment or task related to the Central Plan that needs to be carried out by a Vocation, a Profession, or an Enterprise. The recipient, by contributing more of their Actual Arbeit to the Life-Energy Reserve, will be able to cash in their Work-Plan for a large sum of Actual Geld once the NSFI passes its Maturity Date.

A Central Planner, when they are not planning for the future, oversees the largest Enterprises (which are oftentimes SAEs and SOEs) and strategic matters that could affect the LER and LERE Processes. In the case of the former, a Central Planner will have their seat in the executive boardrooms of an SAE or SOE at the behest of the Ministry of Economics, working alongside a Superintendent tasked with resolving disputes between administrators and civil servants. In the latter, if there are any internal issues that involve their subordinates, the Economic Planners and their retinues of Accountants, a Central Planner must intervene and resolve those issues with their Superintendent counterparts at the State Commissariats.

There is a level of coordination between the Central Planners and the Superintendents on economic and financial matters that concern the LER and LERE Processes. The Economic Planners and the Accountants preside over the creations of Arbeit and Geld among Enterprises and Professions. The State Commissars and Inspectors ensure that the rules and regulations governing the creations of Arbeit and Geld are observed by everyone in the Tournament. Other Central Planners are studying the latest trends in the Work-World and analyzing the overall performance of the Tournament.

The Work-World refers to the present extent of all economic activities done by the Totality, State, and the Self. There are economic activities attached to a Domain and is creating Arbeit and Geld for the Life-Energy Reserve. All Vocations, Professions, Enterprises, Industries and Economic Sectors are affiliated with a Domain, creating Arbeit and Geld for the Life-Energy Reserve and participating in the Tournament. The advent of new Technologies will yield the appearances of new Domains or the disappearances of older ones. Central Planners must evaluate those Technologies, ensure their rapid deployment, and open new sources of Arbeit and Geld by establishing Domains. This includes coordinating the efforts of the Central Bank to maintain its Mechanization Rate as one of the Council State's monetary policies.

The Tournament is where the Central Planners are tasked with assessing the performance of Enterprises in relation to the rest of their Industry. Entire Industries of Enterprises compete in the Tournament to achieve the highest Quality of Arbeit for the least Quality of Geld. A Social Rank is to be assigned to every Enterprise based on their Quality of Arbeit and Quality of Geld. Attaining a higher Social Rank confers the recipient Enterprise a greater role in the affairs of their Industry, from deciding how their Industry should implement the Central Plan to whether they have the power to lead the lesser and weaker Enterprises.

All the problems of economic planning, which have often been associated with nations copying aspects of STEP without rectifying its genuine flaws, can be traced back to the antithesis of *Auftragstaktik*, *Befehlstaktik* (Command-Type Tactics). In *Befehlstaktik*, the Central Planners are expected to dictate every aspect of economic activities, from the means to achieve the goal to how that same goal is to be achieved. The problems of *Befehlstaktik* can also be inferred from the flaws of STEP. Central Planners cannot focus on long-term goals, the national economy is unable to demonstrate leadership capabilities whilst still working within the framework of a Central Plan.

The evidence for this lies in how STEP had struggled to bring the Work-World and the Tournament into its organizational framework. Most historical applications of STEP saw Central Planners incognizant of economic activities outside the Domains of the Work-World. This was made apparent in the appearances of an Informal Economy, whose economic activities existed in the Work-World but unattached to any Domain, and the black markets that were neither attached to a Domain nor operating anything within the socioeconomic parameters of the Work-World. The purpose of this extensive discussion of MTEP and Production for *Dasein* is to reevaluate my discussions of them in response to a proposal that has been forwarded in recent years. Given the ongoing technological developments in Artificial Intelligence, machine learning and other information technologies, a small body of literature exists to determine the possibility of Automation reintroducing economic planning on a grand scale. While Automation is capable of helping the Work-Standard realize its concept of the Mechanization Rate as an alternative to the Interest Rate, it is questionable to expect Artificial Intelligence and advanced computing technologies to yield an entirely new form of economic planning. It might resolve some of the quantitative calculations that have plagued Central Planners relying on some variation of STEP.

Automation and Economic Planning (Pt. 2 of 2)

Socialist economics after the collapse of the Soviet Union and Eastern Bloc countries underwent a radical transformation during the 1990s. The flaws of Soviet-Type Economic Planning (STEP) not only demonstrated its impracticality at this stage of the State of Total Mobilization, it has also deterred other nations from trying to adopt. Thus, the 1990s saw efforts to reenvisage Socialist economics to suit the conditions of the current century. Two perspectives have emerged as a result of those endeavors and while I have addressed them in passing, I did not discuss them in the context of Automation and Economic Planning.

One proposal involves applications of "Market Socialism" in the national economy. Instead of a Tournament, the Market is allowed to coexist alongside State Enterprises and Economic Planning. The Market is not there to promote the aims of Neoliberalism but to provide the productive forces in the control of the Totality, promoting their flourishing under the guidance of the Council State. Most Non-State Enterprises are operated by the techniques of Worker's Self-Management, where economic activities are decided by the employees. The employees are also responsible for the drafting and preparation of economic plans, in addition to their role in their implementation. And thus, the Market in Market Socialism's conception of Planned Economy is to play an auxiliary support role in the economic life of the Totality as opposed to a predominant one like in most Market/Mixed Economies.

The other proposal is "Democratic Economic Planning." Supported by Council Democracy, every economic plan begins at the workspace and is customized to fulfill the specialties and capabilities of individual Enterprises. The Central Planners are not allowed to impose economic plans from the top-down nor do they play any key roles among larger economic organizations. In fact, the authorities of the Central Planners are more limited compared to the broad powers granted to them under most conceptions of STEP. And unlike MTEP, everything is decentralized and there is no central framework through which to implement economic plans.

Both of these proposals have their upsides and downsides. What the prospect of Automation promises to Economic Planning in general is the possibility of automating parts of the production process. Instead of having a huge bureaucracy of Central Planners micromanaging every aspect of the national economy, Artificial Intelligence and advanced supercomputers would be employed to assist the employees and employers of State Enterprises and Social Enterprises to make better decisions when formulating their economic plans.

Given the latest technological advancements, is it possible to speak of Automation creating its own version of Economic Planning? It is still too early to provide a definitive answer because Automation has yet to be properly integrated into economic life. Artificial Intelligence and supercomputing technologies are not sophisticated enough to assist the State and the Totality in their operations of an entire national economy. Some serious advancements in computing power and AI will need to take place first before I can speak of those technologies carrying out aspects of a Central Plan or any economic plan for that matter. It remains whether any nation is interested in pursuing further research or any nationwide implementation of a unified digital space.

This fact has not stopped a number of pro-Automation Marxists who find those technologies to bear the seeds of a future breakthrough in Socialist economics. The existing literature continues to

receive gradual expansions and there is no indication that they have reached the cusp of their research. It is also possible that the related technologies become more advanced, somebody somewhere will try to implement an "Automated-Type Economic Planning" (ATEP) to test the validity of their research.

ATEP will employ aspects of Democratic Economic Planning by allowing the Totality to coordinate economic activities with the State on their National Intranet. The National Intranet might negate the need for Central Planners to oversee the economic plans as the National Intranet will be accessible to everyone who performs any Meaningful Work. It would be accessible to people living in the country with access to a computer or a smartphone. It will also be a closed network, independent of the International Internet, and capable of operating without the International Internet. Artificial intelligence software programs would act as the virtual assistants to the Economic Planners of each Enterprise.

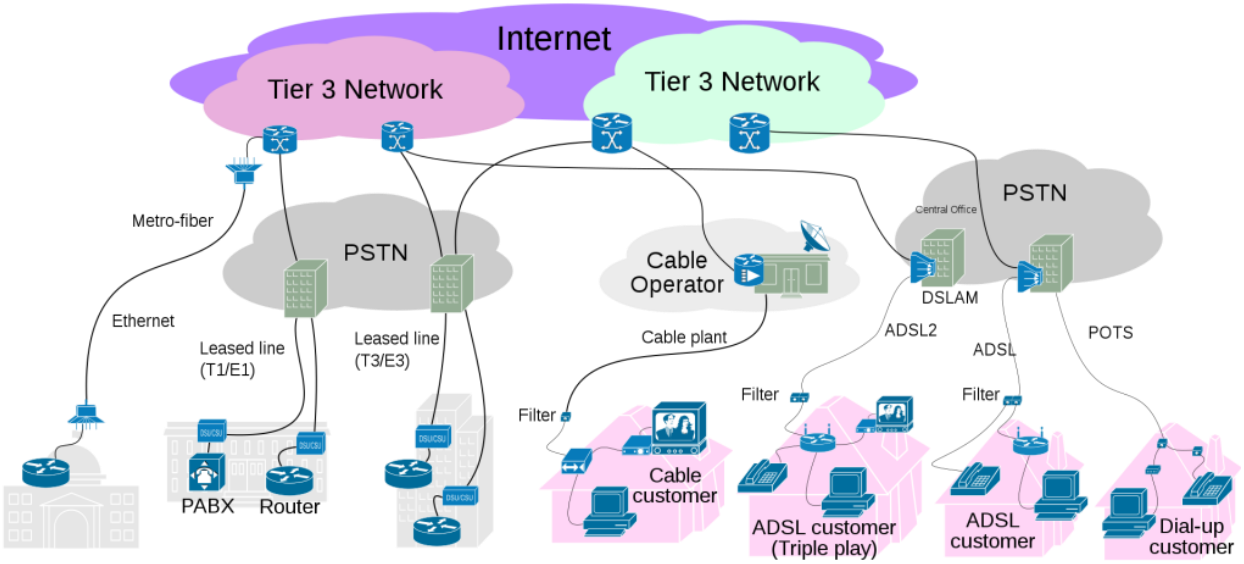
The eventual aim of ATEP is to assist in transferring Council Democracy to the digital realm. Should ATEP prove to be successful, it will lead to the gradual realization of "E-Democracy" and "Digital Governance." In essence, if the production process is capable of being achieved over the National Intranet, then some aspects of the political process for a functioning Council Democracy can also be conducted on the National Intranet as well.

An E-Democracy involves the implementation of some form of Democracy to the digital realm as an extension of what happens in the Real World. Digital Governance refers to the online organizations and forums tasked with setting the norms and behaviors of online political conduct as part of the Totality's ability to govern their portion of the digital realm. E-Democracy and Digital Governance will definitely become necessities in the realization of any theoretical implementation of ATEP. The real challenges are the immense costs of implementing those arrangements and efforts to regulate the flow of information traveling between Totality and State.

Those two concepts are two topics which I would like to explore at some point from the purview of MTEP and the Work-Standard in particular. I am convinced that, based on the political models that I have provided in *The Third Place*, some form of E-Democracy and Digital Governance could be implemented within a Socialist Nation's National Intranet. They should be capable of operating independently from the International Internet, which is run and operated by the World State Organization (WSO). Its funding needs to come from the State, transparent and accountable to the Totality, and simultaneously respect the privacy of the State and the Totality. And it will also need to provide an organizational framework for the Blockcycle Technologies employed by the LERE Process to create Digital Arbeit and Digital Geld.

Could MTEP employ aspects of E-Democracy and Digital Governance into its techniques and methodologies? I do not see any reasons why it would not. Unless proven otherwise, I am not convinced that Automation alone is capable of being a viable alternative to STEP anytime soon.

Social Forums: A Digitalization of Council Democracy (Pt. 1 of 2)



Basic Diagram of Information Transmission on the WWW.

A National Intranet is arguably the ideal structure to implement a digitized version of Council Democracy in the digital realm. Compared to the World Wide Web (WWW), the National Intranet is isolated enough from the International Internet to convene aspects of the political process. The limited Access to the National Intranet from another country or the International Internet is designed to minimize the risk of cyberattacks and attempts to disrupt the political process. This is because visiting the National Intranet from outside the Socialist Nation is meant to be digital equivalent of crossing international borders. Given the boundaries that set the National Intranet apart from the International Internet, the National Intranet itself becomes suitable enough for practical conceptions of Digital Governance without having to rely on the Blockchain Technologies of conventional Cryptocurrencies. The significance of Cryptocurrencies like Bitcoin and Ethereum in relation to Digital Governance will be revealed over the course of this Blog post.

As one should know by now, the basic idea behind Council Democracy is to bring the political process to the workspace, allowing the Totality to participate in the affairs of their State from there. The Totality chooses their Delegates for the local government. The local Council chooses its Delegate for the regional Council. And the regional Council in turn chooses its own Delegate to the State Council. The State Council functions as the national legislature of the central government.

The concept of E-Democracy must strive to become something more than just a way to streamline and hasten the procedures of Council Democracy. In essence, it should help lay the foundational groundwork required to govern the Socialist Nation's National Intranet. The National Intranet contributes Digital Arbeit and Digital Geld to the Life-Energy Reserve vis-à-vis the LERE Process. It is possible to envisage Enterprises operating on the National Intranet and conducting most of its activities there. It is also possible for other Enterprises to use the National Intranet as an extension of their offline activities in the Real World. Whichever the case may be, I am certain that the LERE Process itself bears the seeds of Council Democracy in the digital realm.

The LERE Process is realized by Blockcycle *Technology*. A personal computer, connected to a server or network attached to an Intranet Service Provider, acts as the means of production by

which somebody creates Digital Arbeit. When the Self creates Digital Arbeit from their activities on a website or online service, the data gets transferred across the National Intranet to the LERE Refinery, where it gets turned into Digital Geld. The Digital Geld is wired to a State Bank, the State Bank processes to the Central Bank, and the Central Bank registers it as Actual Geld. What began in the National Intranet manifested itself in the Real World. What was manifested in the Real World can be brought back to the National Intranet, creating a reciprocal relationship.

The Self, the one who creates Digital Arbeit, will never be alone on the National Intranet. Their economic activities may be organized as part of a larger "Digital Enterprise." A Workshop operates 3D Printing technologies to manufacture items on order. A Small Business that runs an online shop on the side. A Cooperative where members work together as both employer and employee. We can extend those examples further to include bloggers, media publications, content creators and others. Even a multiplayer gaming server can also become its own source of Digital Arbeit. The Self interacts with these people for Intents that range from their educational and professional life to sharing their passions and personal interests with others.

One would not call this form of Digital Governance as "Social Media." In the National Intranet, the concept of *Social Media* refers to an online media publication where the Totality can post stories and notices for others to read. Yet at the same time, we cannot also describe it as "Social Networking." A *Social Forum* is more accurate.

Before *Social Media*, there was Social Networking. And prior to Social Networking, the "Internet Forum" was the primary method by which someone found others who shared similar values and norms, passions and interests. In the National Intranet, it is inevitable to speak of *Social Forums* that connect entire communities of people with actual lives offline. The *Social Forum* would serve as an online space to convene issues pertaining to the LERE Process in the digital realm. It can also serve as a valuable website to oversee the governance of any Artificial Intelligence programs that the Totality are relying on in the actual VCS Economy.

From the outset, what makes the *Social Forum* different from a traditional "Internet Forum" on the WWW is that the latter is essentially a message board. People post messages called Threads on the board for others to respond. A long conversation of Posts can keep a Thread going for an untold amount of Zeit (Time). By contrast, the Social Forum would serve as the digital equivalent to the Council Democratic process. Members of a Social Forum would hold periodic elections to choose their Moderators, who in turn will choose their Administrators. The Administrators of entire websites on the National Intranet should try to get to know each other offline, building enough rapport and trust to get an idea as to who should be their Delegates to the local, regional and national-level Forums of the National Intranet.

Each Forum is connected to a computer network of servers attached to a Service Provider responsible for providing Intranet coverage throughout a given jurisdiction. The final authority of the Service Providers is the Ministry of Science and Technology, which is affiliated with the Council State due to its aforementioned role as the final authority in all conducting matters of international trade. Each Service Provider has its own Forum as the online equivalent of a Council.

The Social Forums convene around the same timeframe as those of the Councils. Website Patrons and Administrators address their concerns and discuss matters with Forum Delegates as part of an official State function. Forum Delegates relay information to their Service Provider, which in turn

transmits their discussions to the Ministry of Science and Technology. The Ministry of Science and Technology compiles everything into a detailed report for the State Council.

Similar to how the Councils of local and regional governments are capable of governing themselves, the Social Forums are also autonomous enough to oversee their own activities in the digital realm. The Digital Tournament, a concept discussed in connection to the Socialist Student Economy (SSE) of the Ministry of Education, has aspects of itself governed by these Forums. These arrangements are suitable enough for the conduct of MTEP (Mission-Type Economic Planning) insofar as the Central Planners under MTEP are not required to micromanage anyone like in STEP (Soviet-Type Economic Planning). It will also provide ample opportunities for prospective Economic Planners and Inspectors to coordinate activities of Enterprises using the information technologies provided by the National Intranet's Social Forums.

Everything discussed here can be achieved in the National Intranet based on the conceptual framework of Blockcycle Technology. The Blockcycle Technology is derived from the LERE Process as a subvariant of the LER Process. It will also negate the need for Blockchain Technology, whose political conceptualization is more suitable for Parliamentary Democracy as opposed to Council Democracy.

This brings me to the other aspect of this discussion, the significance of Blockchain Technology in Digital Governance and E-Democracy. There have been a number of proposals in recent years involving the reapplication of Blockchain Technology to a political process. If the Blockchain Technology employed in conventional Cryptocurrencies like Bitcoin or Ethereum reflect the distrust toward the Fractional-Reserve Banking System, then their political equivalent was intended to restore trust in nations relying on aspects of Parliamentary Democracy. At least, that was the rationale behind the Estonian decision to employ some version of Blockchain Technology into its political system.

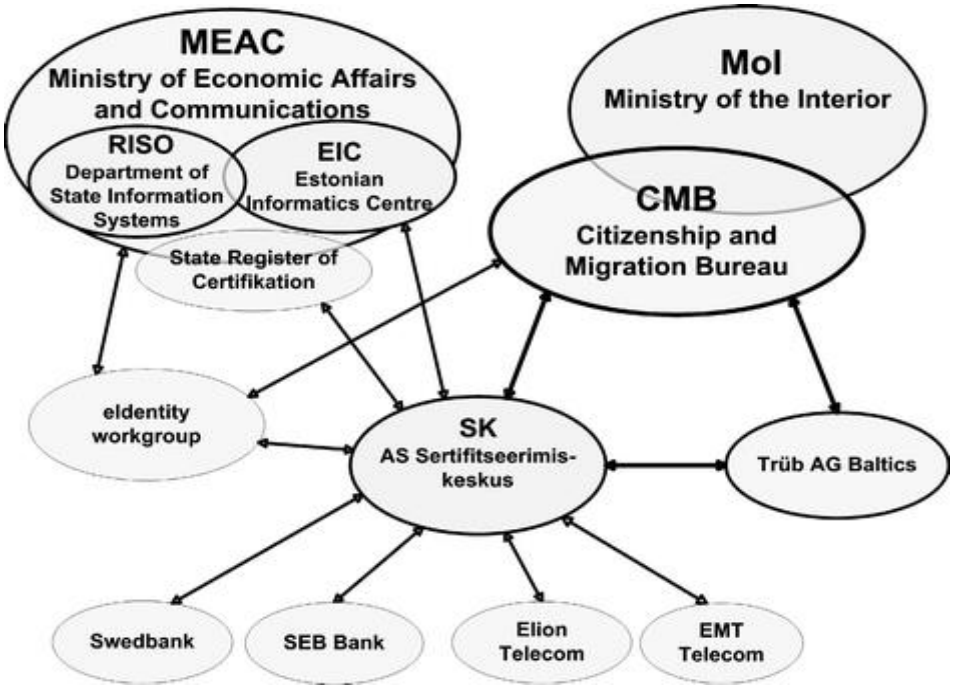


Diagram of Estonian eID System.

Estonia is the only country in the world that has so far succeeded in implementing a model of Digital Governance conducive to a Liberal Capitalist Parliamentary Democracy. Its small size and centralized digital infrastructure allowed its government to implement an e-identity system (eID) based on principles comparable to the Blockchain. An Estonian could use the eID system to vote, pay taxes, access government and financial services, and perform digital signatures on documents. Supported by the inherent encryption features found in conventional Blockchains, the eID system is also designed to leave traces if somebody tries to tamper or hack into its Blockchain. The Estonian government will know if attacks were initiated within Estonia or beyond its borders.

I am convinced that the Socialist Nation of *The Work-Standard* and *The Third Place* is capable of pioneering its own equivalent with Blockcycle Technology. The key difference is that the National Intranet promises an entirely different set of dynamics and relations. The *Social Forum* will no doubt be playing a decisive role across the various servers and computer networks.

Social Forums: A Digitalization of Council Democracy (Pt. 2 of 2)

In the previous post, I talked about how the National Intranet and the LERE Process could be governed by Social Forums presiding over computer networks, servers, and active websites. Equivalent to the Councils of a functioning Council Democracy, each Social Forum acts as a digital space where website administrators, content creators and others can convene all matters related to the LERE Process. Everything from the operation of automated machinery and Artificial Intelligence software programs to governance of the LERE Refineries and valuations of Digital Arbeit and Digital Geld is orchestrated among the Social Forums. A single Social Forum is attached to an Intranet Service Provider responsible for providing the Totality with access to the National Intranet across a given jurisdiction. The Intranet Service Providers are administrated by the Ministry of Science and Technology, relaying matters pertaining to the National Intranet to the State Council.

The purpose of this post is for me to brainstorm some potential applications of the Social Forum. The possibilities may seem endless, given the technological implications of the digital realm, but they can still be outlined in some form of detail. The Blockcycle Technology that would make the LERE Process conceivable on the National Intranet will undoubtedly play its own role in this endeavor as well.

As one could surmise from the implications described so far, the Social Forum is capable of facilitating Digital Governance. The Totality can participate in the affairs of the Social Forums as they would with the Councils through the political process. In fact, the Social Forums are meant to ensure that the Totality is capable of reapplying the political process to the National Intranet, creating a "Council E-Democracy." Any technological advancements affecting the National Intranet will enhance the features and capabilities of a "Council E-Democracy." What are some well-known examples that could be easily envisaged for the National Intranet and based on any topics already covered in *The Work-Standard* or *The Third Place*?

The most obvious is the LERE Process. In the LER Process, there is an "Arbeit-into-Geld" and a "Geld-into-Arbeit." While this is technically applicable to Actual Arbeit and Actual Geld, it should not be too much of a stretch to assume that similar operations could occur with the LERE Process. One could transfer Digital Arbeit to the LERE Refinery and convert it into Digital Geld for the Central Bank to register as Actual Geld. One should also be able to perform the reverse operation: turning Actual Geld into Digital Geld that could be spent on creating Digital Arbeit.

That possibility was already presumed to be a given in the existing descriptions of the LERE Process. To ensure that the Work-Standard could hold its own against the plethora of existing Cryptocurrencies, the Sociable Currency will be designed to have its own digital equivalent. In addition to paying in Actual Geld through cash and payment cards, the Totality could streamline their online transactions by relying on the digitized variant of their Sociable Currency. This would require the presence of Digital Geld to conduct those online transactional sales.

Suppose for a moment that one could use Digital Geld to pay for the maintenance of a gaming server, the cyberdefenses of a computer network, or place orders for 3D Printers or AI-driven vehicles to execute. Would Digital Geld suffice instead of Actual Geld? I see no reasons why anyone would not conduct those payments in Digital Geld. If anything, their Digital Geld could even be used to pay for any Taxes that they might owe to the Council State.

Speaking of the LERE Process, any Taxes that may be levied by the Council State are also applicable to the National Intranet as they would for the VCS Economy. A good example is someone purchasing alcohol or tobacco from an E-Commerce website. That possibility should not be ruled. Since the Council State already has Taxes placed on all sales of alcohol and tobacco, it is natural to expect the Council State to enforce those Taxes on the National Intranet.

Guilds of Small Businesses, Cooperatives, and Workshops do not need to convene inside a conference room or office building. One should anticipate the possibility that people might form a Guild on the National Intranet because the bulk of their economic activities occurs on the National Intranet. The Economic Planners and Inspectors overseeing them could coordinate their efforts from a Social Forum. If chatrooms do not suffice, group video chats may be arranged.

Another possibility worth mentioning is for the Social Forum to assist the Intranet Service Providers in the transfers of encrypted medical data between doctors and their patients. Patients pressed for *Zeit* (Time) could arrange their medical appointments with doctors on the National Intranet. The Intranet Service Providers will respect the confidentiality of their conversation and allow patients to transmit any information to their doctors.

And as I had pointed out in *The Third Place*, the National Intranet can serve as a valuable instruction tool for educators and teachers of the national educational system. The SSE's Student Tournament could include the National Intranet, allowing members of the Student Body to apply their everyday applications of the National Intranet in the pursuit of their Vocations. Their Vocation might even have something involving the National Intranet and the national educational system could help them make that ambition a reality.

I can keep going on the number of possibilities that can be done with the National Intranet. The Social Forums should serve as the digital counterpart of the Councils to promote Digital Governance of the National Intranet. This Digital Governance, in its attempts to establish an E-Democracy, needs to serve as an extension of the Council Democracy. The result is an "Council E-Democracy" where many of the practices of Council Democracy established in *The Work-Standard* and *The Third Place* can be conducted through the Social Forums.

Even so are there any other possibilities in which Council Democracy can be reapplied to the National Intranet? I am certain that there are certain applications beyond my knowledge that have yet to be realized but are not feasible as of late because the required technologies have yet to be described, not to mention signs of a working prototype or proof of concept.

Should the National Intranet reflect the organizational structures of Council Democracy? Let us not forget that Technology is capable of being imbued with the design philosophies of whoever designed them for the Totality. The Blockcycle Technology associated with the LERE Process is intended to bring the LER Process to the digital realm. The conduct of MTEP (Mission-Type Economic Planning) is capable of demonstrating how economic planning can be done on the National Intranet as part of creating Digital Arbeit and Digital Geld.

But does it need to be as decentralized and even disorganized as the World Wide Web (WWW)? The WWW in its initial conceptualization from the 1990s resembled a vast, open space that had yet to be organized into what it now resembles today in the 2020s. While the "Internet Service Providers" ensured access to the WWW, many of the websites, servers, and computer networks that existed in the 1990s are no longer active or even compatible with the current technologies.

Popular message boards that were once vibrant in the 2000s now stand idle, their members having moved on to larger, more centralized "social media firms." And if the retirement of Adobe Flash in 2020 was any indication, the WWW's past is at risk of disappearing as the world advances further into the 21st century.

Should the Council State fund Gaming and Animation Industries? (Pt. 1 of 2)

Yesterday, I was rewatching a YouTube about somebody wanting to purchase Machinima, a now-defunct Intellectual Property since 2019. Machinima was the name of an American firm established in the early 2000s to serve as an online medium for people employing the Artform of the same name. The Machinima Artform, meanwhile, was at one point referred to as "Machinema," describing the practice of creating filmographic artworks through video game engines and assets. The Artform continues to exist, albeit scattered and with some earlier works lost due to the dissolution of Machinima.

Machinima the Firm began in January 2000 as a way for people to contribute to what was then a community of people interested in turning Quake III into a way to create Machinima. The founder of the Firm was the late British filmmaker and journalist Hugh Hancock, who served as the editor-in-chief until his personal resignation in 2006. Apparently, there were disagreements over what the Firm should become going forward in the late 2000s.

This is significant because Machinima the Firm as well as the Artform reached its height around 2007-2010. During those years, people uploaded a mixed collection of shows, montages, and other forms of media for those who thought that video games could be redeployed as tools capable of creating a new medium similar to how radio and television before it.

The types of media produced around this time varied from the sublime to the edgy. In some respects, certain Machinimas reflected the prevailing sentiments of young people living in the late 2000s and early 2010s. A few were formatted like Sitcoms, some designed to be Comedies whose humor ranged between sophisticated and downright childish. Certainly, a number of them would never be made in this day and age, what with Cancel Culture being a thing at this stage of the 21st century.

If there was one thing that amused me the most about the types of media being created through the Artform, it was the prevailing theme of Existentialism that emanated from its practitioners. It was the sort of Existentialism that went farther than the blurring of the lines between childhood and adulthood insofar as it spoke to the medium itself. Will the Artform create a new medium that would harness the technologies of the Digital Sector befitting of the State of Total Mobilization? Or is it just a lingering fad from the early years of the World Wide Web (WWW), doomed to obscurity and eventually inexistence?

For Hugh Hancock, he sincerely believed the Artform could have become something far greater in the early 2010s. He wrote a promising research paper on why he thought that was the case. His belief was that the Artform promised to be a "Democratic Medium," which is to say that the Artform could be done by anyone who knows their way with video game engines and their assets.

Hancock's passing away from a heart attack in 2018 almost mirrored the demise the of the Firm. By that point, he had no involvement with the Firm since 2006 and the Artform itself after 2014. Prior to his death, he wrote on his website's blog in 2014 that the Artform no longer held the mantle for being the only Democratic Medium.

For little did everyone know in the late 2000s and early 2010s is that the Firm was a terrible place to both develop the Artform on and build an actual online community centered around the Artform. As the Firm became more popular on YouTube, the management constantly tried to rebrand itself in order to attract mainstream media conglomerates to buy them out. At the same time, people also

began to realize that the Firm's contracts were one-sided deals that exploited the practitioners of the Artform. This was arguably around 2012-2016. The Firm was later bought out by Warner Bros. in 2016 before later being bought out again by Fullscreen, which is apparently defunct as of this writing.

This was probably what convinced a certain Charles Christopher White Jr., a cofounder of an eSports organization who goes by the online handle MoistCr1TiKaL, to make a YouTube video proposing the notion of buying out the Firm. He argued that if he acquired the Firm's IP, he would definitely ensure that all the old media will be recovered by all of its practitioners. Most of the old practitioners at this point have already moved on to other things. The few who remained to continue working on the Artform have created so few artworks that it has convinced some to believe that the Artform is dead now.

With that being said, what will enable the Artform itself to become its own medium, distinct from television and the cinema? It will require a developer to build a gaming engine flexible and accessible to enough to facilitate storytelling. The gaming engine has to be pleasing to the artistic eye and supportive of the creative mind. The more possibilities it is capable of allowing, the more likely the Artform will be able to revolutionize and experiment with other genres besides Sitcoms, Comedies, and the odd occasional Drama and Satire.

A Council State, backed by the Work-Standard, might be inclined to consider funding such a possibility. The Council State will reserve the Intellectual Property as a Productive Property whose gaming engine and asset are open-source software which belongs to the Totality. The Totality gets to work with the Intellectual Property to create new Artworks and the Council State receives Digital Arbeit and Digital Geld from the production process. And going by what I had discussed in Part I and Part II of "Social Forums: A Digitalization of Council Democracy," such an IP can be easily integrated into the National Intranet and given its rightful place in the National Consciousness of the Totality.

Should the Council State fund Gaming and Animation Industries? (Pt. 2 of 2)

The Council State can and should fund its emerging Gaming and Animation Industries when possible. The Totality will thank the People's Party and the United Front later for making that decision. Back in Part I, I stated that one of the justifications for the Video Gaming Industry (not to be mistaken with that other Industry associated with casino gambling) involved continuing to pioneer Machinima the Artform. It would entail the development of a solid gaming engine flexible and accessible to allow developers to create a variety of titles and facilitate modifications. Ideally, the engine and its assets should be designed to allow anyone with basic familiarity of video games to develop Machinima from their own Household on a gaming-related Social Forum in the National Intranet.

The Artform is not dead yet. It may seem like that, but that is partly because the Technology has become harder and less accessible for anyone to further develop the Artform. Another issue pertains to the Artform's apparent inability to create any economic livelihood, which I believe is part of a problem inherently related to the digital realm in general and not just the Artform itself.

Everything that I have said about the Artform in Part I is also applicable to the Animation Industry, the topic of the second half of this post. The Council State, regardless of whether the Work-Standard has been adopted beyond its borders, will discover that its youth may be developing an interest in Japanese Anime, Mangas, and Light Novels imported from post-1945 Japan in one way or another. Its introduction may have been done through pirating to the chagrin of Japanese publications, by the Council State previously allowing translations and sales in stores specializing in this sort of media as part of its Economic Foreignization (EF) within international trade, or from people becoming enamored with the Japanese National Consciousness. Whichever the case may be, it is important to realize that post-1945 Japan since the Lost Decades has had a vested interest in worldwide dissemination of such media as part of its economic policies.

Following the collapse of the Asset Price Bubble in the late 1980s, post-1945 Japan has been trying to figure out how to escape from the socioeconomic stagnation of the Lost Decades. The Japanese government remained adamant in the 1990s that keeping insolvent privatized commercial banks alive (as "Zombie Banks") and conducting public works projects would address it. Unfortunately, recent economic history demonstrated otherwise, which did not come unnoticed by its economic ministry, the Ministry of Economy, Trade and Industry (METI) made the logical choice of diversifying its portfolio. One of the ways in which METI did that was subsidizing the country's "Creative Industries," which is to say the various Japanese Industries producing Light Novels, Manga, and Anime. Video games also fall under that designation.

This particular policy received the moniker "Cool Japan" in the early 2000s before finally adopting the name and assuming proper form a decade later in the early 2010s. The crux of the policy, to summarize the Incentives of METI, was to give those "Creative Industries" a larger role in the country's export strategy. In an Asia where the PRC, ROK, and others are catching up with post-1945 Japan's manufacturing capabilities, Japanese Creative Industries have become increasingly part of that export strategy. The result has been a more profound popularity of anything created by its "Creative Industries."

The reason why I am focusing squarely on a subset of Japanese Creative Industries is because it is too common these days to expect a given Anime to be an adaptation of a Manga or a Light Novel than the reverse. Often, the Anime is one elaborate, glorified advertisement for either the Manga,

the Light Novel, or both. In the case of the latter, the Manga merely provides a little bit more plot and character development, expecting the reader to purchase the Light Novel to get the full story. It is because of those arrangements that it is tenable to argue that Japanese Anime in 2021 was a $24.80 USD Industry for the Japanese Market Economy. In that same year alone, 29% of all Kapital accumulated from that Industry was through merchandising.

There is also a Technology angle to this endeavor. Last year, some Anime studios have invested in NFTs and Blockchain technologies in order to boost merchandise sales. Certain Manga publications have taken a new interest in these technologies as well. It has even gotten to the point in which a number of Anime-related Cryptocurrencies have emerged. One of them went as far as to contemplate the creation of an Isekai genre Anime with NFTs.

I have argued in *The Work-Standard (2nd Ed.)* that international trade includes the exchange of information across international borders. What was said there is also applicable here. Unlike everyday goods and services or immigrants and Kapital, the idea of trying to limit information on Protectionist or Autarkic grounds may be misconstrued in the minds of some to be justifications for unnecessary censorship by the Council State. After all, the gamut of conventional responses against the Free Trade Agreement (FTA) have revolved around increasing the Prices of Imports or backing domestic production of a given Equipmentality.

But those who read *The Work-Standard* will recall that there are other overlooked measures. Should the Council State adopt the Work-Standard, it receives Intents to implement regulatory measures to deter foreign competition from harming domestic manufacturers. For instance, the Council State could cite the importance of the Quality of Arbeit (QW) in the production of goods and services that were imported from other countries. Certain goods and services could be restricted on grounds that they harm the nation's QW and ipso facto its Sociable Currency's Value within exchange rates.

The Anime Industry itself, including American personnel who assist them in production and distribution of English localizations, can also play their own roles in the Council State's Protectionist or Autarkic policies. The best part is that the Council State does not have to be in any communications and indirectly give credence to their efforts. In essence, there are American voice actors and directors in the Industry who have been vocal on the World Wide Web (WWW) about the piracy of these kinds of media. The prevalence of pirating is an Unintended Consequence of the Japanese Creative Industries failing to take into consideration the fact that there are plenty of people in developing countries and certain Western countries who do not have access to official distribution services like in the English-speaking world. As a result, it is more logical to pirate them instead.

For the Council State, it needs to maintain its hegemony over international trade within its own borders. By supporting anti-piracy measures, it might be able to limit the rate of Economic Foreignization from this Domain on the National Intranet. Obviously, the best way to combat piracy is to support its own nation's Animation Industry and translation projects of foreign media. The domestic Animation Industry's translations could then be sold for Actual Geld at the Specialty Shops, and anyone interested in importing merchandise from Japan will need to do so in Japanese Yen on the National Internet through an eCommerce service or with the Specialty Shops offline. That would be the best way to address the piracy of such media.

Granted, there is always genuine concern about the import of such media causing unwanted Economic Foreignization (EF). After all, the domestic Animation Industry may not be able to create its own media compete against those of post-1945 Japan. The Council State should support them in its determination to promote the National Consciousness of the Totality. The VCS Economy must not be flooded by any foreign media. A Protectionist or Autarkic stance on Japanese Anime can be taken without ever having to resort to some really lame excuse for censorship. If the Council State has decided that Machinima the Artform is something worth developing further on the National Intranet, it should be able to realize the importance of investing in its nation's Animation Industry.

Work-Standard Analysis of Second Life (Pt. 1 of 2)

The Virtual Economy of an MMO is shaped by its developer and player base. To implement Production for *Profit/Utility* and pay for the costs of running the MMO, the developer would constantly introduce new Incentives to get the player base to spend their Kapital. A Fiat Currency, employing "Currency Substitution" that backs its Value with Hard Fiat Currencies like the US Dollar, British Pound, or Euro, facilitates the movements and Kapital and Schuld between developer and player base. On its own, this Fiat Currency established by the developer is essentially worthless. By pegging its Value to the Hard Fiat Currencies, the developer has a Fiat Currency on par with the Hard Fiat Currencies.

At the time of this writing, the most sophisticated manifestation of the Virtual Economy is *Second Life*, a 2003 MMO whose Virtual Economy relies on the Linden Dollar (ISO designation "LD"). The Virtual Economy was intended from the ground up to be a Market/Mixed Economy, where Kapital Accumulation is split between the developer, Linden Labs (legally known as "Linden Research, Inc."), and its player base. What is really interesting about the Linden Dollar is that despite being a digital currency, its stable Value has been relatively stable after the Great Recession. Yet the Value's fluctuations before, during and after the Great Recession implies that LD operates on a Floating Exchange Rate. The extent to which it 'floats' is dependent on the USD Value.

The economic activities of the "***Virtual Market/Mixed Economy***" in *Second Life* are primarily centered around the player base. Barring the Premium Subscription fee, which functions akin to a Flat Taxation Rate ('flat' because everyone pays the same amount in Kapital), Linden Labs does not conduct economic activities in the same sense that a Council State or Corporate State normally would in a Planned/Command Economy. Going by the concepts and ideas outlined in *The Third Place (1st Ed.)* and *Work-Standard Accounting Practices (1st Ed.)*, the apparent absence of a "Public Sector" is accentuated by the presences of the "Private Sector" and "Foreign Sector" within the *Virtual Market/Mixed Economy*. On the one hand, there are the economic activities of privatized commercial firms operated by the player base. And on the other hand, offline privatized commercial firms external to *Second Life* form much of the Economic Foreignization that occurs in the Virtual Market/Mixed Economy.

The closest equivalent to a "Public Sector"–if it can even be called one, is the actual digital infrastructure owned and operated by Linden Labs and the presences of various non-profit organizations external to *Second Life*. When the player accepts a Premium Subscription, they receive a Stipend of Kapital from Linden Labs for their own purposes. "Virtual Charities" and "Minimum Wage" also exist. Additionally, attempts were made since the mid-2000s to establish an "***Virtual OECD-Type Student Economy***," applicable to the tertiary educational levels of existing OECD-Type Student Economies, but those efforts did not materialize. With virtual land, the Linden Dollar, and various privatized commercial firms run and operated by the player base, a "***Virtual Fractional-Reserve Banking System***" was able to emerge in the forms of a "virtual real estate market" and a "stock exchange" as two Financial Markets.

Since *Second Life* functions on servers connected across a grid system, the "virtual real estate market" revolves around the ownership of those servers and the plots of virtual land within them. In 2006, a Chinese woman living in West Germany, going by the handle "Anshe Chueng," managed to yield $1,000,000 USD. This fortune was made possible because of the Linden Dollar being backed by the US Dollar *and* because of her instrumental role in formalizing the "virtual real estate market." Today, she continues to sell virtual real estate in *Second Life* on an official website.

The first and only Financial Market catering to *Stock LCFIs* was established in 2007, several months after Business Week ran its article on Anshe Chung. The World Stock Exchange (WSE) represented an attempt in *Second Life* to establish its own Financial Market for the player base. The lack of regulations and legal protections against hacking and theft were what ultimately led to the concept becoming impractical. This explains why, in the 2020s, no legitimate Financial Market exists in *Second Life*.

Given the implications of Virtual renditions of Neoliberal institutional actors, one has to seriously wonder why there have not been suitable political governance structures yet. With Linden Labs proving to not act as a reliable Parliament or as an Authoritarian (as exhibited by certain Social Media platforms on the WWW, which is beyond the focus of this discussion), one would have to assume that the player base is expected to self-govern in some manner. Political parties did emerge at one point in *Second Life*, all of them with their own perspectives. The two main parties were the "Nation Party" and the "Platform Party."

- **The Nation Party: Those who believe that *Second Life* is a 'world,' a 'nation,' or a 'country,' and should be treated as such which includes the formation of a government.**
- **The Platform Party: Those who believe that *Second Life* is client-server software owned and operated by a private company and should be treated as such.**

Barring those parties, a genuine attempt was made at trying to establish self-governance. The Neualtenburg Projekt, a city-state spawned from the desire for self-governance, resulted in the establishment of the "Confederation of Democratic Simulators." The organization and its official website on the World Wide Web continue to exist as of this writing.

From the standpoint of the Work-Standard, what *Second Life* has demonstrated is that, if the Student Economy is paired with the National Economy (as argued in *The Third Place*), then the Virtual Economies of MMOs are to be paired with the Digital Economy. The WWW and its opposing rival, the National Intranet, feature Digital Economies. With Virtual Economies capable of hosting economic activities that can be transferred back to the Real World via the National Economy and Student Economy, a shared conception of Currency serves as the vehicle.

Here, the real question, as presented by the LERE Process and the concepts of Digital Arbeit and Digital Geld, is this: how does the Digital Arbeit and Digital Geld of a Virtual Economy translate to the Actual Arbeit and Actual Geld of a National Economy? And if Parliamentary Democracy and the OECD-Type Student Economy have both failed to materialize among the MMOs of the WWW, how would Council Democracy and the SSE fare in the National Intranet and its Social Forums?

Work-Standard Analysis of Second Life (Pt. 2 of 2)

As stated previously in the first part, the Virtual Economy of MMOs deserves to be understood as the direct subordinate of the Digital Economy. Similar to how the Student Economy (regardless of whether we are referring to the SSE or the OECD-Type Student Economy) is subordinated by the National Economy, the Virtual Economy is spun out of the Digital Economy. The Virtual Economy's economic activities, when they do interact with the Digital Economy, are dependent on a shared conception of Currency that binds them to the National Economy and Student Economy. This underscores the importance of the Financial Regime, implying the roles of Parliament or Council State. Virtual Economies also reveal the limitations of "Virtual Fiat Currencies," which supports the assertions of the Work-Standard as well as Cryptocurrencies and the Gold Standard. Virtual Fiat Currencies like the Linden Dollar are worthless without being backed by "Hard Fiat Currencies" such as the US Dollar.

The idea of having a Virtual Economy function as another source of economic activity to the National Economy has become an area of intense interest in and around Silicon Valley. True to their inclinations of developing Technologies designed for Neoliberalism, Silicon Valley could only replicate the metaphysical logic driving Production for Profit/Utility. Of the two Modes of Production, Production for *Profit* takes greater precedence over Production for *Utility*. Every virtual economic activity is designed to create Kapital and Schuld for either the developer, the player base, or both.

The idea of exacting weekly Rents from players for ownership of virtual land was taken straight out of the Rents extracted from privatized commercial banks in the Real World. Just like in the Real World, the Kapital for virtual land can be pretty high, and one has to wonder if not all of that Kapital is going toward the upkeep costs. In fact, virtual privatized commercial banks already exist in *Second Life* to offer Interest-laden Loans and the same is true for the Interest incurred on the virtual credit card system.

Aside from including rudimentary aspects of a Fractional-Reserve Banking System, how does anyone generate wealth in terms of Kapital and Schuld? Usually, it involves somebody introducing an Incentive for somebody else to spend Kapital on something. There is always some virtual privatized commercial firm selling some virtual goods like apparel, accessories, decorations and other baubles. The most notable part about this is that, because MMOs like *Second Life* operate on the World Wide Web (WWW), one could argue that something well-known and recognizable can be sold for far more than what it is worth offline. Conventional taxation policies related to Virtual Economies automatically become matters of international trade. Not between the developer and the Parliament per se, but between the nations of the Private Citizens who are considered members of the player base.

That being said, on the topic of *Second Life*, it bears mention that Meta's *Metaverse* seeks to push the boundaries between the Digital Economy and the Virtual Economy. But if the Virtual Economy concept has thus far been shown, the *Metaverse* is at risk of becoming an overhyped fad that will lose its relevance. Let us never forget that there was already hype about *Second Life* in the years leading up to the Great Recession. In the years since the Great Recession, *Second Life* has lost its relevance as the player base moved on to the usual Social Media platforms. While there are still hundreds and hundreds of thousands of people on *Second Life* each day, it is not as if the entire World Wide Web has jumped on board with it.

For proponents of Cryptocurrencies, I should stress that Blockchain Technology was never designed to accommodate the amount of transactions that could occur on a Virtual Economy. Even in *Second Life*, conventional Cryptocurrencies such as Bitcoin and Ethereum were designed to accommodate the people who already have access to the Blockchain. The instabilities of Prices among most conventional Cryptocurrencies deter people from adopting them to any Virtual Economy.

In retrospect, we have Virtual Economies unable to gain enough relevance to National Economies and Student Economies due to the concept of Digital Economy being impossible to fully realize on the World Wide Web. The Liberal Capitalists in the Western world, from the Jeffersonians in the Democratic-Republican Party to the EU/NATO, still prefer things to be this way. Even if they were swayed by the economic and financial advantages of a National Intranet, there is way too much distrust toward the Russians and Chinese offline that deters Neoliberalism from entertaining such a concept. At the same time, most Virtual Economies operate on a Production for *Profit* basis that expect stable Virtual Fiat Currencies, rendering the Blockchains of conventional Cryptocurrencies impractical. If this is the current conception of Virtual Economy, how different would the concept be for the Digital Economy of a National Intranet?

With the National Intranet under the jurisdiction and administration of the Council State, a direct line is established between itself and the Totality in the digital realm vis-à-vis the Life-Energization Reciprocal Electrification (LERE) Process. Aside from the Services Sector providing the usual goods and services on the National Intranet's Digital Economy, a Virtual Economy could be the ideal avenue for the VCS Economy's Manufacturing Sector to stay relevant in spite of Deindustrialization and Automation.

Imagine that there are a number of Enterprises in the VCS Economy's Manufacturing Sector or the SSE's Workshops occupying the lower Social Ranks of the Tournament. Unlike the manufactories of the higher Social Ranks, which manufacture and assemble finished products on a large scale, these Enterprises are able to carry out the specialization and customization of items, tools, and others normally not be offered by the manufactories themselves.

Someone may design something on an AutoCAD from home as a form of *Heimarbeit*, upload it to the server of one of these Enterprises, which will reproduce the design for them in the National Intranet within the Digital Economy. The LERE Blockcycle registers the creation of Digital Arbeit and Digital Geld as well as the transactional sale to manufacture the design in either the Digital Economy or else the Virtual Economy. But unlike something out of *Second Life* or the *Metaverse*, the design itself has dual-purpose applications. There are two ways in which that design could be employed.

One possibility is that somebody intends the design to be applicable for video games or the Artform known as Machinima. Assuming the Council State has managed to implement a flexible and accessible game engine, video game developers or Machinima directors could repurpose the designs for their own productions as a form of Economic Socialization (ES). The design goes straight to the Virtual Economy. Alternatively, the other possibility involves the design being intended for Real World applications, transferring it to the VCS Economy (and the SSE by extension). If the design remains on the Digital Economy, the physical production is carried out offline through 3D Printers owned and operated by those Enterprises. Once the requested part or item is manufactured, it gets loaded onto an MATV (Miniature Automated Tractor Vehicle) and delivered to the mailing address of the person who requested it.

Going back to that example cited in "Test Demonstrations of LER & LERE Processes," which could not have been written without finishing *Work-Standard Accounting Practices (1st Ed.)*, we can now begin to envisage how that production process ties in with the LER and LERE Processes and this Student Enterprise operating in the Student Enterprise of the SSE:

> "Suppose there are 250 Students at the tertiary educational level working for a *Student Cooperative* within the Student Tournament of the SSE. In just 8 hours, each Student has computer systems contributing Digital Arbeit with a Value of 10 GDM to their National Intranet's Blockcycle. Given a Mechanization Rate (MR) of 0.0%, their overall Value of Digital Arbeit is ***2,500 GDM after all Expenditures have been factored***.
>
> In the conversion to Digital Geld, there is no Economic Socialization (ES) because their production process happens to be not contributing to any other production processes. The 'Solidarity Rate of Scale and Duration of Production (SR_1)' is 1.25, which is in reference to the aforementioned Value of 10 GDM per 8 hours (or 2.5 GDM for every 2 hours). But since it is not facilitating Economic Socialization, the "Solidarity Rate of Scope and Density of Production (SR_2)" is just 1.00. Therefore, their overall Price of Digital Geld is ***3,125 GDM before all Revenues have been factored***.
>
> GDM/USD Exchange Rate is 1.00 GDM per $75.00 USD."

The Three Webs of the WWW

The digital realm is comprised of websites, servers, computer systems and networks. While the World Wide Web (WWW) and the National Intranet will exhibit these features, how they are interconnected to everything else both inside and outside the digital realm is where their fundamental differences become discernible. One of those key distinctions pertains to the demarcations between digital data belonging to the Self or Private Citizen and the Totality or Civil Society. This goes back to the opposing definitions of Property-as-Power and Property-as-Wealth. Here, the concept of Property Rights takes on a digital form that has yet to be properly recognized alongside its non-digital equivalents.

In the WWW, absent national borders, the concept of Property has been modelled after the delineations of Private and Common Properties-as-Wealth. There is digital information disseminated by Civil Society and then there is other digital information belonging to the Private Citizen. The distinctions on the WWW truly begin whenever somebody decides to search for said information on any search engine in most conventional browsers. Information considered "Common Property-as-Wealth" would be indexed on search engines and made accessible to anyone looking for them. Conversely, any information deemed "Private Property-as-Wealth" cannot be found on any search engine.

It is precisely within the Neoliberal concept of Property Rights that we discover how the WWW is divided into the "***Clear Web***," the "***Deep Web***," and the "***Dark Web***." The analogy most frequently invoked to visualize the WWW is that of an iceberg, floating in the frigid waters of the North Atlantic. The proverbial tip of the iceberg signifies the *Clear Web*, the midsection the *Deep Web*, and the bottom as the *Dark Web*.

The *Clear Web* is often understood as being easily accessible, which is similar to how most conceptions of Common Property-as-Wealth are also accessible to all members of Civil Society. The *Deep Web* represents Private Property-as-Wealth, where information is only accessible to specific Private Citizens. Practically anything that cannot be found on search engines or inaccessible to Civil Society through normal means can be considered part of the *Deep Web*, hence its sheer size compared to the other two thirds of the WWW.

Yet there are so many misconceptions about the *Dark Web* that could otherwise be eliminated by recalling how the WWW was designed with the Neoliberal conception of Property-as-Wealth in mind. In fact, outside of computer scientists and programmers, the iceberg analogy itself has created so much confusion about the *Dark Web* and the *Deep Web* that a better analogy deserves to be made. Instead of treating the WWW as something as abstract as an iceberg, a more reliable analogy involves viewing the WWW as comparable to that of American Suburbia. In American Suburbia as it currently exists, there are commercial sites catering to the residents of nearby households and gated communities. Those sites constitute much of the *Clear Web*, whereas the surrounding households signify the *Deep Web* due to the personalized nature of the digital data. The gated communities in the distance, meanwhile, represent the *Dark Web* because of how access to both is restricted without the proper prerequisites. And much like any other offline gated community, the *Dark Web* never extends warm welcomes to visiting strangers.

Most conceptions of the *Dark Web* are "***Darknets***," enclosed networks transmitting information between individual computers on a Peer-to-Peer (P2P) basis. Both the networks and the manner in which the information is transferred between computers, like the identities of the people using the

computers themselves, are designed to be hidden. When the WWW became accessible following the Cold War, it was easy for anyone to track all movements of information, its senders and receivers. Thus, privacy, even in circumstances where it becomes necessary, could not be guaranteed within the digital realm.

Information in the digital realm travels across a series of Nodes to reach its destination. Suppose there are two Students in an SSE, Anton and Bruno, who are trying to relay messages to each other over the digital realm. Anton messages something to Bruno on his computer. The message is transmitted to a predetermined series of Nodes across the digital realm to reach Bruno's computer on the receiving end. Bruno receives Anton's message and replies to it, his message traveling across the same Nodes for Anton to receive that response made by Bruno.
Let's imagine that Anton and Bruno are Students of the same class and attending the same school as part of their SSE. Anton wanted to ask Bruno if he had been in contact with another Student from their class, Dorothy, who was assigned to a class project of theirs. Since Bruno has yet to receive something from Dorothy, Bruno informs Anton that he has not.

What Bruno and Anton do not know is that a fourth Student from their class, Charlotte, is intercepting their messages. Charlotte is also working on the same class project, but with two other Students. Emil and Frieda. Since their messages are not encrypted, Charlotte knows that Bruno has yet to communicate with Dorothy, allowing her to tell Emil and Frieda offline that Anton, Bruno, and Dorothy have not started their project.

This is the scenario that the US military, specifically the US Navy, was anticipating in the 1990s when the WWW became accessible worldwide. There was an interest in ascertaining whether the movement of information in the digital realm, especially for military and intelligence purposes, could be concealed and hidden from others. In other words, is there a way for Anton and Bruno to contact Dorothy without Charlotte (and by extension, Emil and Frieda) knowing about their communications?

The solution proposed by the US Navy was the introduction of "***Onion Routing***." *Onion Routing* refers to the practice of encasing digital information with a triple-layer veil of encryption as it travels across the digital realm. Going back to our example, imagine that Anton wants to send the same message to Bruno *and* is aware that Charlotte will be intercepting the message. With Onion Routing, Anton can conceal his message behind three routers that cannot be decrypted until it crosses an "*Entry Node*," "*Relay Node*," and "*Exit Node*." Upon passing the *Exit Node*, the message becomes decrypted for Bruno. In theory, Charlotte would not be able to uncover Anton's message to Bruno unless she knows the *Exit Node* that Anton chose.

Of course, part of the encryption involves hiding the destination. If the Students' school computer network only happens to have three Nodes, then Charlotte is guaranteed to know Anton's message in spite of *Onion Routing*. Having six Nodes for Anton to choose from in order to send his message means that Charlotte has a 50% chance of successfully intercepting it. Nine Nodes bring that possibility down to 33% and so forth. Those same chances could be lowered even further if the other twenty three Students (including Bruno, Dorothy, Emil and Frieda) in Anton and Charlotte's class are also transmitting other information across those nine Nodes at same time. In that case, it is almost unlikely that Charlotte is going to find out what Anton wrote to Bruno.

What I just described was the logic behind why the US Navy later found it prudent for *Onion Routing* to becoming available to everyone on the WWW. With all kinds of people

employing *Onion Routing* for every conceivable purpose on the *Dark Web*, the odds that somebody is going to find the relevant information amidst a sea of irrelevant ones will diminish to the extent that some semblance of anonymity could be attained. From the perspective of someone looking at the Dark Web like the bottom of an iceberg, *Onion Routing* seems impossible to intercept. But from the alternate perspective of somebody looking at the Dark Web with a Neoliberal conception of Property Rights, *Onion Routing* is far from secure.

Who or what owns the Nodes employed in *Onion Routing*, especially the Exit Nodes (where information no longer has any encryption)? The majority are owned and operated by the US government (to be more precise, the Jeffersonians), but there are no guarantees that every Node in the Dark Web is going to be controlled by the US. Some might be controlled by the Soviet Union, Imperial Japan, the German Reich, Fascist Italy, or the People's Republic of China. In the WWW, those "US adversaries" are will obviously have vested interests in controlling Onion Routing Nodes to spy on US government activities, in addition to the usual need to curtail terrorist and criminal activities. Sure, Proxy Servers and VPNs (Virtual Private Networks) could add additional layers of cybersecurity against interception with *Onion Routing*, but they do not guarantee protection against online hacking and offline interception. Moreover, the additional measures themselves shift the burden away from the ISPs and toward the VPN service providers. The Soviets, Imperial Japanese, Pan-Germanic Socialists, Fascists, and Maoists could always allow certain VPNs to operate in their countries as long as they have preinstalled backdoors for their intelligence services.

The only real Intent behind why "US adversaries" have such vested interests is because the WWW makes no distinctions between sovereignty and privacy of every Totality on Earth. If the WWW cannot distinguish between personal privacy and national sovereignty, why should the WWW not resemble a Liberal Utilitarian *Panopticon*, the very Enlightenment concept that conceptualized mass surveillance? These accusations of mass surveillance being levied against them by Liberal Capitalists can also be redirected at the Liberal Capitalists themselves. Let us never forget that the main software employing Onion Routing, TOR browser, only became available about a year after 9/11, on September 20, 2002. Under the Freedom-Security Dialectic, one cannot speak of "protecting human rights" without simultaneously justifying counterintelligence and counterterrorist initiatives for "curtailing human rights."

But why the lack of distinctions between personal privacy and national sovereignty? Like the rest of the WWW, the Jeffersonians never intended the Dark Web to protect anyone's privacy, let alone entrap potential criminals and terrorists. It was always about using the WWW to promote their ideological interests and perpetuate the Empire of Liberty offline.

Other Justifications for the Dark Web?

The Dark Web is antithetical to the idea of the National Intranet. To understand why, it is important to realize the most fundamental problem about the discussion itself. So much of the discussion continues to be framed on a conceivable moral plane in terms of an Absolute Good and an Absolute Evil. When the debate is not revolving around the facilitation of cybercrime, the other aspect concerns the need for privacy in the digital realm. Liberal Capitalist regimes have found the digital realm to be a Panopticon because of how the World Wide Web (WWW) was originally conceptualized from the ground up. The WWW could enable them as well as everyone else to monitor and intercept the communications of others and use that information to their own advantage.

For anyone who is not fond of Neoliberalism, being against the Panopticon should be considered as opposition to Neoliberalism. People within the digital realm are supposed to maintain their privacy in the same way that they normally would in the Real World. But one cannot deny that the same anonymity can be used maliciously. Basically, the Dark Web is far from being the most ideal place to promote the Freedom of Conscience. It would be better if some nation establishes its own National Intranet and allows its Totality to be anonymous, yet identifiable.

"***Anonymous, yet identifiable***." What is that supposed to mean? To put it another way, the individual Selves within the Totality should be allowed to exercise their Freedom of Conscience without fear of reprisal. Not all "Social Gadflies" are going to be brave enough to express themselves in a blunt, straightforward and direct manner. Some would prefer to maintain a credible degree of distance between themselves and whatever statements they make in the digital realm.

The arrangement, as I had outlined in my previous Treatises, is that in return for letting the State control the digital infrastructure of the National Intranet, the Totality must ensure that the State upholds its Constitutional Obligation of promoting the Freedom of Conscience on the National Intranet. When somebody logs on to the National Intranet, one will immediately discover that the real identity of another Self is hidden behind online handles. Nobody will learn their real identity without getting to know them personally in the Real World. The obvious exception of that rule is whenever somebody else receives a high enough Social Rank or be conferred with a certain number of awards and decorations that anonymity in the digital realm becomes impossible.

In essence, *neither the Totality nor the State should be aware of someone's identity on the digital realm until that Self decides to reveal themselves*. Of course, there will be personal information kept hidden, but there are certain things that just cannot be ignored, and both the Totality and the State have Legal Duties and Rights to know. We still need to know someone's contributions to the Life-Energy Reserve, whatever Taxes they paid to the State, how much they receive from the State as Income, and any Personal Properties that they happen to own in the digital realm. The distinction between Productive and Personal Properties-as-Power also exists on the National Intranet as it does offline.

Barring information that the State, Totality, and Self must disclose regardless, when does it become necessary for the State to reveal somebody's identity? Criminal activities and subversive intelligence activities do not deserve anonymity. The Totality and the State should be aware about cybercrimes committed with malware and the surveillance of their activities by foreign intelligence services. The Judiciary must issue a Warrant to allow the State and Totality to reveal someone's

identity.

To ensure that the State and Totality do not violate their Legal Duties and Constitutional Obligations, the National Intranet should come with cyberdefense capabilities that automatically expose someone's identity if they attempted to access sensitive information deemed Personal Properties offline. Through Blockcycle Technology, the State and Totality will know exactly where, when, and how somebody accessed sensitive information.

If the National Intranet comes with built-in features capable of rendering the Dark Web redundant, what other purposes would there be for it? There are two possibilities: either to promote the interests of the Jeffersonians' Empire of Liberty or to leave a digital monument to what the WWW was like in its infancy. The latter is far more innocent than the former and thus warrants some further inquiry.

Contrary to what people are often led to believe, information on the WWW is not guaranteed to last. If said information in the digital realm is eternal, why are entire websites from the early years of the WWW disappearing?

1. The authors of that information were unable to keep adequate backups.
2. The information was destroyed, stolen or corrupted by malware.
3. The website domain hosting the information expired and was never renewed.
4. The authors never saved or earned enough Kapital to keep the information available for anyone to access.
5. Natural disasters and elimination by government actions.
6. Acquisitions and mergers of the privatized commercial firms running and operating the websites, servers, computer systems and networks.

These may seem like mundane reasons, but only the first and second are phenomena exclusive to the digital realm. The other four originate from outside the digital realm and could be mitigated or resolved by the Work-Standard and National Intranet in conjunction with Blockcycle Technology.

Under the Work-Standard, website domains in the National Intranet are treated similarly to land and buildings in the Real World. The Totality technically owns them through the Council State until they are purchased by someone. When that happens, ownership is transferred from the Council State to the Self. That is precisely where any and all distinctions between Productive Property and Personal Property must begin. The operating and upkeep costs of maintaining the servers and websites are to be paid for by the Self.

The Council State is expected to run and operate special archival services, enabling anyone to store their information there. Absent a Search Warrant from the Judiciary, the Council State will never be able to access that information without the Totality and the Self by extension knowing. This goes back to that special arrangement I mentioned earlier regarding Blockcycle Technology.

Websites, servers, computer systems and networks as well as Intranet Service Providers and Internet Cafes are all governed by the Social Forums as part of a functioning Council Democracy. The Social Forum is connected to the Economic Planners and the State Commissariats, who are there to oversee the LERE Process. The same rules which govern Enterprises of the National and Student Tournaments must also apply to their digital equivalents.

By contrast, on the WWW, no information is guaranteed to last. The Dark Web could be seen in this context as a monument to the WWW's infancy. In essence, a place where anyone could upload and store information for others and express themselves in the digital realm while everything else on the Clear Web continues to look increasingly bland and boring. We live in a Real World where "Social Media" employs mass surveillance on a Production for *Profit* basis and where information is rapidly becoming a so-called "Commodity" in which the distinctions between personal privacy and national sovereignty are being threatened to disappear. We also live in a digital realm where entire online communities once sustained by websites and servers are dying out. In Neoliberalism, the search for interpersonal community coincides with a likewise search for personal authenticity.

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Section Two: Philosophy and Theory

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Introduction to "The 1999 Scenario"

This post, serving as the introduction what will undoubtedly be a long-running chain of posts, has two foundational aims:

1. Outline a simulation of a world order in which most Currencies are pegged to the Work-Standard.
2. Demonstrate how the Work-Standard, including its concepts and ideas, are applied in this world order through a specific institutional actor.

The Fourth Estate contains enough content for me to provide a detailed simulated scenario where it is possible to envisage the Work-Standard and its applications. The world order in question is a multipolar one split into American, German, Russian, Chinese, and Japanese spheres of influence. Set throughout the tail end of the 20th century, "The 1999 Scenario" intends to describe how the Work-Standard functions from the standpoint of a Student Economy within an unspecified nation.

The National Educational System is a natural choice here because its activities are intertwined with the National Economy, Digital Economy, Financial Regime, and National Government. Not only does pivoting toward the Student Economy keep the scale of the discussion within practical parameters, but it will also allow demonstrations of the Work-Standard to be straightforward and easy to comprehend for anyone who has not read any of the Treatises (*The Work-Standard, The Third Place* and *Work-Standard Accounting Practices*).

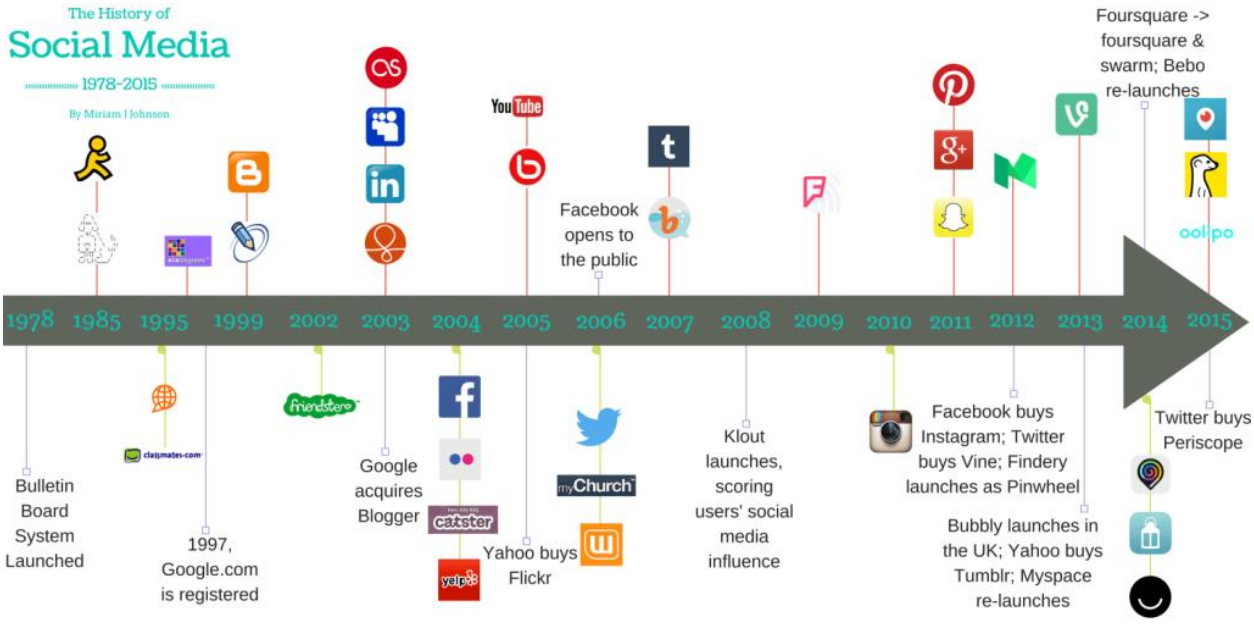
A certain number of topics need to be addressed at various points throughout this chain of posts. They include, but are not limited to:

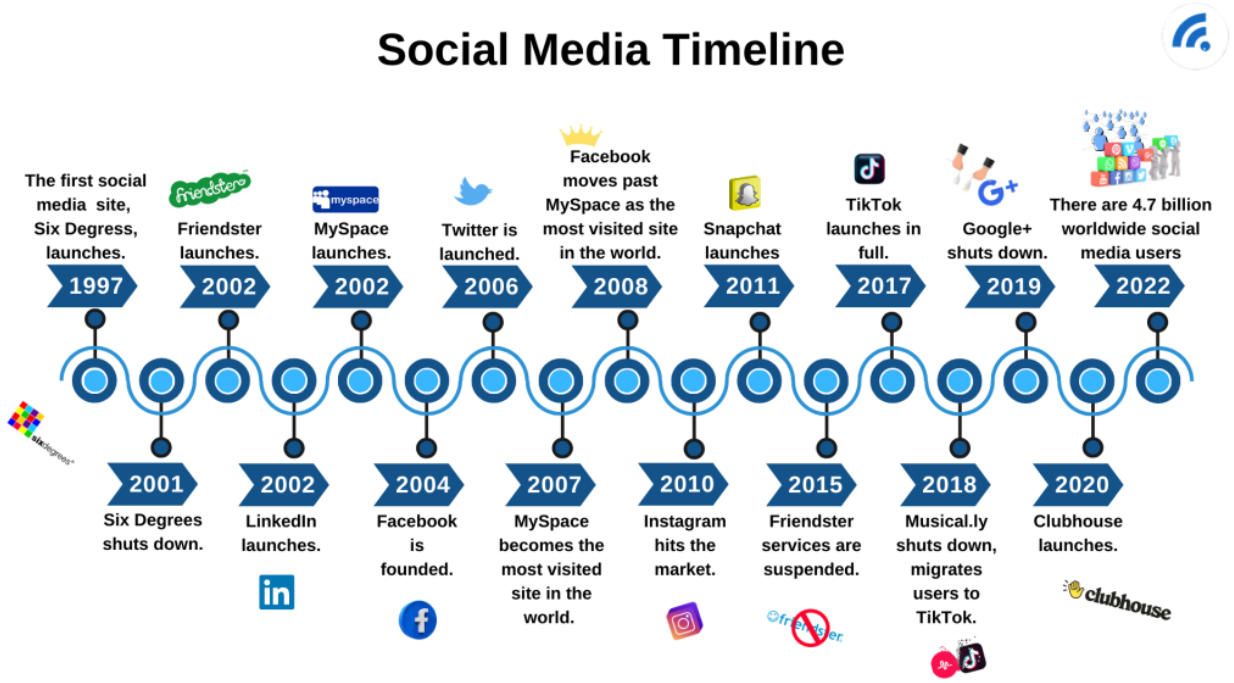
- How Life-Energy facilitates Arbeit-into-Geld and Geld-into-Arbeit.
- How the Value of Arbeit and Price of Geld are determined.
- How MTEP, NSFIs, State Investments, Economic Socialization and Economic Foreignization are employed across an SSE's Industries, Enterprises, Professions, and Vocations.
- How the Student Body receives Paygrades and how they obtain housing.
- How the Tournaments and Social Ranking System govern economic life.
- How the Councils and Social Forums conduct themselves, coordinating activities both in the National Intranet and in the Real World.
- How Student Governments govern their Student Bodies and interact with each other under their superior central governments.
- How Technologies and the National Intranet are designed and deployed at the behest of the Student Body and the Student Government.

Those are just some of the topics that I would like to explore. Any others will be featured over the course of "The 1999 Scenario." I have no exact timetable on when this would be completed, but I am certain that it will coincide with the ongoing writing of Entries about the National Intranet.

This post and all others associated with it are a separate Section of what is starting to become a new Treatise.

The choice of setting the Scenario in 1999 was a deliberate choice for a variety of Intents. 1999 marks the end of the 20th century prior to the dawn of the 21st century. Whatever was relevant in 1999 is the product of the late 1990s, went on to define the early 2000s, and caused the early 2000s to resemble a continuation of the 1990s in some respects. More importantly, the digital realm was also in its infancy; in the late 1990s, it was difficult to anticipate whether the World Wide Web (WWW) would become as pervasive as it is today. For those who do not remember or were not around in the 2000s, the digital realm reached an important milestone in the late 2000s, more specifically in 2007. As the following charts demonstrate:





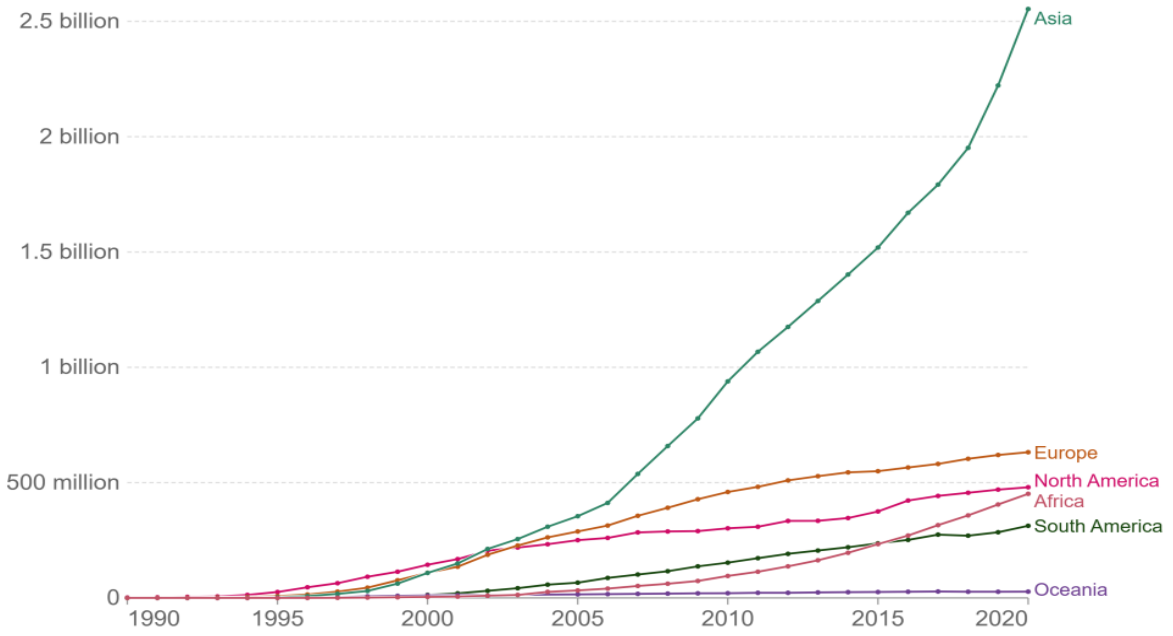
The concept of Social Media was a relatively new phenomenon in 1999. In addition to the uncertainty about the WWW defining much of the digital realm, the digital realm in 1999 was also largely untamed and uncharted by most nations. Since young people are driving much of the digital realm's development, especially at the secondary and tertiary educational levels, focusing on the SSE was the most logical area of focus.

By 2007, most of the Social Media platforms that can be found on the WWW in the 2020s were still in their infancy during the 2000s. In fact, the vast majority did not exist; they would only become popular later in the 2010s. The same could be said about Smartphones: although they were already conceptualized back in the 20th century, they did not become prevalent until the 2010s. All of the features found on a conventional Smartphone were carried out by various devices like the PDA (Personal Digital Assistant), Cellphone, Pager, MP3 Player, and so forth. Even Payphones were still around in 1999. That also meant people were less preoccupied with their phones because the purpose of a cellphone, assuming somebody had one in those days, was to place a phone call.

Another consideration is that the size and composition of the digital realm was smaller in 1999. In the 2020s, almost everyone on Earth has so form of access to the digital realm, even if it is just the WWW. In 1999, however, things were different. Back then, access to the digital realm was limited to less than half of the general population in most parts of the Real World. The WWW did not begin to become ubiquitous until the mid-to-late 2000s (around 2005-2009). Even in Western countries, the idea that just half of the population in a Western country was accessing the WWW only became entertainable by the late 2000s.

Number of people using the Internet

Number of people who used the Internet[1] in the last three months.

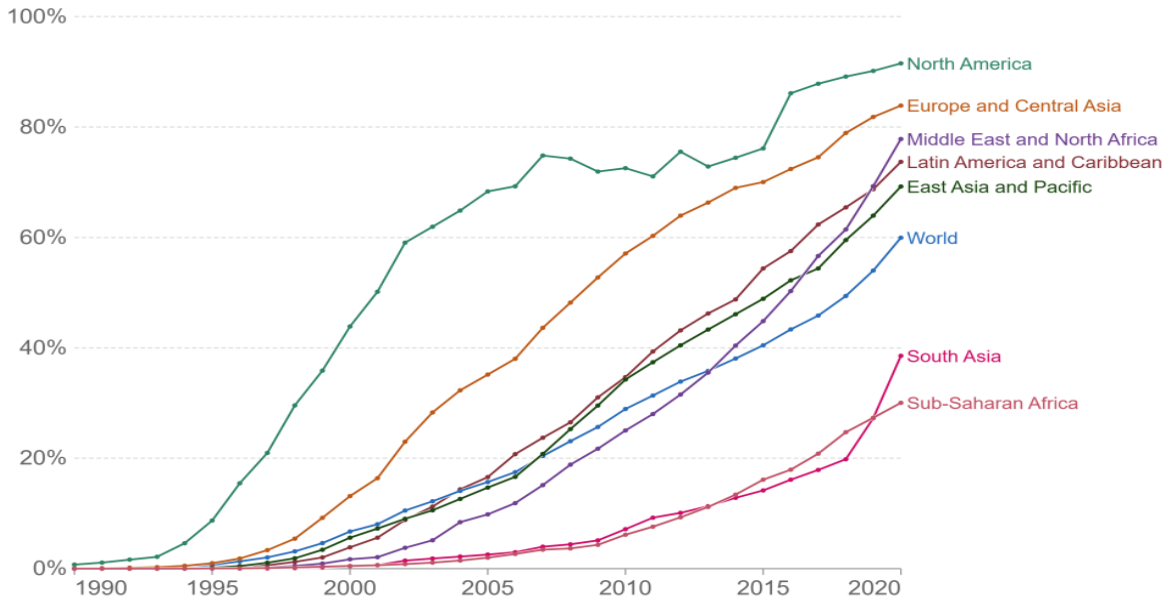


Source: OWID based on International Telecommunication Union (via World Bank) and UN (2022) OurWorldInData.org/internet • CC BY

1. Internet user: An internet user is defined by the International Telecommunication Union as anyone who has accessed the internet from any location in the last three months. This can be from any type of device, including a computer, mobile phone, personal digital assistant, games machine, digital TV, and other technological devices.

Share of the population using the Internet

Share of the population who used the Internet[1] in the last three months.



Source: International Telecommunication Union (via World Bank) OurWorldInData.org/internet • CC BY

1. Internet user: An internet user is defined by the International Telecommunication Union as anyone who has accessed the internet from any location in the last three months. This can be from any type of device, including a computer, mobile phone, personal digital assistant, games machine, digital TV, and other technological devices.

Lastly, because the early 2000s were more or less a continuation of the late 1990s, we encounter a consistent trend that became discernible in 1999. This trend was not as apparent earlier in the 1990s, as the digital realm itself was still in its infancy and has since disappeared by the 2010s. I am of course referring to this peculiar clash of old and new technologies, of earlier ideas from the 20th century finding new life within 21st century ones.

Can we begin to reimagine a different course for the 2000s in 1999? How different would this world order that I had outlined in the Scenario differ from the one that actually exists?

Scenario 1999: Basic Premises

A National Intranet relies on its own OS (Operating System) and computer software applications designed by and for its Totality. The PC features its own Browser to access the National Intranet, the Search Engine facilitating navigation of the National Intranet. The Browser contains the various applications and websites responsible for the Digital Economy and any Virtual Economies, the Tournaments of the VCS Economy and the SSE, and the Intranet Service Providers and Social Forums governing the whole digital infrastructure. Practically anything and everything that the Totality would expect to find on the International Internet should have their national equivalents on the National Intranet.

There is currently no international consensus on precisely how the demarcations between the International Internet and the National Intranets of the world should be drawn. This lack of consensus has concurrently informed the development of National Intranets and their interactions with the International Internet.

- Are the demarcations defined by national ownership of all digital infrastructure?
- Is it State governance of the Gateway Nodes and Firewalls between the International Internet and a National Intranet?
- Is it the speed at which somebody could enter the International Internet or what information that they could expect to encounter while there?
- Is it the programming language or the need for special software to access the International Internet?
- Does it involve *Air Gapping* by reducing the number of connections to the International Internet?

For the nations of *Scenario 1999*, there are different perspectives on how to govern the International Internet and the National Intranets. The Koreans are proponents of Air Gapping by programming language and connections to the International Internet. Software not designed with the Korean Dasein in mind will never function properly. Computers with access to the International Internet are housed in buildings completely separated from any computers with access to the National Intranet. The Pan-Arabs and the Iranians, because of their nations' large Muslim populations, have had to enforce Sharia Law on their National Internets. Everything defined as *Halal* is permissible, whereas anything deemed *Haram* will be blocked.

The five prevailing powers of *Scenario 1999's* world order is the Federalist American Union (FAU), the German Reich, the Soviet Union, the People's Republic of China (PRC), and Imperial Japan. Each of them has their own ideas on what a National Intranet should feature.

Federalist Intranet

The Federalist American Union (FAU) is Hamiltonian America, its Federalist Government ruled by the Greater American Federalist Party (GAFP). The GAFP, concerned about the implications of a "Cyber Pearl Harbor," advocate for National Intranets with elaborate computerized defensive networks. The demarcation should employ IFF (Identification, Friend or Foe) capabilities that distinguish between friends and enemies of Hamiltonian America. Anyone hostile to the Federalists–the American people–will be denied access.

The American SSE, the *UFSE (Unified Federalist Student Economy)*, encourages its Student Body to enforce the Second and Third Amendments of the Federalist Constitution.

> **Amendment II**: "A well-regulated Militia, being necessary to the security of a free State, the right of the people to keep and bear Arms, shall not be infringed."
>
> **Amendment III**: "No Soldier shall, in time of peace be quartered in any house, without the consent of the Owner, nor in time of war, but in a manner to be prescribed by law."

To ensure compliance with Conscription Law, the Federalist Government allows the UFSE's Student Body to form "***Cyber-Militias***" at the Universities. Students interested in computer programming are allowed to fulfill their conscription by assisting in the national cyberdefense of the American Totality.

Germanic Intranet

The German Reich is split between the ASPDV (*All-Deutsche Sozialistische Partei des Deutschen Volksreiches*; Pan-Germanic Socialist Party of the German People's Reich) and KPDV (Kommunistische Partei des deutschen Volksreiches; Communist Party of the German People's Reich). The Volksreich Government advocates for national ownership of digital infrastructure within the framework of the Germanic Federalist political system. While the Reich Government owns and controls the Germanic National Intranet, the National Intranet itself is only just the macrocosm. The real microcosm is organized along regional lines.

The Germanic National Intranet applies the Trade Policy of the Reich Government, its digital demarcation reflecting the Real World demarcation between the German-speaking world and the rest of Europe. Websites selling goods and services sourced from outside the German-speaking world are more expensive compared to those domestically produced in the German-speaking world. The Reich Government allocates investments to the "Informational Autobahn" to ensure that the German Reich would have the fastest connectivity and bandwidth speeds in Europe, if not the world.

More importantly, the German Reich is not on the cutting edge of cyberwarfare capabilities; the US, PRC, and Soviet Union are the real pioneers on that front. Although far from defenseless when it comes to matters of cyberdefense, the German Reich leads the world on unmanned ground and aerial vehicles. German automotive and precision machinery industries have developed Miniaturized Automated Tractor Vehicles (MATVs), autonomous vehicles capable of assisting and working with human operators. The Reich Government is considering the possibility of breathing new life to the Manufacturing Sector through the Germanic National Intranet.

Soviet Intranet

The Soviet Union boasts the world's first self-sufficient National Intranet, competing with Federalist and Germanic software developers for the best-possible economic planning and accounting software tools. Economic Planners and Accountants are interested in digitalizing their economic plans and accounting work to streamline the production processes. The range of software in development is capable of facilitating not only Enterprises operating exclusively on the National Intranet, but also allowing Soviet Enterprises in the Real World to conduct themselves on the National Intranet.

Soviet software is distinguishable by the Cyrillic language, which is language chosen to define its programming language and applications. The Soviet National Intranet is capable of disconnecting itself from the International Internet and still be able to operate uninterrupted. Gateway Nodes are heavily defended, filtering all incoming and outcoming traffic for any malware and spyware deployed by hostile nations. It is also capable of hosting offensive cyberwarfare platforms as the Soviet Union is the world's leading developer of cyberweapons.

Concerns about rogue hackers with cyberweapons is a major policy issue in the Soviet Government. The Soviets are advocates of monitoring computer hackers. They are a prominent advocate of defining hackers unaffiliated with any national armed forces as subject to international treaties on non-combatants.

Chinese Intranet

The People's Republic of China is a proponent of *Cyber-Sovereignty*, the belief that national laws should be enforced on the National Intranet as they normally are in the Real World. The national legal jurisprudence of one nation's National Intranet is only applicable to that National Intranet. Barring international treaties recognized by the World State Organization (WSO), the laws of one nation cannot be enforced in another nation's National Intranet. What this means is that access to the International Intranet and by extension another National Intranet should be akin to traveling abroad. Going by this legal argument, existing laws regarding Foreigners traveling to other nations should be reapplied to the National Intranet.

The legal precedent presented by this argument presupposes the idea of digitalizing Travel Visas. Specific locations where one could 'travel' to another National Intranet on the International Internet whilst staying within the borders of their own homeland. The International Internet is a separate place unto itself but governed by International Law. It represents that small space where one finds the bridges and gateways to National Intranets. Internet Cafés could be revisited in this context, especially if certain National Intranets require special software in order to access them.

But what the Chinese have done differently is that they have argued for demarcating the National Intranet and the International Internet based on control of Firewalls and Gateway Nodes. The State ownership of those Firewalls and Gateway Nodes both to and from the International Internet is the decisive factor. Just as how every nation should police their borders and maritime trade routes, so too should they police the Firewalls and Gateway Nodes and enforce legal norms.

Japanese Intranet

Imperial Japan, unlike the Chinese, view the National Intranet as an extension of a nation's telecommunications infrastructure. This is an understandable sentiment in 1999 insofar as connecting to the digital realm oftentimes required dialup. WIFI technologies have yet to be made commonplace or at the very least compatible with the specifications required by the Japanese and the other nations covered here. The legal argument posited here is that because people are required to register telephones under their real legal name, people should also use their real legal name in the National Intranet.

Of course, there are always going to be people browsing the National Intranet under screennames, but the real challenge is how to promote privacy and sovereignty simultaneously. People should be recognized for their personal achievements on the National Intranet. Intellectual Properties-as-

Power are granted more importance on the National Intranet, which can extend to the State Investments and Taxes that went toward their creations. Granted, any personal, financial, medical, court records and forth should be kept to the Self in order to deter identity theft. Identity fraud will continue to be a real issue on the National Intranet as it has always been in the Real World.

There is a concurring desire in the Japanese Government on how nations should respond to cybercrimes committed in the National Intranet. Since crimes are taken seriously in the Real World, a similar attitude needs to be implemented on the National Intranet. This includes expanding the role of law enforcement to police the National Intranet for deterring and solving serious cybercrimes. Another area of concern is the Totality being able to expose government corruption and scientific misconduct on the National Intranet, including imploring the authorities to act in response.

Scenario 1999: Hamiltonianism in Words, Jeffersonianism in Deeds (Pt. 1 of 3)

There is a massive difference between adhering to the Weltanschauung of Hamiltonianism and coopting certain aspects of Hamiltonianism in order to realize the foundational aims of an entirely different Weltanschauung. Consider Hamiltonianism's stances on international trade for instance. America is not the only nation whose government guided the industrialization of its national economy by promoting a trade policy conducive to its long-term development. The German Reich and Imperial Japan, borrowing aspects of Hamiltonian stances on international trade, went in the same direction when they were industrializing in the 19th century. Even the Soviet Union and the People's Republic of China of all countries had derived some part of their industrialization from Hamiltonianism. For those two nations, things are not as straightforward as they appear at first.

In the case of the Soviet Union, Ernst Jünger's descriptions of that country in *Der Arbeiter* is peculiar from a Hamiltonian standpoint. The industrialization of these United States resulted in the Americans rapidly mobilizing large amounts of manpower and resources in short order during the two World Wars. Moreover, it is also peculiar for Jünger to claim that the American Arbeiter, despite living in a Market/Mixed Economy and Parliamentary Democracy, was already accustomed to the conditions of the Planned/Command Economy and Council Democracy of the Soviet Union. The Americans who were recruited by the Soviets in their Five-Year Plans easily adjusted to the circumstances they were in.

Since Hamiltonianism deems the purpose of Life in the US economy as revolving around Arbeit and Geld, not Kapital and Geld, and with Technology promoting that particular purpose, I should also mention Hamiltonianism's other stances on Technology. A nation that does not have the Technology to coordinate its national efforts in the State of Total Mobilization are faced with two choices: either the national government plays a predominant role in the technological developments of the national economy or the national government obtains the required technologies elsewhere. Should the latter be chosen over the former, the Totality and their State are faced with the difficult choice of whether it is better to obtain Technology by purchasing the technical patents or pirating them. Here, the concept of Intellectual Property finds itself having a difficult relationship with Common and Private Properties-as-Wealth insofar as both, like the concepts of Kapital and Schuld, are not bound to the National Consciousness of any Totality. How does any nation enforce Intellectual Property if another nation refuses to recognize the validity of its ownership?

This brings me to the PRC and its thefts of American Intellectual Properties with regard to Hamiltonianism. The Hamiltonian justification for such actions, if the goal is not to obtain much needed technologies through other means, is to maintain the balance of power between nations. One finds this mentality at play in the realm of military technologies. Developing superior Technology on the drawing board does not guarantee success on the battlefield. The introduction of a Technology that upsets the military firepower between two or more nations will force the weaker nation to steal the Technology for themselves in order to bring itself on an equal footing. So-called 'modern warfare' has made 'premodern warfare' look so quaint and amicable by comparison. One seriously has to wonder when 'postmodern warfare' will take modern warfare's place because of how atrocious' modern warfare' has become.

What is wrong with 'modern warfare?' War used to have been an adventurous and chivalrous way of testing the resolve of one's nation against that of another nation. The human element was once more important than the actual technologies used to wage the conflict. Unfortunately, in the last

century, the trend was reversed: there is so much overemphasis on Technology that the human element is being neglected. One would think that this century would have changed that, but so far it has been anything but. If there was any reason to revisit the antiwar tradition of the Federalist Party, it would have to be over the deplorable working conditions of modern warfare. After all, the Federalists were the peace-loving "Doves"; the Democratic-Republicans were the warmongering "Hawks."

Aside from other nations coopting aspects of Hamiltonianism, Progressivism and Fusionism had exploited Hamiltonian methods for the shared purpose of furthering Jeffersonian ends. Both have repeatedly demonstrated in recent US history that they are Jeffersonians–American Liberal Capitalists–with differing perspectives on how their Weltanschauung is to be implemented.

The Progressives have no scruples about energizing the Federal government, but they will always draw the line at the socially conservative values and beliefs of the Hamiltonian Weltanschauung. Their behaviors reflect the sentiments of certain Democratic-Republicans who thought that, by adopting Hamiltonian methods, they will be able to legitimize the Jeffersonian Weltanschauung. The FDR Presidency and the New Deal programs of the 1930s have been the peak of that endeavor. Not even the Great Society, which tried to continue the New Deal in the 1960s, came close to repeating its successes.

The Fusionists were essentially a marriage of convenience between Classical Liberals, Economic Liberals, and Social Conservatives and Traditionalists more afraid of the Soviet Union than the Empire of Liberty that had succeeded in annihilating several Empires. An economic model that runs on Kapital and Schuld is going to promote values that eschew other values like family, faith, community, and homeland. It may not be obvious at first because the consequences are long-term, not short-term. In the wake of the Cold War, the latter half of the Second World War, the Fusionist consensus has been on a protracted collapse and it remains to be seen if something genuine will thoroughly replace it in the 21st century.

From the standpoint of Hamiltonianism, Progressives and Fusionists have far more in common than they would like to admit. They represent political factions within the Jeffersonian Weltanschauung, with one emphasizing its socially liberal aspects, whereas the other promotes its economically liberal ones. Both are spun from the same politically liberal cloth that governs the Jeffersonian Weltanschauung, from the manner in which it interprets the Constitution to how it understands the role of the Federal government and its relationship between the States and this Union as a Totality.

This proves an important conclusion that I have been pondering about Federalist Papers No. 9 and No. 10 for some time now. Hamilton wrote Federalist No. 9, yet Madison wrote Federalist No. 10. Both deal with the issue of factionalism, albeit through different means. What can be said about the Federalist Party can also be said about the other great powers.

How does any nation deal with the proliferation of seemingly different factions whose adherents may or may not realize that they have a lot in common? Does one transcend factionalism by emphasizing the Totality's importance or does one try to control factionalism through some form of Checks and Balances? If US history, Progressives and Fusionists are of any indication, Checks and Balances cannot be applied to the question of factionalism. Any Weltanschauung could host a wide variety of ideologies and factions, each one adhering to a shared set of fundamental agreements on certain topics that it would be unthinkable, rather than unconstitutional, to dissent

from. To dissent from those fundamental agreements is to declare oneself as an enemy of that Weltanschauung.

Over the next two Parts, I will be discussing the two Federalist Papers and why I am convinced that they mark the point of divergence between Hamiltonian Federalism and the Madisonian Federalism, the latter of which has since gone on to join today's Democratic Party. In particular, I will be pointing out the opposing approaches to dealing with factionalism as Hamilton and Madison described them.

Scenario 1999: Hamiltonianism in Words, Jeffersonianism in Deeds (Pt. 2 of 3)

Every Ideology is backed by a particular Weltanschauung, bestowing a vision to the adherents that instructs them on what to think about the world. The purpose of an Ideology is to provide a vehicle on how to implement that vision for its adherents. Anyone who has read *The Work-Standard (2nd Ed.)* on the topic of Hamiltonianism should realize that it is not an Ideology as it is understood in Political Science. As I had been trying to point out in that Treatise, Hamiltonianism is a Weltanschauung capable of hosting a variety of compatible Ideologies. This also accounts for why its longstanding rival, Jeffersonianism, is capable of featuring various Ideologies with their own interpretations.

The Democratic-Republican Party and its Democrats and Republicans are no different, even when it seems like their disagreements demonstrate an inability to govern at times. Think about my designations of the Democrats as the "Madisonian Faction" and the Republicans as the "Monroean Faction." The most fundamental point of agreement is that America is Socially, Economically, and Politically Liberal, nation and will forever be that way. While the Madisonians ascribe some limited roles for the Federal government and the Union–the American people, the goal is to promote the Social Liberal component. By contrast, the Monroeans give greater emphasis on the Economic Liberal component. Both pivots presuppose that there is a Political Liberalism binding the Social Liberalism and the Economic Liberalism to a shared Weltanschauung. It enables a "Progressive" and a "Libertarian" to promote some form of Liberalization that indirectly benefits the other and vice versa, even when it seems like neither are able to realize this.

Here, the question of factionalism, the subjects of Federalist Papers Nos. 9 and 10, enters the picture. James Madison in Federalist 10 was of the view that it is inevitable for adherents of the Jeffersonian Weltanschauung to branch out into a growing multiplicity of Ideologies as part of "human nature." Anyone can define their political-economic and socio-cultural perspectives in any way they wish. When enough people begin to espouse specific viewpoints, they become factions. This process is an unavoidable phenomenon that cannot be addressed by trying to suppress them. Rather, the actions of those factions should be controlled to the extent that they cannot dominate the national life.

How are the factions controlled? Madison suggested that their powers and sway over the American people should be balanced against each other. The Representative mode of political governance, Parliamentary Democracy, and its electoral process would ensure that factions do not have any influence beyond their initial boundaries. They can attain power in one State and not have any power elsewhere in the Union. To gain support elsewhere, some undesirable compromises need to be made to reach a consensus. That is the obvious proposal. The less obvious one, which is to be discerned from outside the Jeffersonian Weltanschauung, is how this would affect the perspectives and composition of those factions.

Would the ability to control the factions lead to them adopting some peculiar stances in order to appeal to others? Are the factions driven by something else? Clearly, Madison in Federalist 10 was more adamant about factionalism arising from disparities in "Property-as-Wealth" as opposed to "Property-as-Power," the latter of which is related to his advocacy of limited government. Disparities in power, not wealth, are what lead to conflict both inside and outside nations. The power to decide how to govern in the interests of the Totality is far more important than the issue of who gains and who loses from those arrangements.

By contrast, Federalist 9 contains the Hamiltonian Weltanschauung's perspective on the same topic. In that Federalist Paper, Hamilton believed that factionalism is not a natural phenomenon insofar as it arose from the ambitions of a political minority within the American Totality. To stave off factionalism, he suggested that the factions be able to coalesce around a shared Weltanschauung that would emanate from the Presidency. The Presidency unites the factions under that Weltanschauung from which the various Ideologies of those factions would gravitate around it.

The proposal outlined by Hamilton is a political environment where the factions are mediated not by the electoral process of Parliamentary Democracy or by their powers curtailed by a "limited government," but through the ability of the Presidency to unite them around shared interests. The common good should take greater precedence before self-interest. The common good in this context means furthering the national interest of the Union.

How do factions cooperate in those circumstances? They would need to find ways to make their Ideologies work to further the interests of the Union as the American Totality. The benefits of one Ideology should support those of another Ideology. The disadvantages of this Ideology are to be canceled out by those of another and vice versa. The real challenge, as Hamilton posited in Federalist 9, is how to create the conditions in which the factions of various Ideologies are capable of rallying around the Presidency in Congress. As I had pointed out earlier, the solution is for the Ideologies and their factions to coalesce around a shared Weltanschauung.

This trend has been on display in American history for the past two centuries. There were Jeffersonians from the Democratic-Republican Party that coopted Hamiltonian methods for Jeffersonian ends, setting the precedent for the Progressives of the 20th century. The Progressives have turned that particular practice into their modus operandi, which reached the peak of its power and prestige during the New Deal and Great Society programs of the mid-20th century. "Fusionism" is another example where it became permissible for Social Conservatives and Traditionalists to align themselves with Economic and Classical Liberals out of some fear of the Soviet Union. What enabled those alignments to occur was some adherence to the Jeffersonian Weltanschauung.

We have also seen this phenomenon play out on the ARPLAN Blog. In the German Reich, the Social-Democrats are aligned with the Liberal Capitalists in opposition to the Marxist-Leninists and Pan-Germanic Socialists. Everyone has their differences, but there is some common Weltanschauung binding the adherents to a shared set of perspectives on what the German Reich should become in the wake of the First World War. The Weltanschauung in question may be derived from Marx and Engels or it could be based on shared understandings of Nietzsche and Hegel. Whichever the case may be, those rare moments of unity should always warrant further investigation.

I am sure that America and the German-speaking world are not the only exceptions where factionalism is coalesced by a particular Weltanschauung. Whatever that Weltanschauung may be, it cannot be an Ideology on its own. It needs existing Ideologies for it to have a platform to express its ideas and values. The question that I would like to address in the next Part is whether there is some procedural basis in which factionalism could be resolved by a Weltanschauung. If so, is there a way to outline a consistent pattern that could be applied to various movements, organizations, factions, and parties of differing Ideologies?

Scenario 1999: Hamiltonianism in Words, Jeffersonianism in Deeds (Pt. 3 of 3)

The interplay between political, economic and social interests will function differently in Council Democracy than how they function in Parliamentary Democracy. This is made possible because of how the electoral process was designed when it was originally discussed in *The Work-Standard (2nd Ed.)* and later in *The Third Place (1st Ed.)*. Political parties in this context become Factions speaking on behalf of the various interests which comprise segments of the Totality.

The Political Governance of Council Democracy

Within any given local jurisdiction, the Council of Municipal Government consist of "***Municipal Civil Chambers***" and "***Economic Chambers***." Delegates of Civil Chambers are from the Offices and Departments of Municipal Government, the Delegates of Economic Chambers from the Guilds and Enterprises of the Municipal Economy. Both Chambers must work together to decide who among them shall become the "***Municipal Councilors***" that not only preside over the entire Council, but also will choose both their Mayor and the Municipal Government's "***Regional Delegate***" to the Regional Government.

The same process repeats at the Regional Government. "***Regional Civil Chambers***" and "***Regional Economic Chambers***" choose their Regional Councilors to elect their Governors and State Delegates. At the State Council of the Central Government, State Delegates of the "***General Economic Chambers***" and "***General Civil Chambers***" choose who among them will become the "***State Councilors***" and "***State-Electors***," the latter of whom is responsible for choosing the next Head of State. The Head of State in turn will appoint their Head of Government and State Ministers with the approval of the State Council.

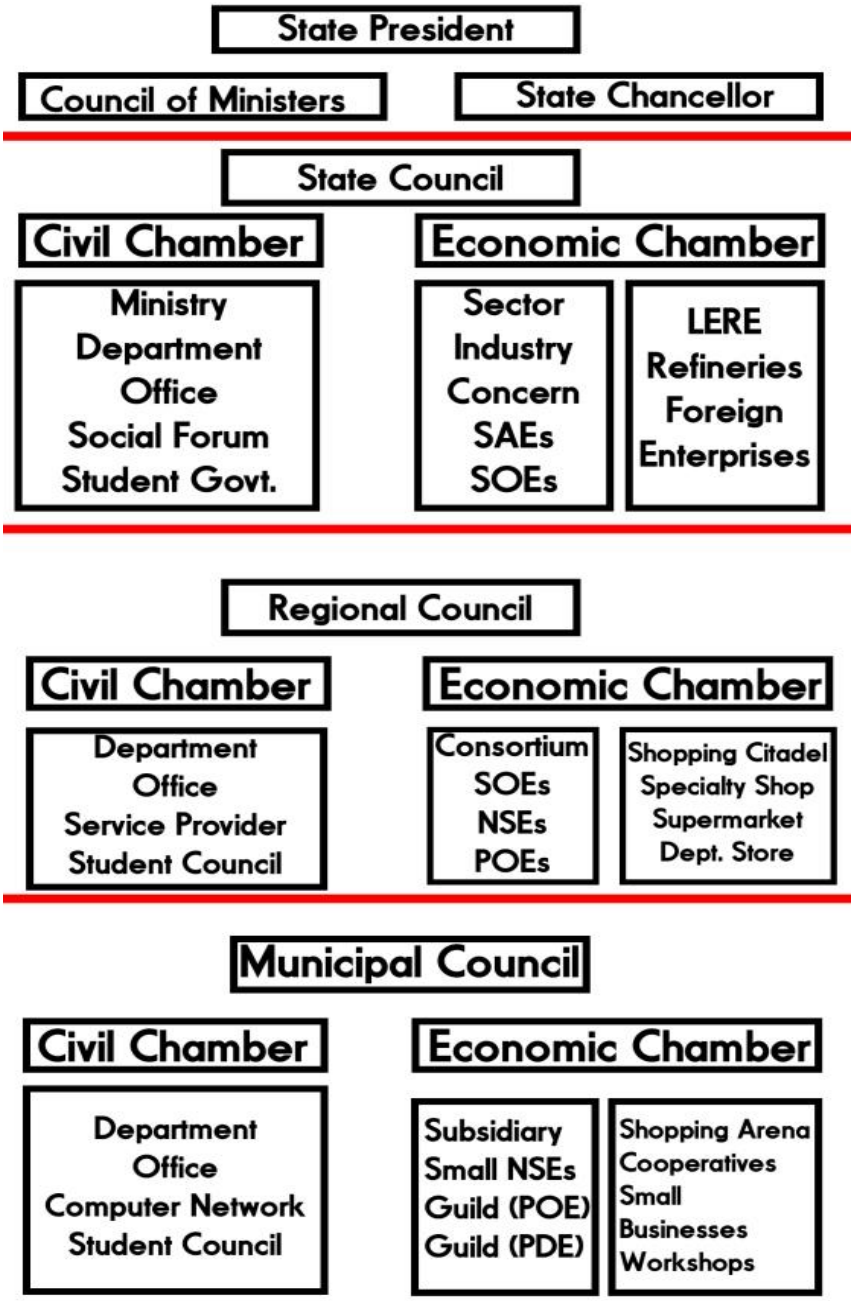
The Council State's Head of State and Head of Government here are the "***State President***" and the "***State Chancellor***." The State President's Cabinet, the "***Council of Ministers***," consists of the Ministers who preside over their respective Ministries within the Council State. The State President and State Chancellor shall both serve no more than two consecutive terms of five years.

The Social Rank of Guilds and Enterprises will affect the size and composition of the Economic Chambers. Generally, the Economic Chambers among the Councils of the Municipal Governments are going to be larger than the one found at the State Council. The size and composition are to be correlated by the Quality of Arbeit contributed by each and every Enterprise.

Note that the Delegates from the Social Forums of the National Intranet and the Student Councils of the SSE maintain their own seats inside the Civil Chambers of the Municipal, Regional and Central governments. This is because the Social Forums, like the Student Government, are accountable to the Council State for ensuring that the Legal Code and the Constitution will be upheld on the National Intranet. The SSE, meanwhile, is self-explanatory in the context of *The Third Place (1st Ed.*) insofar as the Student Government is split between State Functionaries from the Ministry of Education and the Youth Leaders among the Student Body.

Under the Work-Standard, the Council State is governed by a ruling party, the "***People's Party***," leading the nation alongside the other parties in its "***United Front***." The political parties of the United Front, including the People's Party, will try to gain the support of the Totality. Gaining the support of the Totality is correlated by the number of Delegates and Councilors affiliated with any of the political parties within the United Front. If the Totality thinks the People's Party ruling the

Council State is failing to uphold its own Constitutional Intents and Constitutional Obligations, they will recall their Delegates, replacing them with new Delegates from the other parties within the United Front. If the People's Party loses the majority among the State Delegates, they will no longer choose the next State Chancellor. If the People's Party loses the majority among the State Councilors, they will no longer choose the next State President.



Author's Diagram of the Hierarchy of Council Democracy. Political, economic, and social participation in the national life is closely intertwined. Whosoever devotes Life-Energy to the contributions of Arbeit and Geld as Nationals are to be given all Legal Rights and Legal Duties to engage in the electoral process.

As I had discovered over the course of writing *The Work-Standard (2nd Ed.)* and *The Third Place (1st Ed.)*, no matter how I articulate the hierarchical command structure, the functions of Council Democracy remain constant. The exact details on how the Council State will be organized, including whether the State Council will be bicameral or unicameral, is dependent on the nation ultimately adopting the Work-Standard. What will always be certain is that everyone's choices do matter, and they go beyond the simple act of voting. The United Front exists within the Council State because the political forces of the Totality have united themselves around a fundamental set of common interests commensurate with the National Interest, the shared interests of the Totality and the State as the Nation. Such thinking is only possible because everyone, regardless of their Ideology, draws their perspectives from the same Weltanschauung. The Freedom of Conscience is to be upheld for those who also dissent from within the framework of that Weltanschauung.

The Totality's ability to choose their Delegates and Councilors will determine who governs the Councils and their various Chambers, from the Municipal Government to the Regional and Central Governments. Given the People's Party and its United Front, Factionalism will emerge among the Factions and it is important for the Head of State, the State President, to prevent those Factions from disrupting the Central Government. Similar pressures will also be imposed on the "Governor" and the "Mayor" of the Regional and Municipal Governments respectively, even though theirs will be much less intense compared to those of the State President.

As one might surmise from this expanded description of Council Democracy, political power emanates from the bottom and becomes concentrated at the top. The purpose of this Entry will be to outline a set of procedures on how to address the issue of Factionalism under Council Democracy.

Dealing with Factionalism in Council Democracy

Factions arise when a minority segment of the State, the Totality or both dissents from the rest of the nation. It is important to realize that, because the State is governed by the Totality, the Totality is hardly monolithic. There are various political, economic, social, and organizational interests that intend to ensure that their voices will be heard and that their concerns will be met in the Council Democratic process. Factions may coalesce around specific personalities or policies that may not necessarily be upheld by the rest of the Totality. Consider the following situations that are relevant to *Scenario 1999*:

- Multiple State Enterprises are competing with each other to have their NSFIs, namely Fiefs and Work-Plans, be issued by the Kontore and given greater attention by the Student Body of the SSE. A growing share of young people within the SSE have developed an interest in taking their Vocations to those State Enterprises, but there is only so much Zeit in the workweek to devote Life-Energy toward those NSFIs.

- The Transportation Ministry is interested in expanding the railways of a large town several kilometers outside the capital, but there are protestations from local residents that the proposal will result in them losing their Households as the proposed rail track happens to run through their homes.

- Religious leaders, Youth Leaders, Cooperatives and Small Businesses have vested stakes in the historical legacy of abandoned cathedral. The cathedral fell into disrepair decades ago and there is now renewed interest in renovating and restoring it among the priesthood.

Youth Leaders of the SSE, meanwhile, insist on razing the cathedral in favor of building a new Shopping Citadel. Small Business Guilds offer an alternate proposal of building a recreational park.

- The Navy is interested in procuring the blueprints for a new class of amphibious warships, but the funding that could have gone toward production within the Defense Ministry has instead gone toward the Air Force's interest in expanding its fleet of close air support warplanes.
- Administrators and Civil Servants from Social Enterprises in the Manufacturing Sector are bickering with each other over whether their Quality of Arbeit should be altered by the State Commissariats. The Civil Servants claim that because of the increased transactional sales for the finished products, the Prices for them should increase. The Administrators disagree, insisting that the Prices should remain unchanged because the Frequency of transactional sales will gradually decrease in the coming weeks.
- In the State Council, a policy debate is unfolding among the affiliated parties of the United Front. Some are divided over aligning with the Soviet Union or aligning with the People's Republic of China as the Sino-Soviet Split shows no signs of ending. The Foreign Ministry is in the process of two drafting a bilateral Real Trade Agreement with the Intent of presenting it to the State Council. Both drafts involve the importation of new sport cars, except one draft proposes Soviet imports and the other preferring Chinese imports. A group of State Delegates have submitted a counterproposal: a proposal to import Germanic sport cars from the German Reich's Automotive Industry.

In each of those examples, there is some issue that compels entire groups within the State or the Totality to coalesce around Factions with their own proposals, interests, and concerns. The issue gets raised in the Council Democratic process, people discuss the nature of the topic in question, provide a number of options and proposals, and begin weighing the benefits of choosing one option over another. Even here, the Totality and the State are both expecting the decisions from the Head of State to be favorable to them. At the same time, everyone is also expecting the Head of Government to act in everyone's interests insofar as these constellations of seemingly different factional interests constitute the entirety of the National Interest.

Under these conditions, the Head of State must reserve whatever judgments they may have toward the various Factions in the United Front, the rest of the State and the Totality at large. Whatever decision they make must always be in the interests of both the Totality and the State. Sometimes, there are decisions where it is a simple matter of supporting or opposing something. But most policy issues in Council Democracy are not always going to be that straightforward. There will oftentimes be policy issues whose responses, whatever they may be, are so broad in their implications that making any decision will be interpreted by everyone as indirectly siding with a particular Faction and opposing another. Unfortunately, the Head of State shall not dwell on any given issue forever. At some point, they must make their decision and stick to that decision until the outcomes have been made apparent by Totality and State.

For an "energetic executive" to be considered "apolitical," the Head of State has to realize that the proposals of the same Faction may not always be the best choice from hindsight. What is said about the State President, the Head of State, is also true for the Governors and Mayors of the Regional and Municipal Governments. Think back to those situations mentioned earlier.

- Should State Enterprises be discouraged to find out that not all young people find their Vocations residing at their workplaces? Would it make more sense for them to attract Investors from outside the SSE?
- Should the Transportation Ministry go ahead with its decision to expand the rail track? Is that the only way this could be achieved? Could there be some other option which has not yet been made apparent to both the Transportation Ministry and the local residents?
- Should the abandoned cathedral be renovated and restored or should it be replaced by an entirely new and different building altogether? Would something be lost from its demolishment and subsequent replacement? How does any of the given options stand to benefit the Totality and the State?
- Should the Navy work with the shipbuilders to have those new amphibious warships built? Should the Air Force be expanding the existing fleet of warplanes? What are the strategies priorities of the nation and is there a genuine for either or both plans to be achieved through the Military-Industrial Complex?
- Should the overall Quality of Arbeit across the Manufacturing Sector be allowed to increase? If so, what are the benefits and downsides of letting that happen? How about the reverse? Would the Civil Servants and Administrators involved be interested in a compromise? If so, what?
- Should the nation build better relations with the Soviets or should the nation be building better relations with the Chinese? Is the nation supposed to be taking sides in the Sino-Soviet Dispute? If so, where does the nation in relation to the Soviet Union and the PRC? If not, would trading with the German Reich be a suitable alternative?

In Council Democracy, personal thought takes higher precedence over personal action. It is always important to think critically about the policy issue, know the existing options, and weigh the benefits and consequences of choosing any one of them. If neither option is suitable for the Totality and the State, consider positing counterproposals. At the end of the day, the Head of State remains the final authority, and the Judiciary will judge the constitutionality of their actions accordingly. The decision is to be upheld and enforced by the Council State until the outcomes of policy responses have emerged, regardless of whether the outcomes in question happen to be most ideal or the least ideal, the most desirable or the least desirable.

Scenario 1999: "Tournament" and "Market": National Institutions or Civil Societies?

In Liberal Capitalist ideological discourse, it is oftentimes understood that the Market represents more than a mechanism to facilitate the allocations of resources, manpower, Kapital and Schuld. It also embodies a collection of Private Citizens competing for the greater Quantity of Kapital for the least Quantity of Schuld. We find this trend most apparent in the so-called "labor market" or "job market." The Incentives of Supply and Demand coordinate the Prices of goods and services as well as "Commodities." Kapital is spent for those items; in the absence of Kapital, Schuld is used instead.

While it is maintained in the literature that the Market emerged spontaneously, there are also other occasions where Parliament was responsible for establishing the Market and ensuring its continued existence. The phenomenon is not so much of whether the Market is allowed to operate with the least interference from the Parliament or whether Parliament is supposed to be intervening in the Market whenever it fails. From the standpoint of the Work-Standard, however, this is where the shared paradigm between Production for *Profit* and Production for *Utility* emerges. It is also here where the Fractional-Reserve Banking System as well as the concepts of Common and Private Properties-as-Wealth become relevant.

The general idea behind the Market among Liberal Capitalists is it provides the basis in which people exchange items for Kapital or Schuld. Civil Society engages in the practice in order to acquire whatever it needs. "Economic growth" and "wealth creation," according to the Liberal Capitalists, stem from the production and consumption of goods and services as well as the Commodities used to create them. Said "production and consumption" comes from the physical exchanges that Civil Society does in the form of transactional sales. As the number of Markets grows to encompass the entirety of economic life, the concept of the Market/Mixed Economy becomes tenable.

Therein lies one of the important differences between the Market and the Tournament. Are transactional sales the only source of economic growth and wealth creation? Is there some untapped source of wealth that cannot possibly be realized, much less contemplated, in the ideological discourse of Neoliberalism?

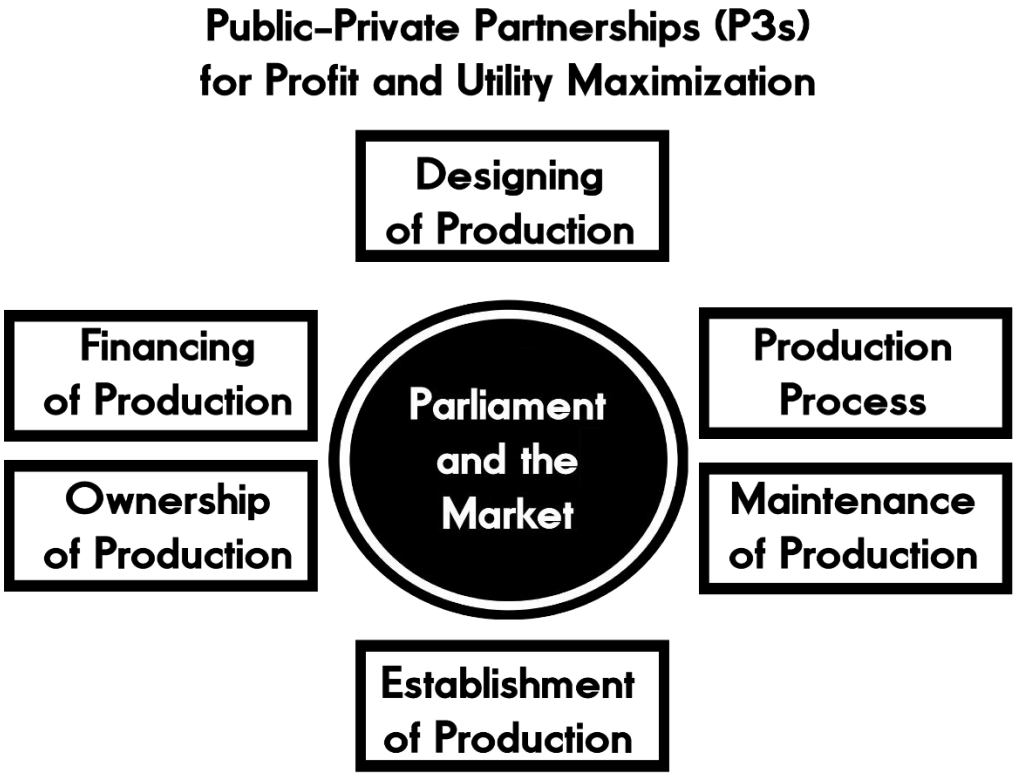
The Liberal Capitalists do raise these questions, but never in the context of the Life-Energy which is required for the creations of Arbeit and Geld under the Work-Standard. Instead, the questions are addressed with regard to Privatization and Technology. As discussed previously in *The Third Place (1st Ed.)* and *Work-Standard Accounting Practices (1st Ed.)* to a lesser extent, the Liberal Capitalists are always looking for more ways in which Civil Society engages in Kapital and Schuld as parts of economic life. The role of Privatization is demonstrative of an idea established across certain Entries of *The Third Place (1st Ed.)* wherein Civil Society, unlike the Totality, can splinter itself into a multitude of lesser Civil Societies.

Market Vectors of Economic Liberalization

In economic life, this Author has identified about five notable Market Vectors of Economic Liberalization. The presence of a legitimate Market (as opposed to the Shadow Economy or Informal Economy, the "Black Markets" and "Gray Markets" respectively) can oversee the

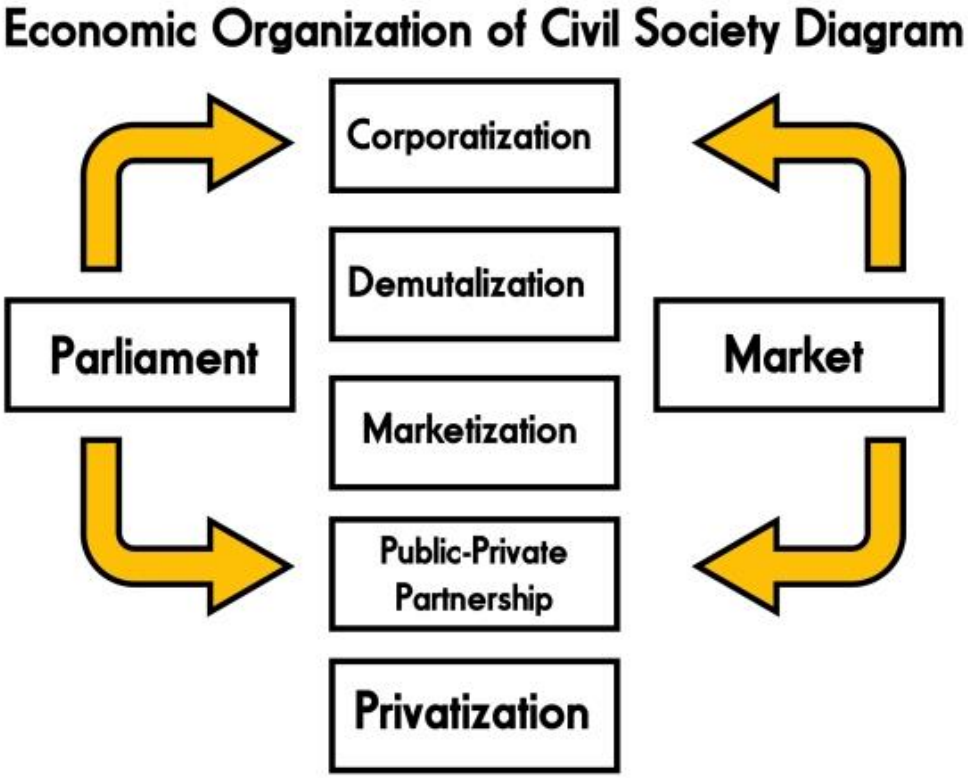
transitions between Production for *Utility* and Production for *Profit*. Liberal Capitalists prefer economic life to be geared toward Production for *Profit* by default, deferring to Production for *Utility* only when the Market becomes incapable of creating Kapital and Schuld, is beset upon by "foreign Markets," and in circumstances where it Liberal Capitalists must strike compromises with the metaphysical State of Total Mobilization in order to preserve their State of Natural Rights from the Enlightenment. ***Bluntly put, the transition from Production for* Utility *to Production for* Profit *refers to the legal transferring of economic governance from Parliament to the Market/Mixed Economy***. The technical used in the literature are "Corporatization," "Demutualization," "Marketization," "Public-Private Partnerships," and of course "Privatization."

Corporatization involves transferring an Economic Organization, like a State-Owned Enterprise, from Parliament to a Public Corporation that it has some discernible control over. A comparable trend in the Market/Mixed Economy is *Demutualization*, where smaller Economic Organizations such as Cooperatives are transferred away from the personnel governing them to the Financial Markets and the broader Market/Mixed Economy. When the Market/Mixed Economy and Financial Markets gain enough influence over an Economic Organization, the next logical step is *Marketization*. Here, the Incentives of Supply and Demand are given greater emphasis as Parliament's role within the activities of an Economic Organization are diminished in favor of the Market/Mixed Economy. Should the Market/Mixed Economy gain even more influence over an Economic Organization, a *Public-Private Partnership (P3)* becomes entertainable.



The key attributes associated with a Public-Private Partnership concern the creation, financing, establishment, ownership, operation, and maintenance of an Economic Organization. In Production for *Utility*, Parliament (as the "Public Sector") is responsible for some combination of those attributes, whereas the Market/Mixed Economy (as the "Private Sector") oversees other attributes not covered by Parliament. The ownership attribute determines whether Parliament or the Market/Mixed Economy will control a particular Economic Organization. Will ownership be transferred to the Market/Mixed Economy will the affected Economic Organization remain under Parliament's control? If so, will the Market/Mixed Economy gain full control or will it be a temporary arrangement?

Those questions in turn determine whether an Economic Organization will be fully privatized or remain governed by Parliament. Should Parliament transfer complete control of an Economic Organization to the Market/Mixed Economy, the process of Privatization has been completed. The affected Economic Organization will thereby operate on Production for *Profit*, relying on Kapital Accumulation from transactional sales, loans provided by the Fractional-Reserve Banking System, and LCFIs (Liberal Capitalist Financial Instruments) purchased by investors at the Financial Markets.



By contrast, the transition from Production for *Profit* to Production for *Utility* involves the act of transferring ownership away from the Market/Mixed Economy and toward Parliament. The P3 concept in Neoliberalism provides a suitable model for how an Economic Organization undergoes that transition. Since Privatization and P3s also exist in Production for *Utility* as they do in Production for *Profit*, there should be opposites for Marketization, Demutualization, and Corporatization. Their equivalents would have to be "Subsidization," "Mutualization," and

"Nationalization." Those three are indicative of varying degrees of ownership transitioning away from the Market/Mixed Economy to the Parliament within the framework of Kapital and Schuld, the Fractional-Reserve Banking System, and even the Incentives of Supply and Demand in certain cases.

The opposing model of Economic Organization in *The Work-Standard (2nd Ed.)* involves governance being split between "*State Sector*" and "*Social Sector*." The most significant distinction is that governance was not determined by mere possession but by their position in relation to the overall ability to create Arbeit and Geld. The more capable an Economic Organization becomes at contributing Arbeit and Geld to the Life-Energy Reserve, the more likely it will become attain the next higher Social Rank. This can be discerned by their increased size and composition, diversification of economic activities, and delegation over smaller Economic Organization among the lower Social Ranks. This resulted in the proposal of different methods of governing large Economic Organizations in *The Third Place (1st Ed.)*, such as *Codetermination*, *Worker's Self-Management*, and *Joint-Ownership*. Economic Organizations with very high Social Ranks will eventually be brought under the governance of the Council State, whereas smaller ones can be overseen by a Guild. These arrangements are made possible due to the distinct characteristics of Council Democracy. Economic life cannot be completely separated from political life and vice versa.

The power to participate in the political process from the workspace also implies the power of the personnel of an Economic Organization to vote on internal issues. For instance, if the personnel could vote for their Delegates, they should also be able to vote against the dissolution of their Enterprise. If they can negotiate with the State Commissariats to determine the Value of their Arbeit and the Price in Geld, they should also be able to coordinate their activities with one or more Enterprises in their own respective Industry through some form of cooperation and competition.

The five-tier model of Economic Organizations outlined in *The Work-Standard (2nd Ed.)* could be defined as "Social Administration," "Social Governance," "National-Socialization," "State Governance," and "State Administration," all of which can be formatted in the Social Ranking System employed by the Tournament. Each corresponds to PDEs, POEs, NSEs, SOEs, and SAEs respectively.

A more complex rendition appears towards the end of that Treatise concerning the distinct characteristics of American Federalism. That particular model had up to thirteen types of Enterprises split into three Tiers for the Municipal, State, and Federal Governments. The Americanized Social Ranking System among Economic Organizations would follow six categories, with two categories pertaining to each Tier: "Socialization" and "Municipalization"; "Regionalization" and "State-Socialization"; "National-Socialization" and "Federalization."

We can expect similar arrangements to also be occurring in the other four major economics of *Scenario 1999*. In a world order where the economic growth of nations is based on their abilities to create Arbeit and Geld, the Germanic, Soviet, Chinese, and Imperial Japanese economies would have their own distinct vectors for Economic Organization. Assuming every Economic Organization is in fact an Enterprise within a given Industry, what forms will they take if not "Public" or "Private?"

Fortunately, *The Work-Standard (2nd Ed.)* and *The Third Place (1st Ed.)* also provided some indications on the number of variations in which the socioeconomic governance of Economic Organizations may assume.

Tournament Vectors of Economic Socialization

In Production for *Dasein*, the transferring of economic governance for any Economic Organization, regardless of its size, composition, capabilities, and activities, takes on a very different definition for the State and the Totality. To transfer an Economic Organization from the State to the Totality vis-à-vis the Tournament does not actually signify Economic Liberalization, any more than transferring an Economic Organization from the Totality to the State is not the only definition of Economic Socialization. The economic activities of the State and Totality will still be residing among the Domains of the Work-World, which consists of every Industry, Enterprise and Profession wielding Productive Properties-as-Power to contribute Arbeit and Geld to the Life-Energy Reserve. Additionally, the process in which the transferring of economic governance occurs may be dependent on whether the nation in question happens to have a Council State (for Socialists) or a Corporate State (for Corporatists). While Socialists and Corporatists have different ideas on how to govern a national economy, the process remains identical if both happen to be relying on Sociable Currencies pegged to the Work-Standard.

Furthermore, in a functioning Council Democracy, all personnel of an affected Economic Organization shall enjoy the Legal Right to decide on whether they should transfer governance of their Economic Organization to another Economic Organization within the Tournament or the State itself. They must vote on whether to consent to this decision or not. Should a majority vote be secured, the Economic Organization will be brought under the governance of either another Economic Organization, the State, or both. This Legal Right is to be superseded by the Legal Duty of allowing either or both assume governance of their activities if their Economic Organization fails to perform its most basic functions. Such a Legal Duty has been mentioned in discussions of Council Democracy in *The Third Place (1st Ed.)*.

Based on information covered in *The Work-Standard (2nd Ed.)*, *The Third Place (1st Ed.)*, and *Work-Standard Accounting Practices (1st Ed.)*, who are the prospective candidates to take over another Economic Organization within the Tournament of a Vocational Civil Service (VCS) Planned/Command Economy? The *Worksheet of Sociable Accounts (WSA)* established in the latter treatise comes in handy here. Out of the seven primary accounts employed in WSA, only four of them are needed to grasp the Tournament Vectors of Economic Socialization. Those are the *State Account*, *Communion Account*, *Social Account*, and *Household Account*.

Worksheet of Sociable Accounts (WSA)			
Obedience	***Command***		
National Account	**TPP Accounts**	**LER Accounts**	**SI-EF Accounts**
	National Income	*Economic Production*	*Financial Mobilization*
	State Budget + People's Geld	RTEP + RTFP	NSFI + NSB + SI + PS
State Account	*State Income*	*Digital & Military Production*	*Financial Investments*
	State Revenue	EDW	$NSFI_1 + NSB_1$
	State Spending	EDM	$NSFI_2 + NSB_2$
	State Expense	WAF	SI + PS
	State Budget	MAF	OSF
Communion Account	*Organizational Income*	*Organizational Finances*	*Organizational Spending*
	Social Revenue	Product Outputs	Resource Inputs
	Social Spending	Transactional Sales	Production Costs
	Social Expense	Basic Essentials Sales	Essential Costs
	State Funds	Non-Essentials Sales	Non-Essential Costs
Social Account	*Social Income*	*Social Finances*	*Social Spending*
	People's Revenue	Drawings	Stipends
	People's Spending	Transactional Sales	Production Costs
	People's Expense	Basic Essentials Sales	Essential Costs
	People's Geld	Non-Essentials Sales	Non-Essential Costs
Household Account	*Household Income*	*Household Finances*	*Household Spending*
	Personal Revenue	Drawings	Stipends
	Personal Spending	Transactional Sales	Production Costs
	Personal Expense	Basic Essentials Sales	Essential Costs
	Personal Geld	Non-Essentials Sales	Non-Essential Costs
Domestic Account	*National Costs*	*National Development*	*National Spending*
	National Spending	National Licenses	RTA Spending
	National Expenses	National Technology	RTA Expenses
	Sovereign Schuld	National Culture	Foreign Aid
	People's Schuld	National Tourism	Technology Costs
	Personal Schuld	National Media	R&D Costs
Foreign Account	*Foreign Reserves*	*Foreign Development*	*Foreign Spending*
	SFR Account	Economic Foreignization	RTA Revenue
	KDM Account	Social Foreignization	RTA Income
	KBM Account	Net Foreignization	Development Aid
Opening Balance		**Closing Balance**	
Final TPP Value		**Actual RPF Value**	

The Worksheet of Sociable Accounts (WSA)

1. The *State Account* consists of the Council or Corporate State, Regional and Municipal Governments, the Student Government, and the Military-Industrial Complex.
2. The *Communion Account* features the various Economic Organizations of the Tournament. Shopping Citadels and Shopping Arenas, Community-Organized Guilds, PDEs, POEs, NSEs, Subsidiaries, Consortiums and Industrial Concerns, SOEs and SAEs.
3. The *Social Account* is for the Totality. Political Parties, Religious Congregations, People's Communities, Social Forums on the National Intranet, and so forth. All of them represent the social side of economic life.
4. The *Household Account* represents the Families and the Self proper.

Given these four accounts, not to mention barring any possible economic incompetence and underperformance, there is now a well-defined list of potential candidates. The State, the SSE, the Military-Industrial Complex, Regional and Municipal Governments, Political Parties, Religious Congregations, People's Communities, other Economic Organizations, and the Social Forums of the National Intranet are all viable applicants. Even here, the Tournament functions akin to a national institution of the VCS Economy. Its relation to the VCS Economy is comparable to the similar relationship that the State Commissariats and the Kontore (Financial Offices) have with the Reciprocal-Reserve Banking System.

In a political, economic, financial, social and cultural order where the pursuit of Meaningful Work is the purpose of Life itself and where Democracy itself begins at the workspace instead of a polling booth, every part of the Totality in search of other sources of Arbeit and Geld will find those sources. The Totality must collaborate with the State to create those sources. Like the State, the Totality cannot afford to be complacent. The burden of economic governance falls on both Totality and the State instead of the Tournament. The Tournament, like the Social Ranking System, the State Commissariats, or the Kontore, are just means of ensuring that the pursuit of Meaningful Work in the State of Total Mobilization will be upheld.

Even so, the fourth account, the Household Accounts, does raise an important issue regarding the role of Households, the Family and the Self, because Neoliberalism also places too much emphasis on the Household (and by extension the Family and the Self). Not because Neoliberalism is inclined to uphold family values, but specifically because it deems the Household and Family as extension of the Self, which must fend for itself in two Civil Societies, the actual one that Parliament governs and the less one that Market governs vis-à-vis the Market/Mixed Economy and the Fractional-Reserve Banking System.

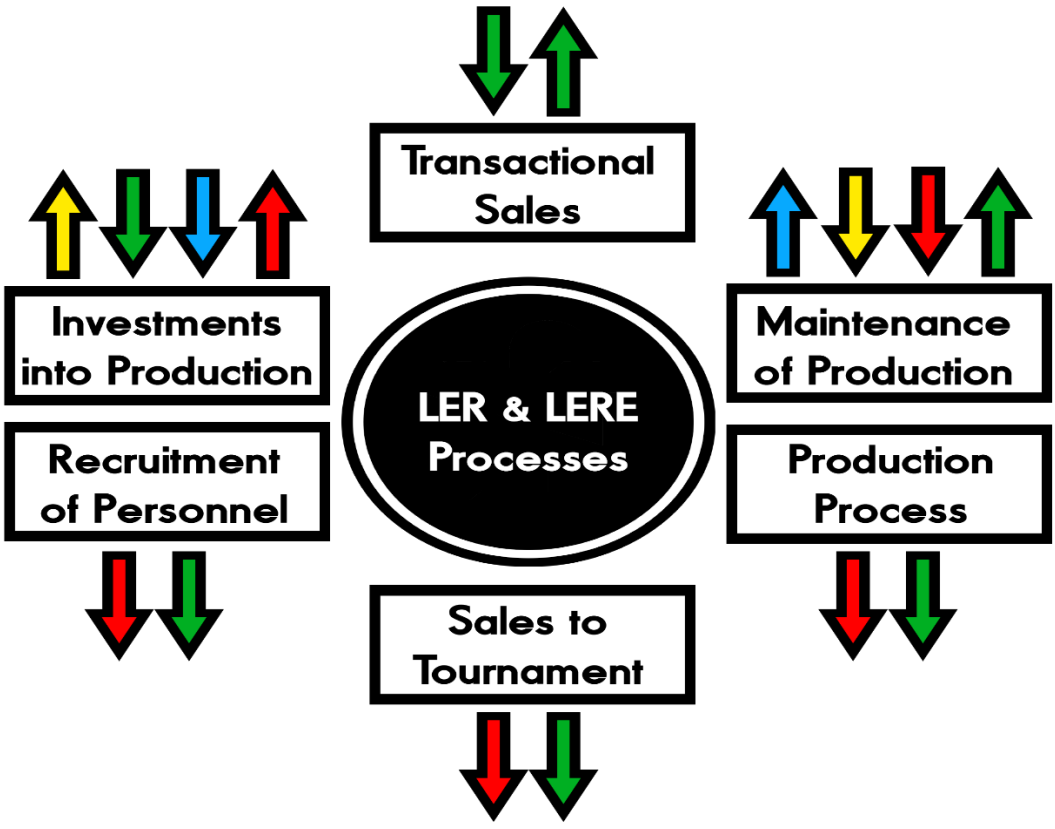
The Family in Neoliberalism is a lopsided depiction where it exists both independently of and mutually against Civil Society and Parliament. Both Civil Society and Parliament expect the Family to provide for things that Civil Society and Parliament are supposed to be providing. This trend appears in two forms, both of which were technically alluded to in the last three Treatises.

On the one hand, we find this trend to be most pronounced in the operations of massive Economic Organizations or collections of large Economic Organization under the governance of one Household. On the other hand, is it too much of a coincide that, even if there are Families possessing Kapital worth hundreds and hundreds of thousands of US Dollars, they are still "living paycheck to paycheck?" The question presented by Neoliberalism is two-fold.

Can the Household, the Family and the Self, really fit to run large Economic Organizations on their own without ever interacting with Civil Society and Parliament? Is the Household supposed to be providing things that would normally be the prerogatives of Civil Society and Parliament?

The former should be obvious. It is one matter for a Household to run and operate their own PDE, POE, Cooperative or Guild. It is an entirely different issue altogether for them to be running and operating an Economic Organization as large as an SOE or an SAE. Meanwhile, under the Work-Standard, a Household could run and operate low or mid-ranking Economic Organization as long as they do not interfere with the political motions of Council Democracy and contributions of Arbeit and Geld to the Life-Energy Reserve. Should a Household remain in control of an Economic Organization and it happens to become an SOE or SAE, their economic governance will be brought under the oversight of the State Council as opposed to the Regional and Municipal Governments.

The latter, despite tying in to the former, also implies an ideal from the State of Natural Rights. This is the idea that anyone, by attaining a high enough Quantity of Kapital and minimizing their Quantity of Schuld, can attain the status of nobility as the *nouveau riche*. Unfortunately, neither the State of Total Mobilization nor the Social Ranking System of the Work-Standard operates on Kapital and Schuld. It operates meritocratically on Arbeit and Geld. The true aristocracy in the State of Total Mobilization are the ones who contribute the most Arbeit and Geld. The Tournament is not the only national institution where they can be found, such as the SSE, the Council State, and even the National Intranet.



Author's diagram of the LER and LERE Processes, depicting the transferring of Arbeit and Geld from economic activities at the Tournaments.

Scenario 1999: Digitalizing the Modes of Production

It may not seem like it, but Neoliberalism has been experiencing immense difficulties trying to reapply the shared paradigm of Production for *Profit* and Production for *Utility* in the digital realm. The issue was not exactly whether the digital realm was even capable of creating Kapital and Schuld. The World Wide Web (WWW) in the 1990s and 2000s, as evidenced by the Dot-Com Bubble, have shown that Financial Markets and Fractional-Reserve Banking Systems had established potential sources Kapital and Schuld on the WWW. It is also not an issue of whether the Market/Mixed Economy cannot adapt to the digital realm. Commercial Media outlets and Retail Industries from the Service Sector have tried to compete with the Social Media and eCommerce platforms of the WWW and they did succeed in ensuring their overall survival, even though some of them ceased to exist altogether.

Intangible Assets: Neoliberalism's Antithesis to the Work-Standard's Digital Arbeit?

What Neoliberalism is facing in digital realm, even within the digital realm, is an issue addressed throughout *The Work-Standard (2nd Ed.)*, *The Third Place (1st Ed.)*, and *Work-Standard Accounting Practices (1st Ed.)*. As humanity's political, economic and social life becomes intertwined with the digital realm, there has been the issue of Kapital becoming increasingly abstract or intangible.

In the 19th and 20th centuries, Kapital and Schuld used to have been consistently tangible and were provided by privatized commercial banks and Financial Markets under the Fractional-Reserve Banking System. Privatized commercial firms once had physical or "***Tangible Assets***" like buildings, land, machinery, tools, vehicles and so forth that can be quantified based on their relations to Kapital and Schuld. The rise of the digital realm has resulted in the growing prominence of abstract or "***Intangible Assets***" that cannot be easily quantified as Kapital and Schuld. The Accounting Profession internationally defined Intangible Assets as:

"***An identifiable non-monetary asset without physical substance***. ***Such an asset is identifiable when it is separable, or when it arises from contractual or other legal rights.*** Separable assets can be sold, transferred, licensed, etc. Examples of intangible assets include computer software, licences, trademarks, patents, films, copyrights and import quotas."

Think about the PC, tablet, or smartphone that one may be using to read this Entry. In Production for *Profit* and Production for *Utility*, the Reader's PC, tablet and smartphone are *Tangible Assets* whose Values can be quantified in terms of Kapital and Schuld. It costs the manufacturer this fixed Quantity of Kapital to build the PC, tablet or smartphone. The Reader also spent a set Quantity of Kapital to purchase that same PC, tablet and smartphone. One may have accumulated some Schuld by using a Credit Card to obtain them, which validates the concept of Tangible Assets.

Meanwhile, the computer software that enables the Reader to read the Entry as a .PDF file or as it was posted on *The Fourth Estate* are *Intangible Assets*. They are recognized as such by the Accounting Profession (and by extension, the Fractional-Reserve Banking System and Market/Mixed Economy) because the production cost can only be measured in Schuld and because

there is a possibility that it will yield some Kapital in the future. While there are guarantees about the Quantity of Schuld, the Quantity of Kapital cannot be easily determined.

How does Kapital Accumulation occur in the latter context? Imagine that I, the Author, were to deny access to the content of this Entry to the Readers of *The Fourth Estate*. I would inform the Readers that, "in order to continue reading of this Entry on the very topic" and "have access to exclusive content on my Blog," they must each spend $5.99 USD per month. Kapital is transferred from the Reader to the Author between bank accounts on a monthly basis, the process occurring in the digital realm. Alternatively, if somebody happens to be reading the Entry as part of a completed Treatise on a .PDF file in Adobe Acrobat, the same logic applies for Adobe (the privatized commercial firm that developed the software).

WordPress and Adobe are not the only exceptions insofar as Paywalls and Subscriptions are not the sole methods of Kapital Accumulation from so-called Intangible Assets. Crowdfunding and Venture Capital are two other well-known cases:

- For Venture Capital, I borrow just Kapital from somebody who thinks they will earn more Kapital for themselves without physically and formally engaging in the everyday activities. Whatever economic activity I happen to be doing, the people who gave me their Kapital are expecting to receive Kapital from the endeavor, otherwise I earn Schuld in the process because I failed to pay them back.
- For Crowdfunding, I set up a GoFundMe or a Patreon where anyone could send me Kapital in return for continuing to write on *The Fourth Estate*. If they, for whatever Intent, enjoy the content of *The Fourth Estate*, they can transfer their Kapital to me.

All of the above demonstrate the same phenomenon associated with Intangible Assets as Neoliberalism's attempts to suppress the possibility of creating Digital Arbeit. The problem with the proliferation of Intangible Assets facilitating Kapital Accumulation in the digital realm is that Market/Mixed Economies find fewer Incentives of creating Kapital from the production of *Tangible Assets* like Commodities, finished goods and services. Since land, buildings, machinery, tools, vehicles, and so forth are Tangible Assets require expenditures of Kapital, the privatized commercial firms of Market/Mixed Economies in the Western world have found more Incentives for Kapital Accumulation from *Intangible Assets*.

If the digital realm any privatized commercial firm with the ability to mass produce something with little or no expenditures, there really is no point to have a lot of employees, assuming that their employment entitles them to high salaries, health insurance, retirement pensions and even access to LCFIs (Liberal Capitalist Financial Instruments) like Stocks and Bonds at preferable rates. This of course has led to the rise of the Gig Economy and why its existence cannot be made possible without the digital realm and the ability to earn Kapital from *Intangible Assets*. These effects can potentially be amplified by Automation and Globalization insofar as the "labor market" and "job market" have found convenient platforms on Social Media, as evidenced by LinkedIn, Indeed, Monster, Glassdoor, Handshake, and others.

Does one realize how everything described here represents a self-perpetuating cycle that has led to people in the Western world and elsewhere to become deprived of Meaningful Work? That all abilities to create Arbeit and Geld is being suppressed by Technologies designed to further interests of Kapital and Schuld?

On the Issue of Crowdfunding

As the Author of *The Fourth Estate* and someone interested in someday allowing donations from Readers, I am facing the issue of where I stand on Crowdfunding with regard to the Work-Standard. In the context of the world order in Scenario 1999, do people receive Actual Geld while contributing Digital Arbeit and Digital Geld on the National Intranet? My stances on Crowdfunding are to be inferred from my conclusions established elsewhere regarding the presence of Actual Geld in the National Intranet. Back in *The Third Place (1st Ed.)*, the creation of wealth in the LER (Life-Energization Reciprocity) and LERE (Life-Energization Reciprocal Electrification) Processes is defined by the following criteria:

1. Completed Creating the Finished Product → Actual Arbeit → Actual Geld (*Arbeit-into-Geld*)
2. Successfully Selling it to the Tournament → Actual Arbeit → Actual Geld (*Arbeit-into-Geld*)
3. The Transactional Sales themselves → Actual Geld (*Geld-into-Arbeit*)

Even in the digital realm, the National Intranet oversees an identical process insofar as the Tournament has its satellite equivalents in the Student Economy (which is overseen by Student Government) and the Digital Economy (which is overseen by the Social Forums).

National Intranet → Digital Arbeit → LERE Refinery → Digital Geld → Central Bank → Actual Geld

Since Social Media, eCommerce, PCs and smartphones also exist in *Scenario 1999*, it would not be too difficult to envisage some form of Crowdfunding. The closest equivalent, based on the conclusions from the last three Treatises is the idea of the Council State issuing Stipends, a fixed sum of Actual Geld, to somebody to finance their contributions of "meaningful works of art."

State → Stipend + Paygrade → Self

Self + Stipend → Actual Arbeit + Actual Geld → State

The State issues a Stipend and a Paygrade to an eligible Self. The Self spends that Stipend to contribute either a comparable Quality of Arbeit and the Geld or exceeds the State's expectations with the limited resources at their disposal. If the State can issue Stipends, and assuming that NSFIs (National-Socialized Financial Instruments) are ill-suited, could the Totality fulfill a similar role for the Self?

Remember, the State is providing the Stipend with the Intent that the Self has a Legal Duty to spend that Stipend on their Vocation and not for personal expenses. Yes, the Totality are allowed to purchase the digital media that someone creates and uploads the to the National Intranet. The Self receives their Actual Geld from the transactional sales for the digital media. The Totality should also be able to let the Self develop a particular kind of digital content for as long as the associated media is attached to a relevant Domain within the Work-World. The State Commissariat remains the final authority on that matter, but that is a whole different topic altogether, however.

I have no idea if anybody realizes this, but there is a fundamental difference between the Self receiving donations from the Totality and Stipends from the State on the National Intranet, and the idea of Crowdfunding on the WWW. This practice once had a name in the Western world and it

was called "***Almsgiving***." By giving Actual Geld to the Self outside of transactional sales, the Totality is engaging in the act of ***Almsgiving*** out of charity and virtue.

Crowdfunding abuses that concept by presupposing that the Council State has no Constitutional Obligations whatsoever of providing a Paygrade to the Self in return for their lifelong service to the Totality. The Totality, since they are incapable of providing the Self any Paygrades, have to constantly provide the Self with unending payments of Geld, not out of charity and virtue, but for the sake of ensuring the Self's subsistence and well-being.

How does this conclusion apply to me? Whenever I decide to engage in Crowdfunding, always remember that the Intent is to facilitate donations from Readers. The purpose of the donations is to pay for the costs of running and operating *The Fourth Estate*, such as the website domain and the various features to provide the same Quality of Arbeit for the Readers. The idea of someone "living off the kindness of strangers" is a Failure of Imagination that could have been avoided.

Production for *Dasein* in the Digital Realm

At the same time, in reference to various issues discussed earlier in Section One, there are untapped opportunities for any nation to apply the State of Total Mobilization I mentioned in Section One that are various ways in which a National Intranet's Digital Economy and Virtual Economies could serve alongside the VCS Economy and the SSE. Key to this is the concept of the Tournament having the bulk of its operations in the Real World within the VCS Economy whilst maintaining extensions of itself in the SSE (for educational and training purposes) and the National Intranet (to facilitate the LERE Process and the contributions of Digital Arbeit and Digital Geld). The distinct characteristics of the digital realm will eventually enable the SSE, the VCS Economy, the Reciprocal-Reserve Banking System, and the National Intranet to interact with each other. To prevent unnecessary rivalries and petty factionalism, the Council State must assert the Intents of Command and Obedience in the Social Forums.

This means that all the usual facets of Life under the Work-Standard in the Real World should also apply in the digital realm. The Constitution and Legal Code are to be extended to the National Intranet and enforced by the Council State. The Social Forums have their own Superintendents, State Commissars, Inspectors, Central Planners, Economic Planners, and Accountants. If they are not going to be the same people offline, they will at least have their own equivalents operating in the National Intranet as part of the Social Forums. Even the practices and procedures of Council Democracy will also be upheld on the National Intranet.

The next two Entries will explore Production for *Dasein* with regard to the economic governance of Economic Organizations. There is no doubt that the characteristics of the National Intranet will warrant different approaches applicable to the LERE Process. What has been said about economic activities involving the LERE Process needs to be comparable to those found among offline Enterprises contributing Arbeit and Geld under the conventional LER Process. This is especially for the anticipated multiplicity of Enterprises that also conduct their economic activities in either the SSE and National Intranet or the VCS Economy and the National Intranet.

Scenario 1999: Digitalizing Economic Governance Models

The past three Treatises, especially *The Work-Standard (2nd Ed.)* and *The Third Place (1st Ed.)*, described four main Models of Economic Governance and a number of subvariants. Before any discussion about how to develop an understanding of economic life in the digital realm, it is necessary to review those Economic Governance Models first. Up until this point, this Author has been using the terms "Market/Mixed Economy" and "Planned/Command Economy" to demonstrate that they are two halves of a shared form of economic life. It is important to recall that the "*Market Economy*," "*Mixed Economy*," "*Planned Economy*," and "*Command Economy*" under the Work-Standard are four different conceptions of a National Economy. Everything here is an expanded elaboration of the conclusions discussed in "Economic Governance Types and Economic Planning Models" from *The Work-Standard (2nd Ed.)*, with the key difference being that the three Modes of Production are now made clearer.

Market/Mixed Economies and Planned/Command Economies

Economic Governance Reference Chart

Market Economy	Mixed Economy	Planned Economy	Command Economy
Nordic Model (Scandinavian Social-Democracy)	Showa State Capitalism	Leninist New Economic Policy (NEP)	Mission-Type Economic Planning (MTEP)
Gaullist Dirigisme	Kuomintang Party-State Capitalism	Kosygin Reforms (Worker's Self-Management)	Germanic-Type Economic Planning (GTEP)
Rhine Model (Social Market Economy)	Singaporean State Capitalism	Titoism & Kadarism (Market Socialism)	Prussian-Type Economic Planning (PTEP)
Keynesian Market	Developmentalism	Fascist Corporatism	Automated-Type Economic Planning (ATEP)
Regulated Market	Tripartitism (Social Corporatism)	Chinese Birdcage & Doi Moi (Socialist Market Economy)	Soviet-Type Economic Planning (STEP)
Free Market	Red Toryism, Fabianism, & Distributism	Falangist Syndicalism	Korean-Type Economic Planning (KTEP)

Market Economies denote economic governance types that correspond to Production for *Profit*. The Market, wielding the Incentives of Supply and Demand, exists as a separate Civil Society within the actual one that Parliament officially governs. Common and Private Properties-as-Wealth prevail insofar as anyone with enough Kapital and not enough Schuld could run and operate privatized commercial firms, borrow loans from privatized commercial banks, and issue LCFIs on Financial Markets. Everything is geared toward "the greatest Quantity of Kapital for the least Quantity of Schuld." The Market relies on Parliament to steer the direction of all economic life through a delicate combination of fiscal, monetary, trade, educational and social policies. Outside of its role as the Market's protectorate and regulator, Parliament is a non-participant in economic life. Unlike Mixed Economies, true Market Economies do not fully exhibit Production for Utility characteristics. When they do, it is either a partial or temporary effort.

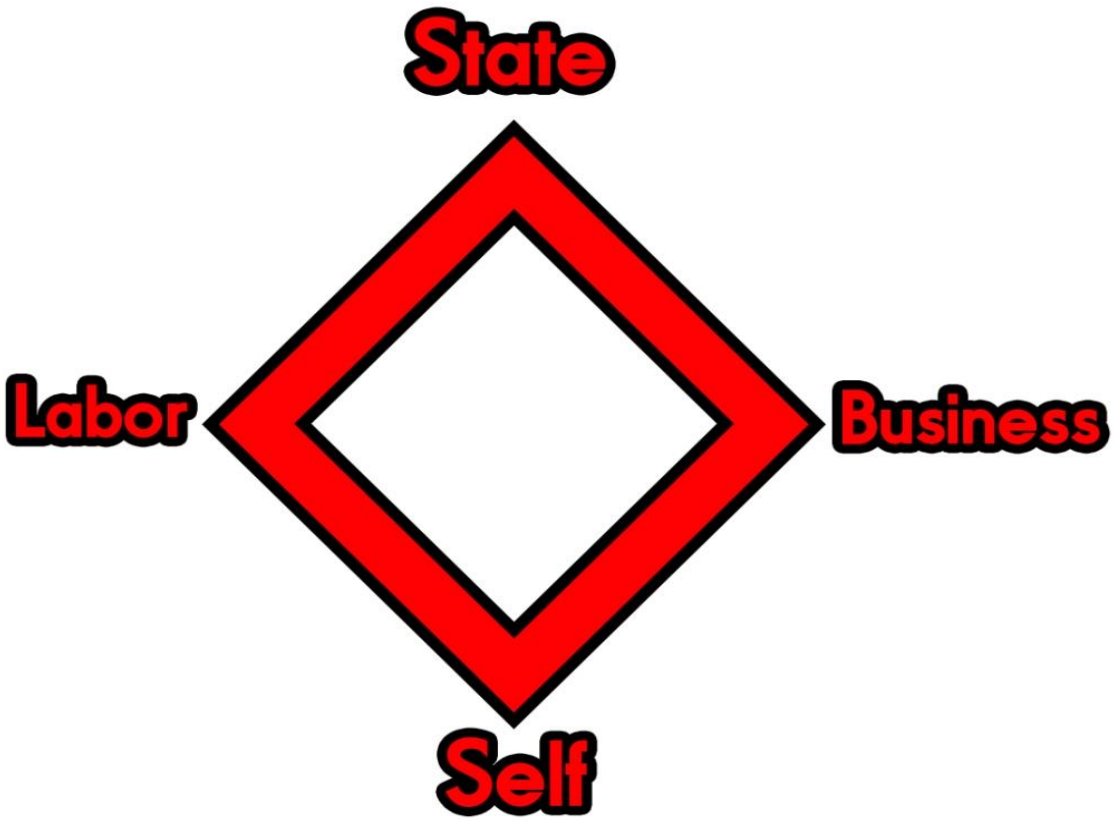
Mixed Economies are capable of fulfilling a combination of Production for *Profit* and Production for *Utility*. The Market still exists and all the usual features associated with Market Economies are also present. However, Mixed Economies tend to feature Parliament performing a direct role in economic life that goes beyond being the Market's protectorate and regulator. Parliament may own and operate nationalized economic organizations, support the true Civil Society with Welfare Capitalist initiatives, and mitigate the worst excesses of the Market. Low-tier Mixed Economies are pivoted toward Production for *Profit*, whereas the higher ones are focused more on Production for *Utility*. The best examples of Mixed Economies tended to be Social-Democratic, Social Corporatist, and State Capitalist. Social-Democracies are a special case; despite emphasizing Production for *Utility*, their policies eventually return to Production for *Profit* because their foundational goals are to make Neoliberalism more tolerable.

Planned Economies and Command Economies, meanwhile, could only be either Production for *Utility* or Production for *Dasein*. Any attempts to push for Production for *Profit* will cause them to become Mixed Economies. In Production for *Utility*, the longstanding challenge has been whether to compromise with Production for *Profit* through some form of Economic Liberalization or provide greater roles for Automation. Either enough compromises were made to restore the Market or there is none to speak of.

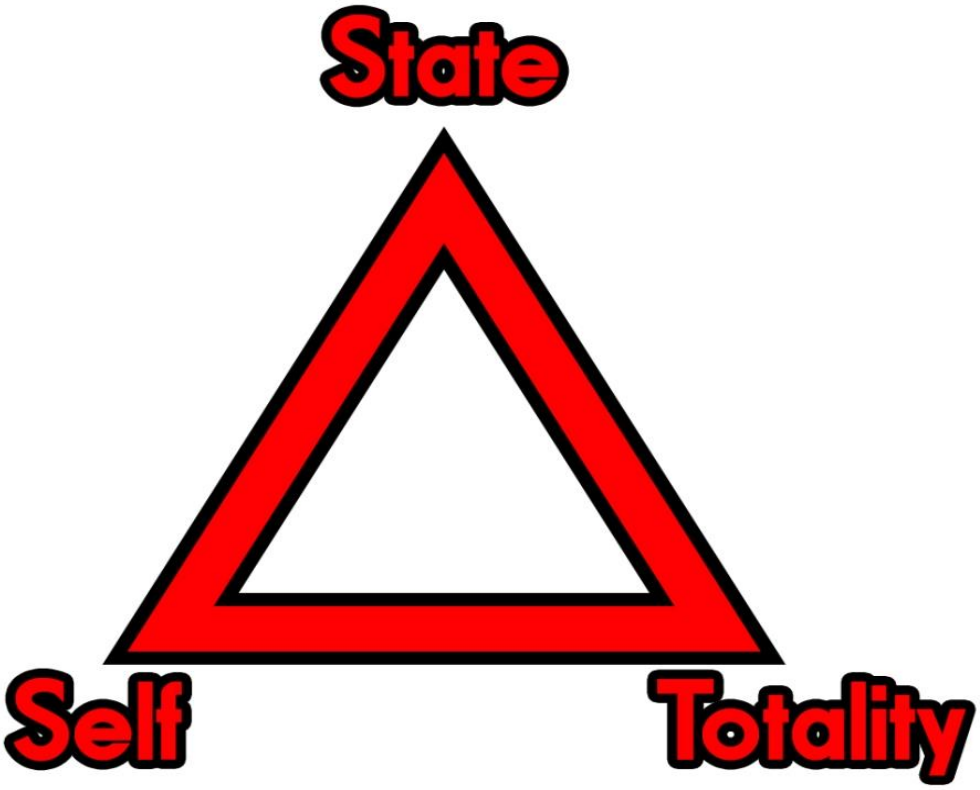
By contrast, in Production for *Dasein*, the distinction between Planned Economies and Command Economies will be based on the Authentic Dasein of the National Economy itself. Rather than tolerating the absence of the Market, not to mention Kapital and Schuld, the alternative has been to promote a more appropriate national institution called the Tournament. The goal of economic life is the greatest Quality of Arbeit for the least Quality of Geld. It is also here where distinctions are made between how the economic life of a given nation interacts with its political life and vice versa. But regardless of whether Planned Economies and Command Economies are operating on Production for *Utility* or Production for *Dasein*, one thing is certain: economic life is governed by a State that wields the Intents of Command and Obedience.

Syndicalist, Corporatist and a few State Capitalist Economic Governance Models fall under the spectrum of Planned Economies. Syndicalist and Corporatist governments lack the characteristics of Council Democracy, including the stratified, hierarchical socioeconomic distinctions between the State, the Totality, and the Self. Rather than a Totality, the Corporate State and the Self coexists with Organized Labor and the Business Community. Since the political process dose not begin in the workspace, the Corporate State must directly resolve disputes between Organized Labor and the Business Community. Agreements are to be struck and compromises are to be brokered. The

Self, under these circumstances, may align themselves with Organized Labor, the Business Community or the Corporate State. If the Corporate State cannot break their stalemate, then enough Selves will by switching alignments between the Business Community and Organized Labor. Thus, economic planning plays a smaller role here than in Command Economies.



The vast majority of Socialist nations, be they Scientific or Artistic, are Command Economies. Economic planning has a larger role within economic life because of the fact that the political process is supposed to begin in the workspace. Council Democracy facilitates an organized, stratified command structure where economic life and political life are closely intertwined with each other. People choose their Delegates who will govern on their behalf in both political life and economic life because what happens in economic life eventually affects the political life. Rather than "a Civil Society within a Civil Society" like in the Market/Mixed Economies or "Business Community and Organized Labor" as in Planned Economies, Command Economies have "Oneself and the Nation." Unlike Planned Economies, the great challenge confronting Command Economies in Production for *Dasein* concerns how to properly master the distinctive musical fugue of Council Democracy, seeing how Parliamentary Democracy in Production for *Profit* and Production for *Utility* already has its own musical fugue.



This challenge becomes even more pressing in the world order of *Scenario 1999,* as the rise of National Intranets among the Americans, Germanics, Soviets, Chinese and Imperial Japanese have led to questions over the emergence of an International Internet. What are the roles of the Student Economies? How shall their Digital Economies be integrated into their respective Tournaments? Will the rise of the National Intranets and the International Internet by extension lead to mass unemployment and loss of productivity across the Natural, Manufacturing and Service Sectors, as more Students graduate from secondary schools to study Computer Science, Computer Programming, Video Game Design, and other Professions that have the most to gain from Digital Economies?

"Student Economy," "National Economy," "Digital Economy?"

The National Intranet offers a number of promising implications for the great powers of *Scenario 1999*. Backed by Council Democracy, the National Intranet encourages every Totality greater political-economic participation in the affairs of their State. Even though all economic and financial activities are conducted with Sociable Currencies pegged to the Work-Standard, there are many people with too much to lose and others with too much to gain from the National Intranet. These pressures also result in the need to digitalize the political process of Council Democracy to

ensure that the Legal Codes and Constitutions of every nation will continue to be upheld on the National Intranet.

The Civil Servants and Administrators of every State and Social Enterprise, regardless of size, locality and capabilities, will be able to develop and carry out their own economic plans within the legal framework of the Central Plan outlined in their nations' Constitutions. Consequently, the Economic Planner and their superior, the Central Planner, are fearful of the future of their positions in economic life. They believe that their positions in the Social Ranking System will cease to exist because the National Intranet, if bolstered by Social Media platforms supporting offline economic activities, could allow anyone to achieve mastery of economic planning. Should present trends continue into the 21st century, a university education may no longer be required for anyone to become an Economic Planner or even a Central Planner.

Their social anxieties are also shared by others employed in the Manufacturing and Services Sectors, who worry about their potential losses in Qualities of Arbeit and Geld. Meanwhile, Retail Industries view the rise of eCommerce as infringing on their role of overseeing the transactional sales of most everyday goods and services in the Tournaments. The National Intranet is capable of facilitating eCommerce, resulting in losses of Actual Geld from transactional sales. Moreover, the existing positions of Enterprises in the Retail Industry will fall, and there will be fewer Intents in the Services Sector for contributions of Actual Arbeit and Actual Geld conducting the transactional sales of the Tournaments.

These concerns are echoed by similar ones among well-established Enterprises from the Manufacturing Sector, warning about the possibility of 3D Printing and Automation causing entire industrial parks of manufactories to shut down in favor of smaller Workshops where most of the Actual Arbeit is coming from mechanized machinery running on the latest computer hardware and software programs. Another social anxiety emanating from the Manufacturing Sector pertain to the recent introductions of pager, cellphone, PDAs (Personal Digital Assistant), CDs and MP3 players, VHS tapes and DVDs. All of those technologies became widespread between the late 1980s and early 1990s. All of them are now at risk of becoming redundant and eliminated by the new "smartphone," resulting in the eliminations of countless different Enterprises dedicated to the production of the affected technologies.

Spearheading the push for the National Intranet and the Digital Economy that it will establish are the young people who constitute as the Student Bodies of the SSEs. With the vast majority of its proponents attending or graduating from universities as of 1999, they and the Student Governments are convinced that the National Intranets and the International Internet will pave the way for the next major steps away from Neoliberalism. The more ambitious Students insist that their Vocations are not in the manufacturing of computer hardware and smartphones but in the development of software like video games, digital applications, and website design.

Perhaps more puzzling than the idea of the National Intranet creating a Digital Economy is the idea of the Digital Economy creating "Virtual Economies." Once the digital infrastructure and information technologies become sophisticated enough for the Totalities of different nations to log on to their National Intranets, Student Governments are anticipating the creation of Arbeit and Geld from these "Virtual Economies." A Virtual Economy creates Arbeit and Geld from the development, operation and maintenance of websites, message boards, video streaming, filesharing, email services, and other digital activities outside the Domains of eCommerce and Social Media within the Work-World. Whosoever purchases a website from the State should

expect to receive the same Legal Rights and Legal Duties as they usually would with offline land and buildings.

Vocational Civil Service in the Digital Realm?

All of the above information is socioeconomic and technological issues that demand political answers from both the Totality and the State within a functioning Council Democracy. The VCS Economy functions as the extension of the Totality and the State insofar as they constitute themselves as a Nation. Some of the responses to these trends have been addressed in earlier Entries from *The Third Place (1st Ed.)* and, to a lesser extent, *The Work-Standard (2nd Ed.)*.

The realization of the National Intranet and the International Internet by extension signals humanity's newfound ability to tap into the Noösphere. The presence of the digital realm signals a reformation of how economic planning is conducted among nations. New types of economic planning must be envisaged. No longer can it be the crude, rudimentary practice of bureaucracies outlining goals every four or five years. The Central Planner's Figure changes from that of a bureaucrat to the more appropriate magistrate responsible for the actions of their subordinate Economic Planners. This was part of the Intent behind why the State Commissariats of Wages and Prices are more likely to resemble the proceedings of a judicial courtroom than the directives of a government office.

Neither Social Media and eCommerce nor Automation and 3D Printing will be allowed to fully supplant their offline equivalents, namely Student Media, State Media, the Manufacturing and Services Sectors. The State Commissariats will be expected to redefine the parameters of Actual Arbeit and Actual Geld to ensure that the introductions of Digital Arbeit and Digital Geld will cause the least disturbances. This also means determining Digital Arbeit and Digital Geld's relation to Actual Arbeit and Actual Geld in the LERE Process, once the State Council and the Head of State have made their decisions.

Meanwhile, it is vital for the political processes of Council Democracy to raise an important policy issue regarding the introductions of "disruptive technologies." The concerns should not just be economic or technological. The rest of the Totality, not just the people affected by those "disruptive technologies," should be contributing to the discussion in preparation for the new millennium. This marks the beginnings of Scenario 1999's version of Y2K, except this one has actual implications for the rest of the 21st century and beyond.

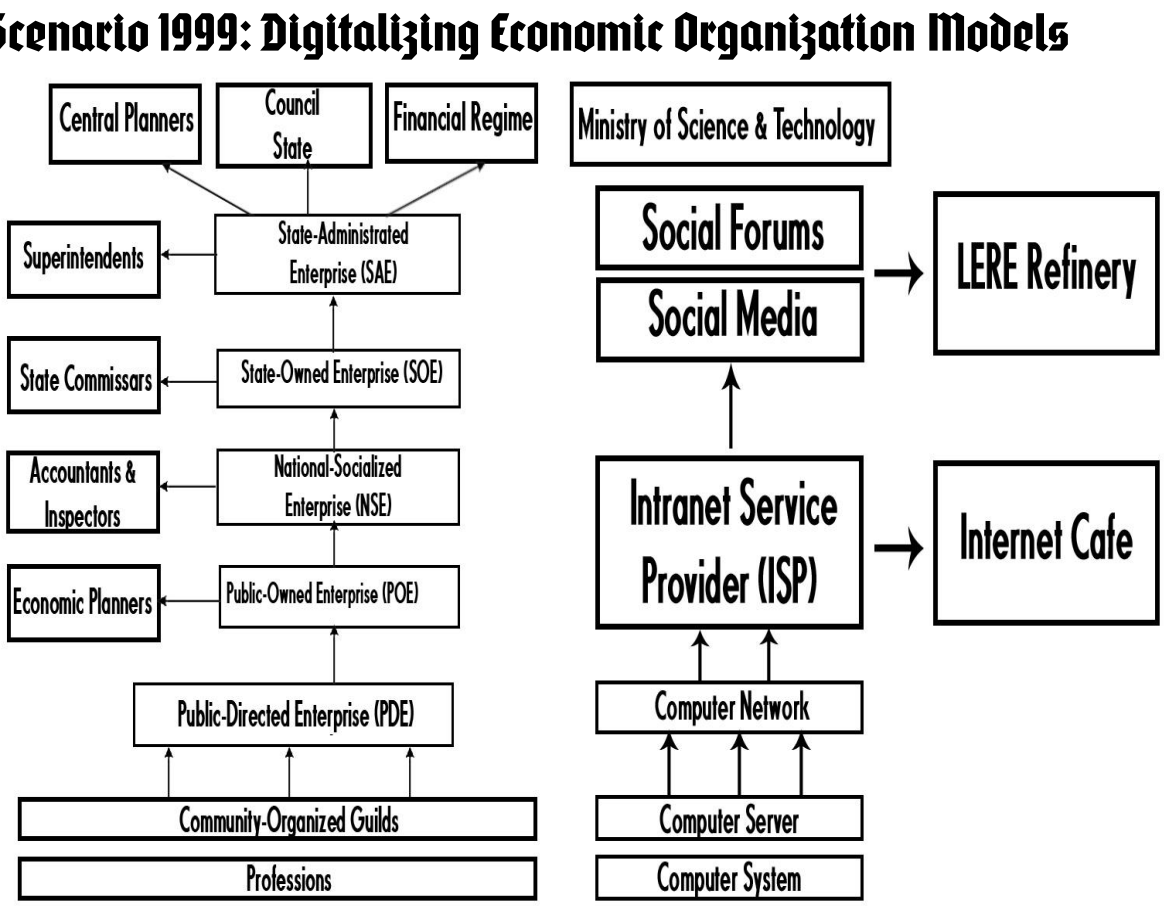


Diagram of Economic Organization and their equivalents in the National Intranet.

As stated previously in the preceding Entries, the digital realm is capable of yielding, on the one hand, the World Wide Web (WWW) and an opposing series of National Intranets connected to each other via an International Internet. To transplant the State of Total Mobilization and its Modes of Production into the digital realm entails the digitalization of economic life, where existing conceptions of economic governance must adapt to its developments or be replaced altogether by more appropriate equivalents. When conceptualized within the alternate world order of *Scenario 1999*, we encounter the socioeconomic and technological issues that will become relevant in at least the next three, four or decades, and whose solutions must require political solutions from the Council Democratic process:

1. Does the National Intranet enable everyone to become Economic Planners? How would this trend affect the organizational practices of the existing Economic Planners and Central Planners?
2. Will the introduction of Automation eliminate certain Professions creating Arbeit and Geld?
3. Would the introduction of “disruptive technologies” affect the production processes of entire Enterprises and Industries?

4. Can existing National Educational Systems accommodate the growing interests in the digital realm among the Student Body and their Student Government?
5. Is it too much of a stretch to envisage Virtual Economies operating as part of the Digital Economy that encompasses the National Intranet?

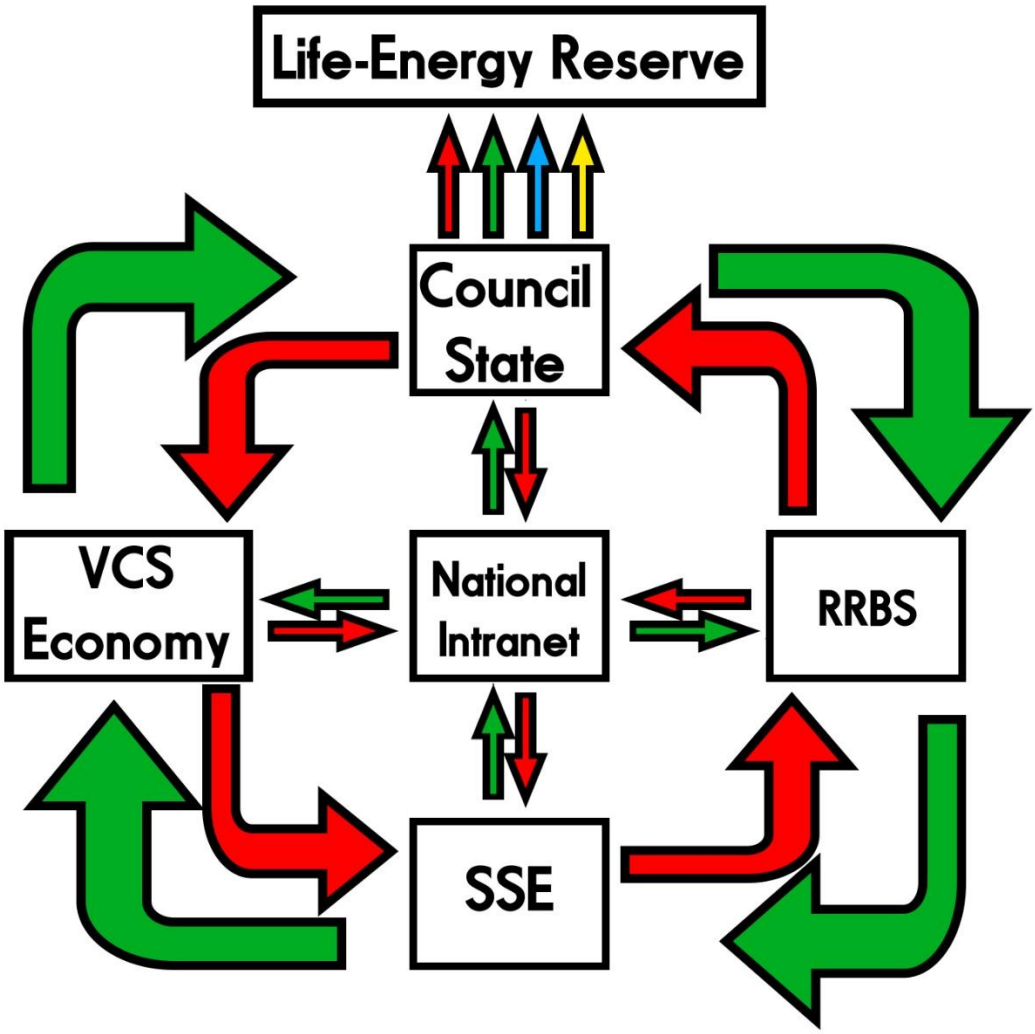
Some of these questions have been around since the 1970s, set into motion by historical precedents related to the growing role of Technology throughout the early 20th century. In fact, they emerged in Professions outside the National Educational System, the Manufacturing and Services Sector, and the digital realm.

Automation in *Scenario 1999*: Historical Background

The rise of mechanized agriculture, aside from increasing crop yields and overall food production, meant that less people were needed to create Arbeit and Geld in the Agricultural Industry. Under the Work-Standard, Central Banks were forced to raise the Mechanization Rates (MRs) of their nations' Sociable Currencies. The raising of the Mechanization Rate, despite increasing the TPPs (Total Productive Potentials), resulted in the shrinking of Professions within the Agricultural Industry. Smaller Professions also meant fewer Intents for anyone to pursue Vocations within their related Enterprises and Industries.

More recently, the rise of Automation in the Manufacturing Sector by the 1970s forced Central Banks to raise their Mechanization Rates again by a significant degree. The repertoire of mass production where battalions of Civil Servants built things on assembly lines could not be sustained. Even with all of the Equipmentalities provided by the Natural Sectors of the world, the production processes of the world's Manufacturing Sectors were becoming *Unsustainable*. Barring the usual issues of environmental degradation and resource depletion, the continued mass production of finished goods led to their Prices to fall. Although Prices fell, the Quality of Arbeit (QW) paled in comparison. To ensure that Prices would stay in lockstep with QW and thus the Quality of Geld (QM), entire production processes were automated, thereby forcing the Central Banks to significantly raise MR.

The consequence of Automation in the Manufacturing Sector caused their own Professions to shrink. As the introduction of Automation led to fewer Intents for people to pursue their Vocations there, the governments of the five great powers shifted their attention to the Services Sector. The Services Sectors of the world, despite sharing comparable levels of size and composition to those of the Natural Sector and Manufacturing Sector, were not immune to the triumphant march of Automation either. Their introduction of Automation also began in the 1970s, eventually reaching critical mass sometime around the 1980s and early 1990s. The Central Banks gradually raised their Mechanization Rates again during those years because there were still technical limitations behind automating the Services Sector.



Author's diagram of the LER and LERE Processes in the Life-Energy Reserve, expanded in greater detail to include the Work-World, the Digital Tournament (which falls under the auspices of the National Intranet). Red and Green Arrows indicate the flow of Arbeit and Geld around the nation. The Blue and Yellow Arrows are the Arbeit and Geld created from NSFIs and Work-Tenures.

The world's National Educational Systems, responding to these developments, saw the American, Germanic, Soviet, Chinese, and Japanese SSEs expand their "***Student Tournaments***" and "***Student Enterprises***" to include "***Digital Enterprises***." Since all of their Student Governments were supportive of National Intranets for a variety of different Intents, the rest of the world order had to follow suit.

When the Work-Standard was originally adopted worldwide between the two World Wars, economic governance of all national economies was split into "***State Enterprises***," "***Social Enterprises***," and "***Foreign Enterprises***." Most economic activities were conducted by a Council State or Corporate State and its Nation's Totality or Business Community and Organized Labor. The Tournament was the national institution facilitating interfaces between both groups. The

presences of Foreign Enterprises were allowed under Real Trade Agreements (RTAs). The growing influence of the National Educational System and recognition of Student Rights throughout the early 20th century led to the formalization of Student Economies by the mid-20th century.

The relationship between States and Totalities under the Tournament were replicated in the economic activities of Student Bodies at the secondary and tertiary educational levels, where the *Student Tournament* fulfilled the purpose of supplementing classroom instruction with hands-on training. The Intent was to prepare Students for their postgraduation futures and to give them the necessary knowledge, skills, and character to participate in the State of Total Mobilization as individual Selves, as members of their Totality and State. To this end, State and Social Enterprises were transferred to the emerging *Student Tournament* for educational purposes. In addition to providing them with Geld to begin their futures, their hands-on training among the *Student Enterprises* of the *Student Tournament* also paid for all of their educational costs, rendering "Student Loans" and "Internships" impractical and redundant.

Automating the SSE: Mass Youth Unemployment and Underemployment?

With the rise of National Intranets and an International Internet by the 1990s, the Tournaments of the VCS Economies have had to accommodate the *Student Tournament* and the fledgling "***Digital Tournament***." Students in most SSEs, prior to prior, had four options upon graduating from secondary school. From order of easiest to hardest to achieve, those are: Work-Conscription or Military Conscription; participate in the workforce in the Tournament; volunteer for the government bureaucracies of the State's Ministries, Departments, and Offices or join the Military-Industrial Complex; continue one's education at the tertiary educational level and pursue Student Government positions in hopes of attaining comparable ones within the State. The Digital Tournament and its Digital Enterprises, if it is not properly integrated into the Student Tournament and the VCS Economy's Tournament, threatens to upend all of this.

Of those four options, which one would the Student Bodies of the SSEs be most interested in pursuing? Since the first option was always reserved for few who still unable to determine their Vocations, that leaves the other three options. However, the aforementioned Automation that has been occurring over the past two decades is slowly diminishing the viability of that option. Not everyone finds their true Vocations in the armed forces and government bureaucracies are strict when it comes to who they can recruit as Apprentices. These facts unfortunately leave the Student Body with the fourth option, as that is the one responsible for the growth of Digital Enterprises within this new Digital Tournament.

Even in nations under the Work-Standard, is it necessary for everyone among the Student Body to be moving on to the tertiary educational level just to pursue a very limited number of Professions? Even if everyone graduates from the universities flawlessly with all of the required skillsets, is it possible to expect an overabundance of young people who, not only have the educational background for highly specialized Professions, but also lack the necessary experience?

With so many young people opting for a handful of Professions, there will be Enterprises and Industries, not to mention the State's Ministries, Departments and Offices, unable to handle overabundance. There are too many Students for the State and Totality to accommodate. Even the Student Government will also be facing the same difficulties. The recruitment process becomes so strict that there is no way that anyone, no matter how qualified they may be, is going to attain their

Vocations and the Meaningful Work that comes with it. Meanwhile, expect to encounter other Professions, Enterprises and Industries to be struggling to find personnel. This issue cannot be resolved by simply increasing everyone's Paygrades. It is a dilemma driven by the growing influence of Technology and the challenge of accommodating it so as to mitigate its effects. Remember, the situation outlined in Scenario 1999 has been building up to that year over the course of decades, its consequences made more apparent throughout the early 21st century.

This issue can be discerned from the fact that the National Intranet has the potential to allow everyone, including the Student Body, to become their own Economic Planners. But why would the democratization of the Economic Planner Profession lead to the fall of its position in the Social Ranking System? Instead of the anxiety-inducing possibility of too many Students pursuing the same Profession, would such democratization lead to the Totality becoming more proficient at carrying out MTEP (Mission-Type Economic Planning)? Also, would it be too unusual to expect the roles of the Central Planners, the Economic Planners' superiors, to change from government bureaucrat to that of an "economic magistrate?" Would the roles of existing Economic Planners change to something resembling how they were depicted in the last three Treatises, which is to say someone responsible for relaying the contributions of Arbeit and Geld to the Reciprocal-Reserve Banking System instead of someone who dictates from the top-down how much Arbeit is to be contributed from producing this amount of goods and services for this amount Zeit?

Proposed Role of Digital Enterprises on the National Intranet

As stated earlier the Tournament within the VCS Economy operates as a national institution facilitating economic activities between State Enterprises and Social Enterprises. Back in *The Work-Standard (2nd Ed.)*, *The Third Place (1st Ed.),* and *Work-Standard Accounting Practices (1st Ed.)*, this relationship was meant to be embodied by the "*National-Socialized Enterprise (NSE)*," where the Arbeit and Geld created by a given Enterprise originates from both State and Totality. The VCS Economy's Tournament and the SSE's Tournament are meant to work together, but the rise of a Digital Tournament on the National Intranet should pose implications for their relationship going forward into the 21st century.

One possible proposal, as described elsewhere in *The Third Place (1st Ed.)*, is for the *Digital Tournament* to function as an intermediate between the VCS Economy's Tournament and the SSE's Student Tournament. Since most State, Social and Student Enterprises have much of their economic activities occurring offline, the Digital Enterprises of the Digital Tournament on the National Intranet should facilitate interfaces between the Council State, the VCS Economy and the SSE. There are Digital Enterprises with Productive Properties creating Digital Arbeit and Digital Geld with advanced machinery running on the latest computer hardware and software applications.

They will support, rather than diminish, the importance of the Natural, Manufacturing and Service Sectors by enabling them to harness the economic firepower of the National Intranet. They enable the Student Tournament to enhance its overall capabilities by allowing the Student Body and Student Government to create newfound sources of Arbeit and Geld. While certain Professions, Enterprises, and Industries cease to exist among the Domains of the Work-World, newer ones must replace them. Technology should allow the State and Totality to realize other ways of creating Arbeit and Geld instead of eliminating existing ones.

Can such a feat be accomplished under the Work-Standard? Longstanding arguments from *The Third Place (1st Ed.)* have suggested as much.

Scenario 1999: Arbeit begetting Arbeit (Pt. 1 of 2)

The Administrators of State and Social Enterprises looking for highly qualified Students may be many and come from countless different Industries and Professions, but they are all looking for one very specific personality. They are looking for someone who knows how to handle themselves in the State of Total Mobilization and how to contribute Arbeit and Geld for when it really matters. They are looking for somebody who could step into the roles embodied by the Figure of the Arbeiter. What they expect out of each and every Student, upon graduating from secondary school or the university, is the newfound ability to marshal Life-Energy toward one very simple goal within economic life: "the greatest Quality of Arbeit for the Least Quality of Geld."

Our Bottom Line, Not Theirs!

Administrators, while searching for prospective Students to become Civil Servants of their Enterprises, want to know if somebody will be able to bolster the WP (*Work-Productivity*) and minimize the WI (*Work-Intensity*) of their Vocation. They also want to know if they will be able to live within their own means of production. This is of course the Work-Standard's version of "the bottom line" in Production for *Dasein*. The momentous challenge of trying to ensure that the least QM (*Quality of Geld*) will be achieved through the highest-possible QW (*Quality of Arbeit*). When Administrators find some ambitious, headstrong youth who can talk a great deal and can then contribute the necessary Arbeit and Geld to the Life-Energy Reserve, they will have fulfilled their purposes in finding new prospective Civil Servants.

What is the difference between our true bottom line in Production for *Dasein* and "the other bottom line," the one shared between Production for *Profit* and Production for *Utility* under Neoliberalism? Their bottom line is one where the "Private Sector" and the "Public Sector" can find the greatest Quantity of Kapital for the least Quantity of Schuld. The Managers do not care about the Quality of Arbeit because they consider that as a means of securing Kapital and pay down any and all Schuld emanating from their overall costs. There is no wealth, no economic growth from the actual production process and their subsequent distribution and sales; there can only be the Kapital and Schuld from within any given transactional sale. If they think Kapital Accumulation is achieved by Technology, they will do it unless overruled by Technology's ruler, the Figure of the Arbeiter. ***The true Arbeiter governs Technology; Technology never governs the Arbeiter***.

The search for new Employees in Production for *Profit* and Production for *Utility* by the turn of the 20th century saw the Employers' Managers preside over entire bureaucracies of people dedicated to that very endeavor. This "bureaucracy" became known as "***Human Resources (HR)***," a Jeffersonian concept that began as an idea spawned from the Utopian Socialist Robert Owen and that Technocrat Charles Babbage. It was one befitting for the "***Division of Labor***." One should never forget back in *The Work-Standard (2nd Ed.)* that Pure Socialism, be it Scientific or Artistic, found Utopian Socialism to be an absurdity. The "*Division of Labor*," on the other hand, has led to the "***Alienation of the Arbeiter***" by a technocratic Bourgeoisie. Both HR and the Division of Labor reached their apexes in the egregious "***Fordism-Taylorism***," whose Welfare Capitalism was chastised in *The Third Place (1st Ed.)* for perpetuating the same problems. ***The sooner one finally learns about the Jeffersonian and Neoliberal origins of HR, the quicker it becomes apparent that the Work-Standard must have its own preferable alternative to HR***.

Once it became apparent that pouring obscene Quantities of Kapital would no longer be practical by the Death of Bretton Woods in the early 1970s, the excessive wastefulness and inefficiencies of Fordism-Taylorism needed to be abandoned. As the Quantities of Schuld became too much, which became corroborated by Liberal Capitalists within the Accounting Profession from *Work-Standard Accounting Practices (1st Ed.)*, the Hiring Managers of HR gradually caught on to those promising advancements in computer and information technologies commensurate with Financial Technology (Fintech). Further developments in the mass communications capabilities of computers would later give rise to the World Wide Web (WWW) by the 1990s.

It was throughout the 1990s that the Managers of HR were swayed by the possibilities of the "***Applicant Tracking System (ATS)***" and the "***Job Posting Website***." The former promised to make their search for potential Employees easier, the latter a recent digitalization of older newspaper advertisements that informed people about open positions.

The Economic Calculation Problem Revisited

When scrutinized by the Work-Standard, ATS ceases to become relevant to the sort of "***Political Organization Problem***" as posited by the likes of Martin Heidegger and the Brüder Jünger (both Ernst and Friedrich Georg). Rather, it has far more in common with that "***Economic Calculation Problem***" posited by the likes of Ludwig von Mises and Friedrich von Hayek. Neither Problem was entertainable prior to the Phenomenology (the philosophical study of human consciousness and experiences) of Edmund Husserl. Yet the latter, as opposed to the former (which the Work-Standard prefers), is more applicable to the problems of ATS and Job Posting Websites by way of HR and its relation to Fordism-Taylorism since the early 20th century. After all, Henry Ford combined Prussian administration and American ingenuity to realize the assembly lines of the Ford Motor Company. Vladimir Lenin, towards the end of his life, repurposed both to yield the NEP (*Novaja Ekonomičeskaja Politika*; New Economic Policy). That was how NEP helped the Soviet Union achieve a State Capitalist Planned Economy prior to Josef Stalin.

What can be said about ATS and Job Posting Websites with regard to HR and the Economic Calculation Problem? A single open position for a privatized commercial firm on Job Posting Websites like LinkedIn, Indeed, Glassdoor or Monster will have hundreds or thousands of potential applicants. In a world order where the Jeffersonian Empire of Liberty reigns and where the digital realm is defined by the WWW, there will be a guaranteed deluge of information that no HR Department will ever keep up. It is senseless to assume that any HR Department will ever be able to choose the right person.

With OECD-Type Student Economies contributing to the existences of privatized commercial firms developing ATS software and Job Posting Websites on the WWW, it becomes inevitable for Market/Mixed Economies and Parliaments to speak of a "talent shortage" or that "people do not want to work." Such rhetoric are phenomenological expressions of economic phenomena that has only been realized for about long as the WWW. If it was happening in the 2020s and 2010s, it was probably happening in the 2000s and 1990s. Those ATS software developers and Job Posting Websites create Kapital from gathering personal information on Jobseekers and selling it off to the highest bidder.

The Accounting Professions would identify the items in these transactional sales as Intangible Assets whose Quantity of Kapital is based on continued access to that information. On a larger scale, however, it resembles a sort of Income Tax, a redistribution of wealth, from within the

Market. Parliament is not the one committing the redistribution of Kapital here; it is a lesser Civil Society within the actual one which Parliament ostensibly governs.

How does any HR Department figure out how to make the right choices when there no real way of knowing how much Kapital somebody will bring in if hired for an open position? How does any Jobseeker know if the HR Department and Manager were able to find the necessary Zeit to read their "*Resume*" or "*Curriculum Vitae*" (two documents that will no longer exist in Production for *Dasein* under the Work-Standard)? How does the privatized commercial firm, regardless of size or composition know if their Incentives are being properly conveyed to HR? And how does any Hiring Manager know if they are interviewing the right person among hundreds or thousands of seemingly qualified Jobseekers?

Does one not realize how similar this dilemma is to the sort of problems raised by STEP (Soviet-Type Economic Planning) and why even the Soviets were scrambling to find an adequate replacement for their Command Economy, like the Kosygin Reforms or Perestroika in the late 20th century?

Suppose there is a single open position within some economic organization among the Private Sector or the Public Sector, the Market/Mixed Economy or the Parliament. The open position requires that somebody is qualified to perform the position to the best of their ability where Kapital and Schuld are concerned.

Now, there are 210 Jobseekers interested in that one open position. Everyone has the same educational level, the same skillset, the same years of experience, the same internships, the same certifications and licenses, and the same types of references. There is no way an HR Department will be able to discern which of those 210 Jobseekers is going to generate the greatest Quantity of Kapital for the least Quantity of Schuld. There is no way a Hiring Manager can reliably compare the Value of the Kapital brought into an economic organization by 1 Jobseeker when compared against the other 209 Jobseekers. There is no way that the Employees and Managers in need of somebody to fill the open position will ever be able to know if any of those 210 Jobseekers will not only perform the tasks expected of them, but also contribute to the overall work environment. And the only "***Price Signaling***" that is occurring here is how much Kapital was being offered for that open position when posted on the Job Posting Sites of the WWW.

Questions for Jobseekers and Students

What affects a Planned/Command Economy operating under Production for *Utility* deserves to be reapplied to a Market/Mixed Economy operating under Production for *Profit*. That is why Production for *Profit* and Production for *Utility* have far more in common with each other than Production for *Dasein*. At the same time, there are implications here which remind the Author of the fact that the stratified, hierarchical command structures of the German and English-speaking worlds extend to the economic life as they do in the political life and the social life.

- Imagine that one is competing with 209 Students for a single open position. In these circumstances, it becomes necessary to differentiate the Self from the Totality. It works the same way with the issuance of medals, badges, awards, prizes or promotions to the next highest Social Rank. Why not extend that same experience on the National Intranet whilst delineating the professional and personal lives of the Self?
- How does one Student differentiate themselves from the other 209 Students?

- How does one perform a "***Socialization of Young Minds***," which will involve getting to know not only the people but also their priorities and what they are expecting from whoever is chosen to fill that position?
- How does one develop an intimate familiarity with the production processes of that position?
- If Hamiltonian Economic Planners cannot arbitrarily dictate to Administrators how much Arbeit must be done for this amount of Zeit and for that Price, why should Administrators of any Enterprise let some Jeffersonian HR Department leverage similar diktats?
- Are Administrators supposed to recruit the Students or Are Students supposed to choose which Administrators to work for as Civil Servants?
- Shall the Student Tournament cut out the middlemen, namely HR Departments, Job Posting Websites and ATS software applications, their eliminations recognized and upheld by both Student Government and the Council State?
- And shall State, Social, Student, Digital and Foreign Enterprises contribute Arbeit and Geld from searching for prospective Civil Servants and training them to perform specific roles?

Scenario 1999: Arbeit begetting Arbeit (Pt. 2 of 2)

Arbeit, it should be recalled, is contributed from the success completions of the production process and from the finalized conclusions of the transactional sale. But the production process cannot be restricted to just the mere act of creating Equipmentalities and products or rendering services to others. The Enterprise's search for new personnel does count toward its contributions of Arbeit to the Life-Energy Reserve insofar as it has become a production process in itself. It differs from the usual production processes because its presence among the Domains of the Work-World is always temporary. While some Enterprises will be looking for Students to recruit as prospective "***Civil Servants***," others are instead looking for "***Investors***."

Come to Them or Come to Us!

Under the Work-Standard, *Civil Servants* refer to people with official Vocations at an Enterprise. This designation was already a given among the State and Social Enterprises. Foreign Enterprises, meanwhile, involve Civil Servants working for another nation under the terms of a Real Trade Agreement (RTA), their Paygrades provided to them by the Council State just like the rest of the Totality. Digital Enterprises are dependent on whether they fall under the first, second, or third categories.

Student Enterprises, because they are governed by the SSE's Student Government, provide hands-on training outside the classroom, finance educational costs, and enable the Student Body to begin receiving their own Paygrades. A Student Enterprise, by means of the Council Democratic political process, may decision by majority vote among all personnel that they will send a ***Transfer Notice*** to Student Government. If the Student Government recognizes that the affected Student Enterprise has demonstrated itself to be worthy, it will acknowledge the request and a motion will be made to move the Student Enterprise to the VCS Economy's Tournament. Similar motions can be facilitated in the reverse, as evidenced in discussions about the types of Student Enterprises from *The Third Place (1st Ed.)*. In that case, it is between Student Government and either the Social or State Enterprises. The Council State will of course act as the final authority on those matters.

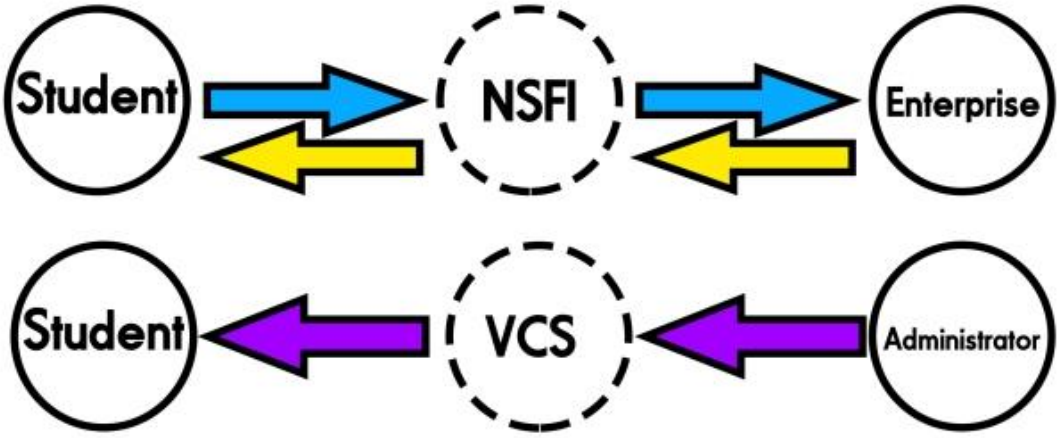
Investors, on the other hand, are temporary additions to the personnel of any Enterprise. With NSFIs (National-Socialized Financial Instruments), they invest their own Arbeit and Geld into the Enterprise of their choosing on the expectation that they will receive Arbeit and Geld in return. They are active, not passive, participants in the production process.

The actual Civil Servants in the Enterprises may decide, by means of the Council Democratic process, that the *Investor* should turn their investments into a Vocation. Some "***Administrator***," in both State and Social Enterprises, can own the Enterprise with the equivalent Social Rank of a "***State Functionary***" within the SSE or the Council State. Others may be chosen among the Civil Servants through the Council Democratic process, their decision to be confirmed by the Economic Planner. If the size and composition of an Enterprise is small, the Administrator may also be its Delegate to the local Council. It does matter whether the Enterprise in question is applying Council Democracy vis-à-vis Codetermination, Worker's Self-Management, Joint-Ownership, or another arrangement.

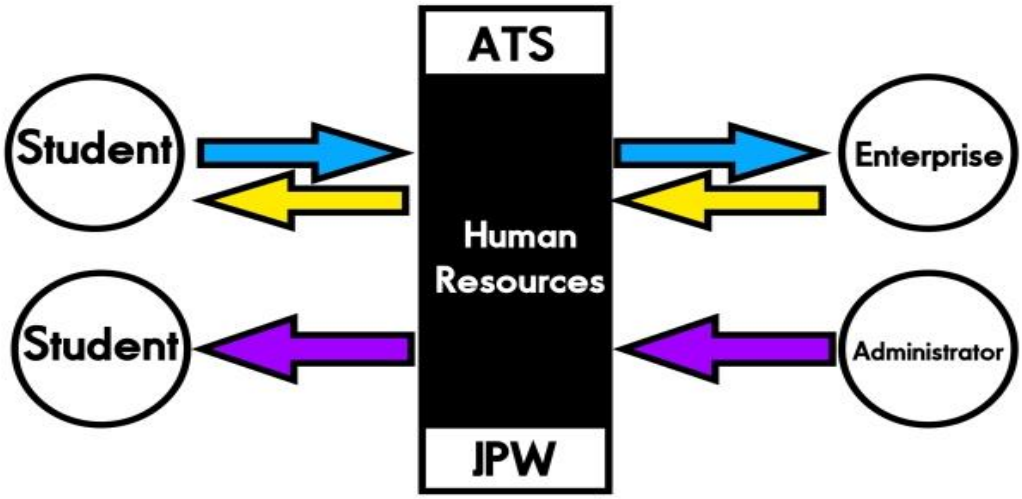
Administrators reserve the authority and command responsibility of granting Vocations to Investors and prospective Students. They also reserve the authority, with the majority support of their subordinate Civil Servants, to revoke someone's Vocation at the Enterprise. This decision

may be overridden by either the Economic Planner, who must provide sufficient arguments for why somebody should stay, or the Inspector, who acts as the final authority on the matter.

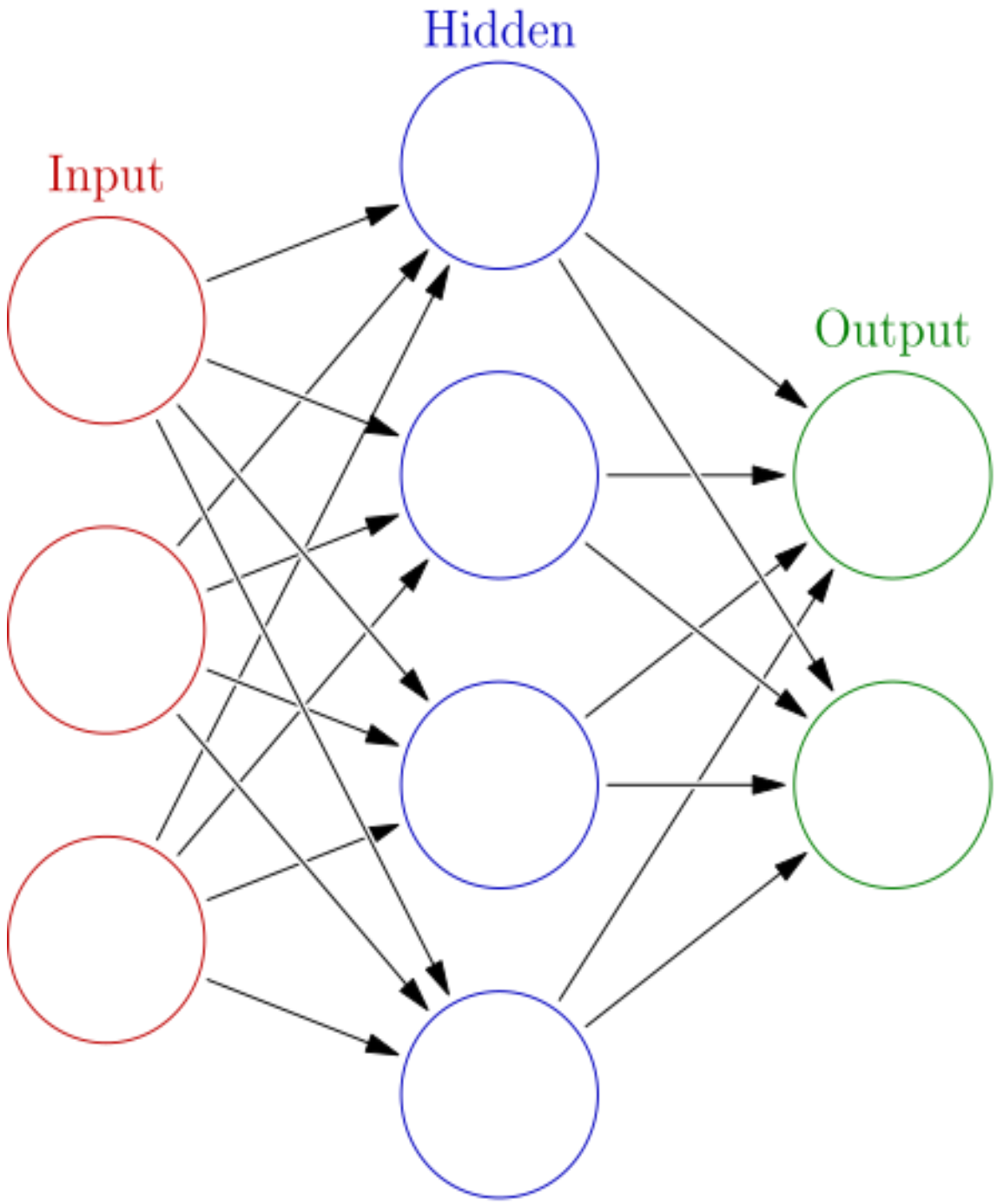
The Student and the *Investor* represent two ways in which State, Social, Digital and Foreign Enterprises may contribute Arbeit from recruiting them as new Civil Servants. In the case of the former, the Enterprises approach the first Figure with the offer of becoming one of its Civil Servants. In the case of the latter, the Enterprises are approached by the second Figure. The Student Tournament vouches on behalf of the Student, the Kontore on behalf of the *Investor*.



Author's Diagram of the production process. The Student is recruited into the Enterprise by the Administrator or has the Kontore secure their recruitment into the Enterprise through NSFIs.



Author's Diagram of the same production process, now with Human Resources (HR), ATS (Applicant Tracking System), and JPWs (Job Posting Websites). What should have been a straightforward process has been rendered impractical by people trying to generate Kapital from the Intangible Assets in the form of personal information on the National Intranet. The Schuld here comes from Enterprises failing to find enough personnel and Students failing to not only become Civil Servants, but also become unable to invest in those same Enterprises. ***Beware: If allowed to exist under the Work-Standard, they will arbitrarily cause Attrition, thereby diminishing the Value of the Sociable Currency as a consequence!***



The barrier between Students and Enterprises resembles the Hidden Layer of Nodes that comprise an artificial neural network. "Networking" in this context means increasing the number of inputs to expect a few desired outputs.

Checks and Balances

The Student Tournament has another purpose that is implied by its mere existence as part of the SSE. At certain periods of a given school year, Student Government conducts "***Performance Evaluations***" of all Student Enterprises in the Student Tournament. Administrators and Economic Planners of State and Social Enterprises, State Commissars and Superintendents of the State Commissariats are afforded paid leave by the Council State to attend those Performance Evaluations with members of Student Government. The Student Functionaries and Delegates in charge of Student Government and its various Student Councils bring these important officials on a two week-long tour around every part of the Student Tournament.

The SSE schedules *Performance Evaluations* to occur twice per year. There is a *Performance Evaluation* in May and another in December. Since May 1 is an internationally-recognized holiday, the one for this month is scheduled for the final week. The one in December occurs throughout the week before Christmas. While these schedules correspond to the calendar of a Western country, non-Western countries are obliged to conduct the *Performance Evaluations* at more preferable times of the year.

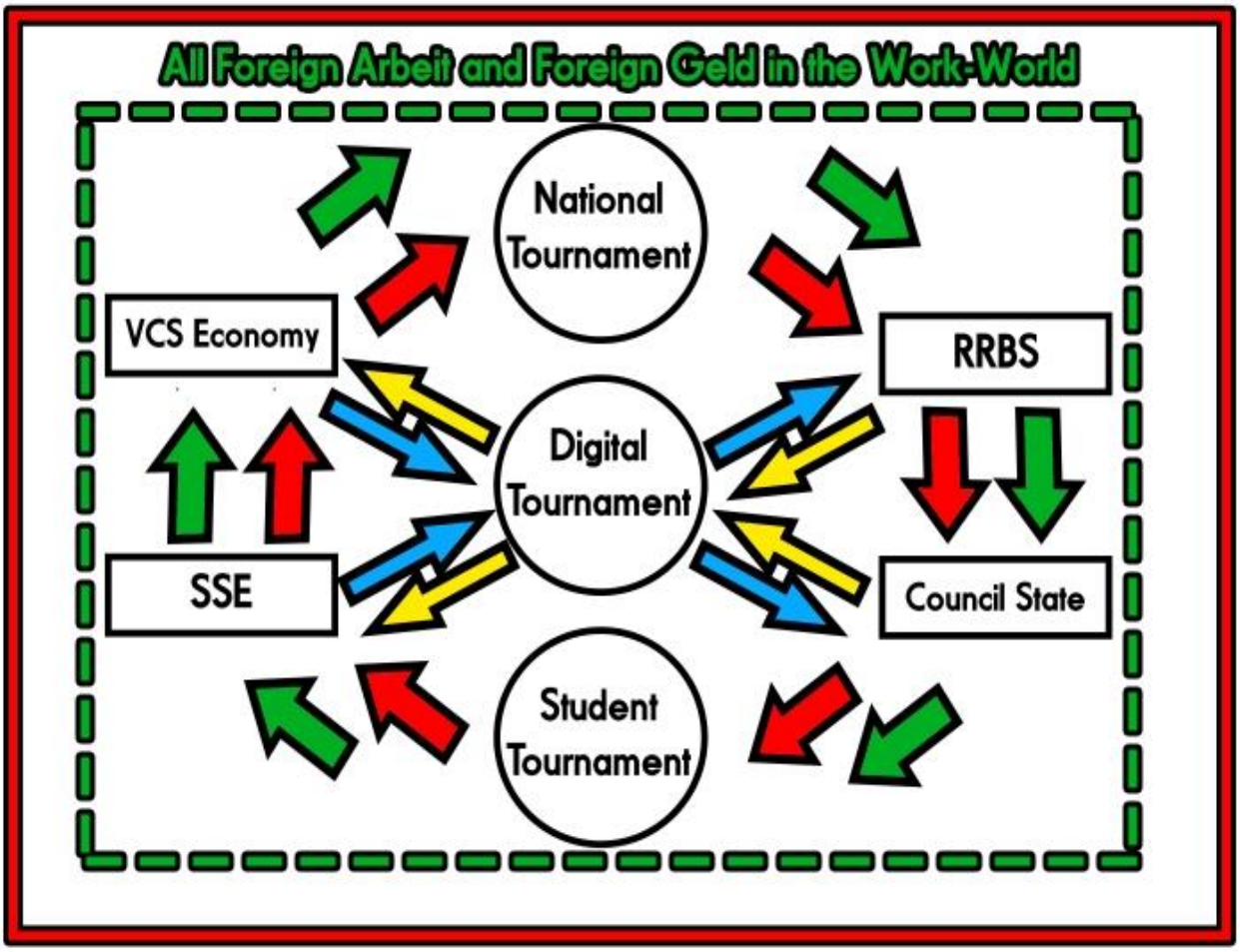
In any case, it becomes imperative on every Student that they remember their newfound training and experience and demonstrate what they have learned. This is every Student's chance to distinguish themselves. Instead of boasting about what they have done, *Performance Evaluations* shall enable them to boast about what they will do if allowed to take their Vocation to an Enterprise.

Even if their *Performance Evaluation* did not convince anyone that they should become the Civil Servant of any given Enterprise, one can always come to the Enterprise and speak with the Delegate or the Administrator if they are in any need of additional personnel. Speaking with the Economic Planner or Inspector will suffice. Gaining the recognition of the current Civil Servants by means of the Council Democratic process is another. A *Performance Evaluation* will be provided to the Student.

For Students who meet the required Social Rank to begin purchasing NSFIs (National-Socialized Financial Instruments), becoming an *Investor* is a viable way to bypass the Performance Evaluations. Kontor Office VI ("Priority Requisition"), Group D is tasked with the issuances of special NSFIs such as *Scholarships*, *Sponsorships*, and *Apprenticeships*. Although the vast majority of the Student Body will not be able to obtain those NSFIs at the secondary educational level, it should be noted that they certainly will have the prerequisite Social Rank by the time they graduate. Their Social Ranks still carry over, regardless of where they take their Vocations after secondary school.

Scholarships are great for those interested in continuing their education at the tertiary educational level with the Intent of further participation in the Student Tournament or Student Government. *Apprenticeships* are for those whose performance in the Performance Evaluations did not lead to them becoming Civil Servants. *Sponsorships* are for those interested in establishing Student Enterprises with the Intent of eventually transferring them to the National Tournament as State, Social or Digital Enterprises.

Valuation and Pricing



Author's Diagram of the Work-World at the macroeconomic levels. Red and Green Arrows indicate the contributions of Arbeit and Geld respectively to the Life-Energy Reserve at the RRBS. The process repeats itself at the Council State and begins anew in the SSE and VCS Economy. The National Intranet's Digital Tournament helps the Totality and State coordinate their respective activities within economic life. Blue and Yellow Arrows indicate the creations of Arbeit and Geld from NSFIs.

Any increased influxes of high-Quality Arbeit, be it Actual, Digital or Military, will eventually translate into Actual Geld. Additional Actual Geld from the conversions of Actual Geld in the LER and LERE Process mean surpluses of Actual Geld in the Council State's State Budget. Fiscal surpluses in the State Budget will encourage the Council State to increase its allocations of Actual Geld to all Enterprises in the VCS Economy. The increased allocations, it should be recalled, concur with a scant number of Taxation Policies, no Interest Rates, deemphasis on fueling economic growth from overall national spending, and different conceptions of Currency Depreciation/Appreciation. All of these are made possible by the Work-Standard, which is responsible for facilitating a different conception of economic freedom that can only be achieved in Production for Dasein. Neither Production for *Profit* nor Production for *Utility* can achieve these results without creating ridiculous Quantities of Schuld for both Parliament and Civil Society.

It is here where we find the notion of "*Arbeit begetting Arbeit*" as the logical extension of *Economic Socialization (ES)*. Any Arbeit that leads to the creation of more Arbeit at par value will lead to peace, prosperity, order, stability, and discipline within the nation. Therefore, it bears mention: how much Arbeit and Geld can Enterprises expect to contribute to the Life-Energy Reserve by allowing Students and Investors alike to become Civil Servants?

The Value of the Arbeit in turn depends on the amount enforced by the State Commissariats with the considerations of both the Totality and the State, the Student Body and the Student Government. The Council State has a Constitutional Obligation to have the State Commissariats to set the official rates on how much Arbeit will be contributed from this particular production process. Higher Values correspond to how well the Student Tournament has done to ensure that not only will the Student Body be ready for Life, they will also be well-prepared and well-disciplined enough to serve their Totality and State as the Nation. The national priorities of the Totality and the State will also affect the Value of Arbeit from this particular production process. Certain Professions stand to gain the most if they are facing shortages of personnel and there is a sizeable pool of Students and Investors to address the shortages. That will definitely spare the Central Bank from needlessly raising the *Mechanization Rate (MR)* because setting MR too high will result in mass unemployment, not to mention increased vulnerability to enemy cyberattacks.

Scenario 1999: Roles of Artificial Intelligence in LCFJs and NSFJs

The digital realm, which made the National Intranet and the World Wide Web (WWW) entertainable, was realized by humanity tapping into the Noösphere. This phenomenon was first achieved not during the 1990s but during the 1940s, when the entirety of Western Civilization had dragged itself and the rest of humanity into the cauldron of the Second World War. The information technologies that helped develop the digital realm grew up alongside the nuclear technologies that achieved nuclear weapons and nuclear energy during that same period. It is significant that America and the Soviet Union were pioneers in nuclear weapons and cyberweapons development. The People's Republic of China would gradually join their arms races under the "Great Helmsman," Chairman Mao Zedong.

With the digital realm forming the basis behind Computer Science, Programming and Engineering, it should be mentioned that Artificial Intelligence (AI) and Automation also stem from the same discipline as those three fields. This discipline formed the basis for the Economic Calculation Problem and the Political Organization Problem insofar as both cannot be envisaged without Phenomenology, the philosophical study of human experiences and perceptions. In fact, there are certain passages in both *The Road to Serfdom* and *Der Arbeiter*, where von Hayek and Junger were arriving at the issue of "***Cybernetics***" from very different perspectives and arriving at very different conclusions.

What is Cybernetics and what does it have to do with Automation and AI? Cybernetics refers to a broad discipline studying the theory of communications and control within mechanical, biological and social systems. The name itself comes from an analogy chosen by Norbert Wiener to describe the discipline, which is the steering of a ship by her helmsman. The analogy was derived from Plato comparing the helmsman's role of steering a ship to that of governance. The Platonic "Philosopher King" rules his Ancient Greek City-State through a combination of philosophical knowledge and political statecraft. The etymology behind the name Cybernetics is a fitting one for Computer Science and Political Science.

The basic theory behind Cybernetics is a causal one: the introduction of Inputs to yield desired Outputs. Inputs trigger a Sensor to cause a Controller to produce a predetermined series of Outputs. A Feedback is employed to inform the observer about the produced result. To give an example:

A machine prompts me to issue a command. I issue that command as an Input, the Input itself triggering a Sensor, which causes the Controller to respond to my command by producing an Output. When producing the Output, the Controller is given a binary choice of 'Yes' or 'No', '1' or '0'. Either the machine complies with my command or the machine does not comply for whatever Intent. Whichever choice the machine makes, the Feedback will be relaying the results of the Output to me, the person who originally issued the command.

It is in this specific process where we encounter the basic logic behind how computer software, automated systems, and even AI programs operate. Cybernetics stipulates that digital and automated machines are designed to perform a predetermined series of executable commands when prompted. The machinery cannot, unless programmed to do so, combine a 1 and another 1 to yield a 2 or deduct a 1 from another 1 to yield a 0. When people become amazed by an AI program achieving something that was never possible, always remember that the program itself is still operating within the parameters set by its developer.

There are some obvious implications associated with Cybernetics, some of which have already been explored in some detail in *The Work-Standard (2nd Ed.)* and *The Third Place (1st Ed.)*. Repetitive, monotonous tasks previously done by people can be taken over by machines, allowing the same people to perform other tasks that are far more worthy of their Life-Energy. Mechanical and analog machinery cooperate with the executable programs of digital and automated machinery, both of which are to be brought under the Command and Obedience of the Arbeiter. The Figure of the Arbeiter has the technical skills, philosophical knowledge, economic discipline, and political statecraft to preside over the State of Total Mobilization. The Arbeiter cannot be a Bourgeois; the Bourgeois prefers to retreat from the State of Total Mobilization in favor of the State of Natural Rights.

After writing "Total Mobilization" and *Der Arbeiter*, Ernst Jünger's interest in Cybernetics continued to persist in later works. His brother, Friedrich Georg, would later write *Die Perfektion der Technik* (The Perfection of Technology) as a critique of Technology's relation to Arbeit. From an economic standpoint, one could read Friedrich Georg Jünger and come away with criticisms of Keynesianism, Fordism-Taylorism, Utopian Socialism, and Liberal Capitalist conceptions of Technology.

In Economics, it is often assumed that Technology will create newfound sources of wealth and economic growth. This is of course the Liberal Capitalist conception of Technology: the elimination of Arbeit in the interests of Kapital. There is a belief that Liberal Capitalist Technology will reduce the amount of Zeit devoted to generating Kapital and Schuld in a Market/Mixed Economy or a Fractional-Reserve Banking System. Friedrich Georg Jünger insisted that Technology on its own cannot decrease the workweek or increase the Quantity of Kapital with the tradeoff of reducing the Quantity of Schuld. In reality, however, Technology only does the opposite: it replaces Meaningful Work with Meaningless Work, from Arbeit of very high Quality to Arbeit of very low Quality. It is precisely here where the Figure of the Arbeiter finds itself in perpetual conflict with Neoliberalism, and where the State of Total Mobilization is trying to overcome the State of Natural Rights.

The Arbeiter seeks to realize its own version of wealth, its own version of economic growth, and therefore its own version of economic freedom. These notions run contrary to the shared paradigm of Production for *Profit* and Production for *Utility*. The Liberal Capitalists are expecting the Arbeiter to somehow 'rationalize' all production processes in terms of Profit Maximization and Utility Maximization commensurate with Kapital Accumulation. Unfortunately, unbeknownst to the Liberal Capitalists, the Arbeiter is the true Philosopher King of Technology and not them.

Their defiance to the dominion of the Arbeiter will ultimately yield growing dysfunctionality, inefficiency, unproductivity and incompetency for all Market/Mixed Economies and Fractional-Reserve Banking Systems. Neoliberalism, rather than consolidating its position in the late 20th century and beyond by enriching Liberal Capitalist Parliamentary Democracies with the Arbeiter's Technology, has instead found the complete opposite. Tax Rates, Deregulations, Outsourcings, Contractors, Interest Rates, Inflation Rates, Government and Consumer Spending, Loans and LCFIs and so forth will only delay the inevitable. Thus, it becomes peculiar to know that Friedrich von Hayek, after writing *The Road to Serfdom*, would later develop an obsession with Cybernetics for the duration of his lifetime in the late 20th century. He had to have realized the implications that the Arbeiter and the State of Total Mobilization would have on any nation that willingly or unwillingly adopts Liberal Capitalist Parliamentary Democracy after 1945.

The Financialization of Neoliberal Finance

Liberal Capitalist Technology since 1945 has undergone significant transformations in terms of how they facilitate Profit Maximization and Utility Maximization commensurate with Kapital Accumulation. In its quest to eradicate Arbeit in the interests of Kapital, Liberal Capitalist Technology encountered an increasingly painful realization that emerged in the Death of Bretton Woods. It could no longer produce newfound sources of Kapital, only additional sources of Schuld. This trend coincided with the Deindustrialization of manufactories throughout the Western world thanks to Automation and Globalization being in lockstep with the dubious designation of "Labor Productivity."

With the Liberal Capitalists have achieved the ability to extract more and more natural resources to create Commodities, finished goods and services, a similar logic of extracting Kapital from known sources was transposed in the digital realm. Financialization helped facilitate that process with the rise of Financial Technology allowing Financial Markets to expand their existing arsenals of LCFIs (Liberal Capitalist Financial Markets), from Derivatives and Stock Buybacks to Cryptocurrencies and NFTs.

In the 19th century, it used to have been that the key to Kapital Accumulation was to generate the most Kapital from manufacturing Commodities, goods and services to be bought and sold at the Market. The Financial Markets, like the broader Fractional-Reserve Banking System, were once interconnected with Market/Mixed Economies. Privatized commercial firms turned to the Financial Markets to offer Stocks and Bonds for interested Investors. LCFIs were once vehicles through which the Investor traded their Kapital for Schuld, the latter of which was to be absolved by the privatized commercial firm with or without Interest. To absolve the Investor of their Schuld, the privatized commercial firm must generate more Kapital than what it needed for all of its operating, maintenance and labor costs.

The Death of Bretton Woods, Financialization, Deindustrialization, Automation and Globalization have all shown that the LCFIs of the Financial Markets (and the Fractional-Reserve Banking Systems by extension) do not need to rely on the Market/Mixed Economies. ***Thanks to the digital realm, it is now possible to speak of Kapital Accumulation as occurring not from the creation of new sources of Kapital but from the extraction of existing sources of Kapital***.

Liberal Capitalist Technology has demonstrated it is not enough for any Market to simply earn Kapital from harvesting Commodities, manufacturing finished goods, or rendering services for Civil Society. To stave off Schuld, Liberal Capitalists between the 1970s and 1990s have had to switch from Production for *Utility* to Production for *Profit*. Existing sources of Kapital are to be expropriated from the Private Citizen, from Civil Society, from Parliament and the broader Empire of Liberty. Land, buildings, artworks, ownership of privatized commercial firms, personal information, education and healthcare, retirement pensions, insurance plans and so forth have all become lucrative not because of their inherent abilities to create new Kapital but simply because that they are Kapital in and of itself. Extraction of existing sources of Kapital for the sake of more Kapital by Liberal Capitalist Technology represents an expropriation devolving into a redistribution of wealth that impoverishes both Civil Society and Parliament.

The problem cannot be resolved by simply raising or cutting Income Taxation Rates, regulating or deregulating entire Industries, nationalizing or privatizing aspects of economic life, expanding or contracting the social safety net, permitting or denying Universal Basic Income (UBI). None of

the problems from the 1970s were truly addressed in the 1980s, let alone the 1990s. Instead, they were delayed so they could happen sometime in the 21st century. When Neoliberalism is slayed by its own doing, Liberal Capitalist Technology will drag Neoliberalism itself into destruction. Humanity, meanwhile, is free to choose between joining Neoliberalism's fate and reevaluating its own relationship with Arbeit.

Which Technologies trigger the Mechanization Rate?

I have already written in great detail about how humanity's relationship with Technology needs to become under the Work-Standard. Technology on its own creates newfound sources of wealth and economic growth because it subsequently opens up new sources of Arbeit and Geld whilst closing off other sources. Nowhere is this made readily apparent than in the deployment of Automation in tandem with the Mechanization Rate (MR). The Mechanization Rate is designed to relay how much of a VCS Economy has been taken over by Automation. Automation of economic life is a decision that must begin in the Council Democratic process, announced by the Central Bank, and enforced by the Council State and Student Government in the Tournaments. This is where the Economic Planners must work together with the Totality and the State.

In the VCS Economy, the SSE and Reciprocal-Reserve Banking System, there are economic activities which are overseen by the Totality and State or the Student Body and Student Government. Arbeit and Geld are being contributed to the Life-Energy Reserve from those economic activities, with the Geld received from the transactional sales in the accounts of the various Enterprises. At the same time, there are other economic activities taken over by Automation, preventing the Totality, State, Student Body and Student Government creating the Arbeit and Geld themselves. Automation enables them to focus on other production processes and transactional sales.

The Mechanization Rate does contain a qualifying difference between Automation and Artificial Intelligence with regard to NSFIs. There are fundamental distinctions between Automation eliminating sources of Arbeit and Geld and technologies, Technology supplementing existing contributions of Arbeit and Geld, and Technology facilitating the creations of new sources. Such distinctions are important because they in turn affect the issuances of NSFIs by Kontore.

1. ***Technologies which replace Vocations with machinery will trigger the Mechanization Rate***. Arbeit and Geld that could have been contributed by Vocations is compounded by MR for the Accounting Profession. Here, Council Democracy is the means of informing the Central Bank about the procedure. The Kontore cannot offer NSFIs for Vocations that have been replaced.

2. ***Technologies which supplement the contributions of existing Vocations do not trigger the Mechanization Rate***. The Technology introduced must enhance the Quality of Arbeit (QW) for the affected Profession. The replacement of typewriters with PCs inside an office building does not endanger the livelihoods of the personnel involved. The same is also true for the inverse: replacing the PCs with typewriters due to a power outage or a cyberattack. The Kontore can still issue NSFIs.

3. ***Technologies which create new Professions, Enterprises, and Industries do not trigger the Mechanization Rate***. A Technology that realizes different ways of doing something

may provide new ways for Arbeit and Geld to be contributed. The Kontore can also issue NSFIs.

Even in *Scenario 1999*, Artificial Intelligence will still be in its infancy in the 21st century. AI on its own cannot replace existing Vocations nor can it create new ones. Decisions to replace Vocations or create new ones are issues which the Totality and State must decide in a functioning Council Democracy. Whatever consensus emerges will affect the extent to which the Kontore may issue NSFIs for interested Investors.

These conclusions will continue to uphold the concepts of Productive Property and Personal Property in Production for Dasein. Such distinctions will exist to remind the Totality and the State that are intimate distinctions to what is to be considered as Meaningful Work and Meaningless Work.

Scenario 1999: State Development of National Culture

There are other ways in which the Council State may contribute to the flourishing of the Totality. One notable avenue involves facilitating the establishment of a National Culture through the creation of assorted media and publications. Aside from the usual State Media, the Council State should consider allocating a portion of its State Budget toward supporting Student Media and Social Media. Obviously, the narratives will not necessarily be the same, but at least it will support the Vocations of the personnel involved in their production processes.

Radio and television broadcasting stations, literature and newspaper publications, music labels, film studios, video game developers, museums, memorials, monuments, parks and wildlife preserves can all become potential sources of Actual Arbeit, Digital Arbeit or both. The corresponding Actual Geld and Digital Geld will not just come from the Totality and Foreigners purchasing the media and visiting the sites, but also the production processes associated with creating the National Culture and the subsequent efforts made to sustain it.

The most proper analogy that one should be thinking about when it comes to the need for the Council State to contribute to the National Culture is to think back to its roles within mass transportation and energy production. The Council State pours much of its State Budget into the construction and maintenance of highways, railways, seaports, airports, and other modes of transportation. They enable the Totality to commute to the workspace and bring the nation together by facilitating the flow of information from the countryside to the cities and back. A similar proportion of the State Budget goes toward the construction and maintenance of the electrical power grid. The sources of Arbeit here are not at all limited to what the Council State initially builds and maintains for the Totality insofar as those are the short-term, temporary contributions. The long-term, permanent contributions stem from the other sources of Arbeit that were made possible by the Totality, with or without the immediate participation of the Council State.

The recurring pattern shared by those economic activities is one of "Arbeit begetting Arbeit." Somebody's contributions of Arbeit to the Life-Energy Reserve eventually enabled somebody else to make their own contributions. The contributions of the latter could not have been achieved without the contributions of the former. While the Council State can achieve similar conditions by governing and operating the National Intranet on grounds of National Sovereignty, there will be circumstances in the Digital Tournament where the Totality will be able to repeat the same conditions for the Council State. It is under those circumstances where one could speak of the Life-Energization Reciprocal Electrification (LERE) Process as being the digitalization of the Life-Energization Reciprocity (LER) Process.

Thus, the Council State's governance of the Digital Tournament among the Social Forums will facilitate the creations of new Professions and Enterprises as well as enable the expansion of existing ones from the VCS Economy. At the same time, the SSE will receive additional opportunities to broaden the capabilities of the Student Body and the Student Government, some of which will involve Student Media. In both cases, the Digital Tournament will be there to host the creations of Digital Arbeit and Digital Geld, both of which will be converted into Actual Arbeit and Actual Geld by the LERE Refineries by means of Blockcycle Technology. The National Culture is hardly an exception to these promising developments.

What is the Value of National Culture?

The National Consciousness of the Totality, which is characterized by shared senses of National Identity and a National Essence, becomes embodied by the National Culture. The Totality of every nation is bound to have a rich history, tradition, folklore, music, customs, norms, and festivities unique to them. The Council State encourages the Totality to cherish them, not just because they provide additional sources of Actual Arbeit and Actual Geld to the Life-Energy Reserve, but more so because they instill a sense of rootedness in a timeless, unchanging Destiny. The National Culture is how every Totality affirms its National Essence, defines its National Identity, and presents its National Consciousness to the rest of humanity.

It is through the establishment and facilitation of common National Culture that longstanding values and beliefs about the Constitution and the Legal Code are upheld. Such values and beliefs are passed down between generations both inside and outside the national educational system. Understandings about the roles and powers of the Self, Totality and State are recognized and eventually codified by law, drawn from past historical experiences and anticipations of what the future may have in store.

These values and beliefs cannot be sustained by the proliferation of "Memes" as they exist in the digital realm. The flow of information online cannot be reduced, let alone comprehended, to some Legal Positivist conception of Social Darwinist perspectives on Natural Selection. Memes, because they consistently fail to uphold the digital realm's equivalent of a propaganda leaflet, are constantly struggling to retain their relevance, unable to persist in the National Consciousness of any Totality. This is partly due to the fact that Memes are the byproducts of subcultures unattached to any genuine National Culture. The ideas conveyed in any Meme does not inform the observer anything about the Totality for the exact same Intent behind why an Advertisement cannot inform the observer everything about the product being discussed.

At the same time, there are other issues which have become problematic in the State of Total Mobilization. The image of "starving artists" will cease to be relevant under the Work-Standard because the true wealth and economic growth of their Professions are not to be found anywhere within the transactional sales for their creations. It lies in their abilities to create new values and beliefs and to revere the older ones. Even as Technology destroys older ones, there will always be a need for those to replace the ones that could not otherwise be conserved by the Conservatives or restored by the Traditionalists. In a political process where the Left-Right Political Spectrum cannot be easily reapplied, the debate over the National Culture becomes intertwined with the ongoing developments of Technology.

As Technology continues to gain ever-increasing prevalence within the National Consciousnesses of all Totalities around the world, the distinctions between different Ideologies will start to blur. Such blurring of the Ideologies becomes more likely if the Ideologies in question all happen to share aspects of the same Weltanschauung among its various adherents. These effects may be discernible from the National Culture. While the Council State assists in these particular developments, the Totality will always be the final judgment on the entire matter.

What has been described so far are the political and social aspects of the National Culture. The economically-related ones have already been discussed elsewhere in previous Treatises. The topic itself was always given special attention with regard to the Council State issuing Stipends to those who find their Vocations in contributing to the National Culture. Similar to the delineations

between State Enterprises, Social Enterprises and Student Enterprises, the Council State, Totality and Student Body are also responsible for their own contributions to the National Culture vis-à-vis State Media, Social Media, and Student Media respectively. There may be parallels across the various assorted media produced by all three, but there will always be a potential Intent to blaze a new path or two for the whole nation. Life does not have to be a boring affair; World History has its own ways of making things happen, of stoking excitement.

Even so, there is an important that could not have been addressed elsewhere because its implications were more so related to the digital realm and the purveyors of artworks among the museums and among the wealthy. There has been a belief within Production for *Profit* that Kapital investments in existing artworks, not the creations of new ones, can provide Incentives for "Economic Security." The Price that artworks fetch in Kapital is based on their treatment as Commodities. The wealthy are particularly prone to investing in existing artworks because they enable to protect their Kapital against ongoing Currency Depreciation in the form of the Inflation Rate.

Artworks are not only the ways in which Kapital has been invested for the sake of Economic Security in Production for *Profit*. As evidenced by the earlier discussion of "Intangible Assets," holding onto Intellectual Properties-as-Wealth has become far more valuable than investing in the creations of new ones. The original creation of an existing artwork fetches more Kapital in their auctioning, which in itself represents another conception of the transactional sale. It is simple unprofitable to reproduce the original artwork on the World Wide Web (WWW), even if doing so will ensure that the artworks will survive for future posterity long after the deaths of their original authors.

Producing New vs. Reproducing Old Media

Therefore, why else should the Council State, beyond supporting contributions of National Culture, be involved in the reproductions of existing media for the Totality? Why should State Media be allowed to reprint, republish, or recreate earlier works of art emanating from the National Essence? Would the reproduction of existing media on the National Intranet become more valuable in Digital Arbeit or will its Value be on par with that of Actual Arbeit?

Going back to the examples described earlier, the analogy that one should be thinking about in this context should be that of Arbeit begetting more Arbeit. There are the contributions of Arbeit whose Value is significantly larger over the short term, and there are the contributions of Arbeit whose low Value is compensated for by its own Value becoming compounded over the long term. Some famous artist or author may create a well-regarded painting or literature during their lifetime, but whose Value in Arbeit seemed rather small at first because few recognized its importance. Alternatively, the painting or literature was so popular during their lifetime that the Value in Arbeit was really high at first. Whichever the case may be, the Value to be gained from allowing the reproduction of such classics will enable the Council State, the Totality, and the Student Body to learn how valuable it has become over the years.

What has been said about paintings and literature can also be said about a variety of other media that can become potential sources of Digital Arbeit on the National Intranet. All kinds of movies, television shows, music, and video games can be streamed from official websites. People purchase them and in turn own the media. The Student Media, Social Media, or State Media that originally created it would receive Digital Geld from the transactional sale. The Digital Arbeit itself came

from the production process for such media and their eventual release in the Digital Tournament of the National Intranet. This is only one way of envisaging how the Digital Economy behind the National Intranet's Digital Tournament contributes Digital Arbeit and Digital Geld to the LERE Refineries under the LERE Process.

But what deserves to be said regarding those who, for one Intent or another, decide to reproduce the media in order to allow others to freely download and distribute them across the National Intranet? What happens if those same media become available free download and distribution in broader International Internet, where anyone from the other National Intranets could eventually acquire them through mirror sites and peer sharing services? Again, should transactional sales alone be the only way in which wealth and economic growth could be acquired from the creation of various assorted media for the National Intranet?

Here, it becomes imperative on the part of the State Commissariats to have their own roles on the National Intranet. The Social Forum becomes the means by which they could establish an official presence there. The going rates for contributions of Digital Arbeit and Digital Geld from the reproduction of existing media will almost always be less than the original production process. It is 'almost always' because there may be certain circumstances where the reproduction of existing media could actually be more valuable than the original production process because nobody at the time was able to anticipate how popular it would become over the long-term. Even so, the going rates for the contributions of Digital Arbeit and Digital Geld will need to be determined. If there are Foreigners interested in downloading the media for themselves or for others, they should only be able to do so under the terms of an existing Real Trade Agreement (RTA) between their government and the Council State.

The involvement of Foreigners downloading and distributing media enjoyed by the Nationals who comprise the Totality offers one possibility where either Digital Arbeit, Digital Geld or both could be obtained from the initial negotiations of RTAs. Something similar could even be envisaged involving Military Arbeit and Military Geld, where the Military-Industrial Complex of one nation sold weapons, munitions, vehicles, aircraft, and warships to another's armed forces. Since it was already implied that RTAs consistently involved deciding which trade partners should receive a determined amount of Actual Arbeit and Actual Geld from International Trade, the same argument deserves to be asserted regarding Digital Arbeit and Digital Geld. Existing media whose Values can be reliably justified deserve to be preserved in some way or form on the National Intranet, if not on the International Internet. Such media will be preserved for future posterity, even though it may not leave any lasting influences on any Totality's National Culture.

Scenario 1999: On the Flow of Information

Do we need gatekeepers in the digital realm? This is not so much an issue of censorship insofar as it is almost next to impossible to enforce such a policy on the International Internet, let alone on any of the National Intranets. If some Self among the Totalities of the world order in *Scenario 1999* wants to speak their mind online, they will eventually do so in one form or another. They may not express themselves in the most straightforward, direct way, but somebody somewhere will know what they are talking about. The Freedom of Conscience is going to be upheld anyway, especially once Council Democracy becomes digitalized by the Social Forums. The issue that deserves mention pertains to information that would be obscene, offensive, and morally irreprehensible.

There is no doubt that, at some point in the 21st century, various National Intranets around the world will be demonstrating the ability to regulate the flow of information. It is one thing to access the National Intranets or the International Internet to communicate with others and exchange information. It is another to traffic in illicit contraband like salacious libel, documents stolen from government computer networks, depictions of child sex abuse, and fraudulent information. The precise development in which this will occur is going to be different from how it would have been implemented on the World Wide Web (WWW).

What can be said about the flow of information is the Intranet Service Providers (ISPs) should know that not everything in the digital realm is going to be acceptable to the values and beliefs of the Totality. This is hardly an issue of a difference in Weltanschauung or Ideology but the question of whether certain kinds of information, like instructions on how to create narcotics or explosions, should even be allowed. Regulating the flow of information should be one of the ISPs' goals. If there are any objections to some literature or media on a controversial topic being uploaded to the National Intranet, it is vital that the Social Forums decide whether it should exist on the National Intranet. Should they refuse, the Judiciary of the Council State will serve as the final authority. No matter what happens, the Constitution and the Legal Code will continue to apply on the National Intranet as they normally would offline. This is just one of the ways in which the National Intranet as a concept must serve as an extension of the offline Real World.

Conversely, the WWW has long had issues with all kinds of information intended to deceive and manipulate whoever receives it. One notable trend is the concept of "***Information Warfare***," where the goal is to influence the decision-making of entire nations by means of the information that they can access online. Nations seek to access the most reliable information whilst denying that same information to others in order to gain some military advantage elsewhere. Cyberwarfare is merely an extension of Information Warfare where the goal continues to be the theft or denial of sensitive information and the destruction or hijacking of digital infrastructure through an ever-growing arsenal of malware. While both topics are beyond the focus of this Entry, one can be said here is that both will be more and more prevalent as the digital realm continues to become an increasingly part of Life in the 21st century.

Another trend concerns the ongoing proliferation of old Conspiracy Theories from before the digital realm was entertainable. Their continued existences have led to gatekeepers in the form of "*Fact Checkers*," whose sole purpose is to verify the veracity of any and all information in the digital realm. But given that trivial information in the WWW far exceeds anyone's ability to keep

track of anything, it is inevitable that the Fact Checkers would only dedicate themselves to whatever happens to be the most popular or the most viral.

Compared to the first trend, this other trend predated the State of Total Mobilization. As literacy rates improved prior to the 20th century, more people began to rely on newspapers to get information on what is happening outside their immediate purview. To attract a larger audience, some publications began disseminating sensationalist stories that, if they were not blatantly false, were designed to provoke an emotional response from the audience. Tabloids and Gossip Magazines became ubiquitous with the proliferation of information that was either unsubstantiated that they could not be verified or could be proven to be falsehoods. Fact-Checking as a practice in itself was implemented at the height of this sort of journalism in the latter half of the 19th century.

One would be sorely mistaken to assume that the rise of the national educational system in the 20th century led to the demise of such salacious literature. While regulations have been implemented on the broadcasting of radio and television programming, the same cannot be said about Tabloids and Gossip Magazines, as they have gone digital in order to stay relevant. With the digital realm itself allowing anyone from anywhere in the world to read them, their influence travels farther than the international borders of their own nation. Longstanding misconceptions also continue to persist alongside the proliferation of trivial information.

The digital realm only promises more of the same. This should serve as a reminder that what applies offline in the Real World must also be applicable to what applies online in the National Intranet. Anyone who accesses the National Intranet of any nation must obey their Legal Code and Constitution, even if they are visiting that National Intranet from an Internet Café within the jurisdiction of their own nation.

Whatever alternative the National Intranets and the International Internet will have to replace the Fact-Checkers, one thing is certain: the flow of information between nations should always be covered under the terms of a Real Trade Agreement (RTA). If nations can trade goods and services, Arbeit and Geld across international borders, similar arrangements will need to be made regarding the flow of information. Let us not forget that State Media, Social Media, and Student Media are all capable of contributing Arbeit and Geld to the Life-Energy Reserve. The refusal to enforce the terms of an RTA regarding the flow of information should signal the opening phases of a breakdown in diplomatic relations long before any declaration of war could be made.

Scenario 1999: International Relations between SSEs and their Central Governments

What has been said about diplomacy between the Student Governments and Central Governments of different nations in *The Third Place (1st Ed.)* is readily applicable to the digital realm. One of the more promising developments since the 1990s was the newfound ability to communicate with others across vast distances from any corner of the world. The National Intranets of *Scenario 1999* boast websites and servers where Foreigners could visit them and interact with Nationals interested in having a dialogue or two with them. The obvious benefit of facilitating such a feature is that there will be greater cultural understanding among the Totalities and Student Bodies of the world. Certain misconceptions held by a Totality could be exposed by the Student Body, who were able to learn about them from the Student Body of another Totality.

All the usual amenities used to communicate in the WWW, such as email, chatroom, peer sharing and video streaming, are also available among the National Intranets of *Scenario 1999*. The International Internet in this context acts as a two-way relay of information across different National Intranets. Somebody in one country could send to or share something with somebody else in another country. The recipient gets the message and is more than welcome to respond to the sender. There is nothing too mind-bending, apart from the fact that the digital realm is organized differently and governed by the legal jurisprudence of nations.

Besides Student Exchanges, the Student Governments of SSEs will maintain servers and websites devoted to contacting the Student Governments of other SSEs. These servers and websites are intended for the afterschool communications of the Student Body. It is meant to complement, rather than outright replace, other methods of communication like face-to-face contact, mail, and telephone calls.

There will be two different types of platforms for online communications for both the Totality and the Student Body. One platform is written in the native language, allowing mundane conversations between members of the Totality and the Student Body on the National Intranet. The other platform type would be written in foreign languages, the Explicit Intent of which is allow the Totality and Student Body to practice learning other languages by conversing with Foreigners.

Tourism and the LERE Process

Back in the VCS Economy's Services Sector, the Tourist Industry will no doubt be contributing Digital Arbeit and Digital Geld from helping the Internet Cafés implement "***Cybertourism***." When Foreigners access the National Intranet, their experience is going to be something akin to arriving at an unknown, mysterious land. This experience could be compared to somebody learning and visiting the WWW's Dark Web for the first time, with the obvious exception being that there will be no Malware and hackers lurking to attack them and their computer or smartphone. Just like in the Real World offline, tourists expect the country to be safe enough for their initial arrival and stay. It should also be safe enough for them to make the return trip back to their country of origin.

For the Tourist Industry to start contributing Digital Arbeit and Digital Geld, it is vital that Foreigners are able to access the National Intranet. Next, the National Intranet should already have websites and servers, written in the Foreigners' language. There should be platforms where

Foreigners could visit, interact with the Nationals, and learn about the National Culture driving the National Consciousness of the Totality. That is just the first half of Cybertourism.

The other is where the Student Body enters the picture. Again, the Student Body will have special websites and servers where they can practice their foreign language skills in the company of people around their age. By interacting with similarly-aged young adults, the Student Body can then be in the position to form social bonds, begin lasting friendships, and provide opportunities for their Student Government to build good relations with the rest of the world. If the Central Government happens to be not particularly liked by the rest of the world, at least the Student Government is tolerable. After all, not every new generation is going to think the same way as the previous one.

The Tourist and Hospitality Industries should consider working with the Video Game Industry in allowing the Student Body to create Machinimas, set up multiplayer gaming servers, and allow websites for Students to download and share mods with others. That would obviously be another major role for the Internet Cafés, a feature that could be expanded upon by allowing Foreigners to access the National Intranet from their own home computer. Apart from the usual requirement to present their passport and visa, a few possibilities could be envisaged that could not have otherwise been considered back in *The Third Place (1st Ed.)*. Those possibilities will be explored later in this Entry. All of this and more will become achievable when the Council State sets aside a small portion of its State Budget for the endeavor.

Given the involvements of the Tourist, Hospitality and Video Game Industries, the Student Government shall hereby receive the Constitutional Obligation to uphold and enforce proper etiquette among all Students, both Foreigners and Nationals alike. Unruly Foreigners are not to be welcomed to the National Intranet unless they change their behavior.

From the outset, the concept of Cybertourism sounds about as great as actually visiting the homeland back in the Real World. The Tourist, Hospitality and Video Game Industries would expand the number of opportunities for the Student Body to receive hands-on training and instruction outside of the classroom. The great challenge now is how to properly determine the basis in which Digital Arbeit and Digital Geld could be contributed from such an endeavor.

Suppose the Student Tournament is hosting a single multiplayer gaming server for a video game popular in another country. Members of the Student Body are attracted to the gameplay and the experience of meeting Foreign Students. There should be three main sources of Arbeit and Geld. The production process stems from the establishment and maintenance of the multiplayer gaming server, the facilitation of the transactional sale to the Student Tournament, and the transactional sales where Students purchased copies of the video game in question. The production process and facilitation of the transactional sale in the Student Tournament both yielded Digital Arbeit and Digital Geld. The transactional sales themselves, however, generated Actual Geld.

Obviously, in the context of a video game developed and published abroad, the Actual Geld from the transactional sales would go to the country of origin under the terms of a Real Trade Agreement (RTA). The real question concerns the production process for the multiplayer gaming server. Who established that server, the Students of the homeland or the Students in the country where the game was developed? That question in turn will determine whether the importer or the exporter receives the Digital Arbeit and Digital Geld from the production process of just this one multiplayer gaming server. Should the multiplayer gaming server be established by the Student Body with help from

the Tourist, Hospitality, and Video Game Industries, the Digital Arbeit and Digital Geld from the production process stays in the homeland.

Whichever the case may be, the International Internet will always serve as the central hub where interactions between different National Intranets occur. These interactions will continue to occur until either the declaration of war or the Council State denies the Foreigners of another nation access to the National Intranet. Such an event can only be the result of a breakdown in diplomatic relations between the central governments of the affected nations. Their Student Governments, meanwhile, could always play devil's advocate by striving to resolve potential conflicts before they can escalate into an actual cyberwar. The Social Forums can provide that avenue for the Student Body to raise their concerns online.

Taxation on the Digital Intranet

As stated earlier, an important issue has emerged regarding whether the Foreigners should be able to access the National Intranet from outside the Internet Cafés. Assuming the Foreigners were able to present their passport and travel visa to the border authorities guarding the entry nodes between the National Intranet and the International Internet, there should be no problems. Even so, the issue of Overtourism remains an important matter, even on the National Intranet. One notable problem is the fact that the speed at which somebody connects to the National Intranet becomes slower if there are too many people logging on at the same time. While nowhere as terrible as a DOS (Distributed Denial-of-Service) Attack, the experience would become really inconvenient for anyone trying to access the National Intranet. At the same time, there are questions on whether the Council State should be implementing taxation policies on the National Intranet. As the Digital Economy and its Virtual Economies become more and more relevant vis-à-vis the "Digital Tournament" of the National Intranet, the Council State would become compelled to do so if that meant an additional source of Geld for its State Budget.

Should Foreigners' Social Ranks determine their eligibility to access the National Intranet from outside the Internet Cafés? Should the Totality and the Student Body be obliged to pay certain taxes? If so, in what manner would both of those policies be realized by the Council State?

Back in Production for *Profit* and Production for *Utility*, the proposal from the Liberal Capitalists was for Parliaments to levy taxes either on goods and services sold on the WWW, facilitating access to the digital realm, or treating emails with the same rates as postal mail. While the third proposal was self-explanatory, the first taxation policy is the online equivalent of a Sales Tax or VAT (Value-Added Tax), the second functions similarly to charging tolls and fares. It may seem like an odd idea from hindsight, but the Liberal Capitalists did at one point consider taxing emails back in the 1990s.

More recently, another proposal involved the levying of a "*Digital Services Tax (DST)*" that would be applicable to foreign privatized commercial firms that do not have a physical presence within a Liberal Capitalist regime. It would also be applicable to those which provide services such as streaming, advertising, software, and overall data usage. When put into practice, a DST would function as a stopgap between the more conventional Sales Taxes and VATs and Corporate Income Taxes.

For the purposes of the Work-Standard, the Council State will not be levying such taxes on the Totality, Student Body or Foreigners. It will also not be charging taxes on Foreigners outside of

the terms of an RTA. What the Council State should consider, however, is whether Foreigners should meet a certain Social Rank within their own nations before they could be eligible to access the National Intranet from outside an Internet Café. This question deserves to be left open-ended insofar as there are potential arguments for and against such a proposal if brought to the floor of the State Council within a functioning Council Democracy. The requirement is different from that of the Social Rank prerequisite for acquiring NSFIs (National-Socialized Financial Instruments) because the Kontore expect only the most reliable and dependable Investors. The Investors need to be those whom they can trust and work with over the long term.

Scenario 1999: "Cyberdefense," "Cybersecurity," and Military Conscription

There may be delineations between the National Intranets and the International Internet, but every National Intranet is potentially vulnerable to cyberattacks. Malware under the Work-Standard can no longer be treated as a nuisance, especially when the Digital Arbeit and Digital Geld are involved. The concept of "Cybersecurity" is to be superseded by the need for the "Cyberdefense" of the National Intranet. Any conceivable form of malware is a potential cyberweapon that can and will destroy Digital Arbeit, siphon Digital Geld, sabotage automated systems and hijack computer networks and servers. The possible theft and surveillance of the State, Totality and Self by foreign nations on the National Intranet constitute a threat to the nation that must be addressed accordingly.

The Social Forums, as the digitalized extension of Council Democracy, will hereby be expected to enforce the Legal Code and Constitution on the National Intranet. This implies that law enforcement also has a presence on the National Intranet for the purpose of deterring cybercrimes. Cybercriminals will no doubt continue to exist under the Work-Standard. For them, their goal will be to siphon Digital Arbeit and Digital Geld from the Digital Economy, steal personal information, and engage in acts of fraud in the transactional sales of the Virtual Economies. Cybercrimes under the Work-Standard will be punished as harshly as acts of fraud involving Actual Arbeit and Digital Geld back in the Real World. No exceptions.

At the same time, there is the concurring issue of how to coordinate the national cyberdefense, which will undoubtedly involve the armed forces and the intelligence services. The Social Forums cannot prosecute that endeavor with law enforcement. It is here where the Council State must, as the highest authority in the National Intranet, be compelled to organize said national cyberdefense. That is where the SSE, specifically the Students at the tertiary educational level–the University–enters the stage.

One of the ways in which Military Conscription can be facilitated with the least amount of disturbances is to allow Students at the tertiary educational level to participate in the national cyberdefense of the National Intranet. Every Computer Server and Network, Service Provider, LERE Refinery and Social Forum will need personnel to prop up and maintain their defenses. Searching for and preventing sabotage, infiltration, and theft against the National Intranet by foreign nations is also needed. Granted, the Students who will be most suited for this important task are those involved in Computer Science, Programming, and Engineering.

The ones drafted for the cyberwarfare formations of the armed forces will be working alongside their volunteering counterparts in the armed forces and intelligence services. The armed forces are tasked with manning the cyberdefenses and operating the cyberweaponry that are to be immediately deployed by the Council State in the event of a declaration of war. The intelligence services, meanwhile, are expected to conduct counterintelligence and surveillance of hostile spies both within the nation and abroad. Under the terms of this arrangement regarding Military Conscription, the SSE will allow Students studying those fields at the tertiary education to work for the Military-Industrial Complex. The standard rules for the contributions of Military Arbeit and Military Geld will apply alongside the more immediate ones for the contributions of Digital Arbeit and Digital Geld.

Beware, in the event of a cyberwar, that the National Intranet may become inoperable. Anything that used to be possible in peacetime may no longer become straightforward affairs in wartime. With the world becoming increasingly active in the digital realm, it is necessary to conceptualize a national cyberdefense for the State and the Totality. The future of Council Democracy and the Work-Standard may depend on it. Over the course of Section Three, we will be reviewing the Social Forum and the overall infrastructure of the digital realm. Everything else related to the Work-Standard will also be covered there, the goal of which is to eventually establish the basis for recognizing malware as cyberweapons and cyberwarfare as a new kind of warfare as part of the much broader concept of Information Warfare.

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Section Three: The Work-Standard in the Digital Realm

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Scenario 1999: Organizational Structure of the Social Forum

The Social Forums, as the concept was surmised throughout the Entries of Sections One and Two, will follow the conventional organizational structure of the Councils that define the Council Democratic process. What has been said about Council Democracy, both in this Treatise and elsewhere, is applicable to the Social Forums. The most important role of the Social Forums in the National Intranet is to maintain and enforce the Constitution and the Legal Code. Any new laws passed by the Council State, especially those applicable to the National Intranet, will be enforced by the Social Forums.

The Social Forums shall differ from the Councils by relying on the digital infrastructure to serve as the formal political, economic and social governance structure of the National Intranet. Any nation relying on the Work-Standard will eventually establish a National Intranet with its own Social Forums. Should the Work-Standard gain enough worldwide clout, as in the case of the world order in *Scenario 1999*, the International Internet will also follow similar parameters at the World State Organization (WSO). On the International Internet, international laws take precedence over the national laws unless the WSO has been dissolved. Should the WSO be dissolved, the International Internet will cease operations, and will only be reactivated when the WSO has been reestablished.

How can the WSO be dissolved? To reiterate what has been described in *The Work-Standard (2nd Ed.)*, the WSO may be dissolved by either of the following conditions:

- At least one sitting member-state on the WSO's "***Supreme World Council (SWC)***" declares war against another sitting member-state on the SWC. In *Scenario 1999*, the sitting member-states are the "Federalist American Union (FAU)," the "Germanic People's Reich," the "Union of Soviet Socialist Republics (USSR)," the "People's Republic of China (PRC)," and "Imperial Japan (IJ)."
- A two-thirds majority resolution vote from both the WSO's "***International State Assembly (ISA)***" and the "***International Youth Assembly (IYA)***." In *Scenario 1999*, the IYA are all of the world's SSEs, including those of the five great powers on the SWC. The ISA constitutes all of the other States that form the rest of this particular world order.

That being said, it is necessary to demonstrate how the organizational structure of the National Intranets is compared against the organizational structure of the International Internet. It is significant that the discussion about the Social Forums with regard to the National Intranets from only been written from the standpoint of any one given nation.

Main Features of the Social Forums

Aside from acting as the digital counterpart of the Councils, each Social Forum will be presiding over a number of Intranet Service Providers, Computer Networks and Systems, Servers and Websites. From the rest of the nation, the following is a list of personnel and institutions that are to maintain separate detachments working under all Social Forums on the National Intranet:

1. In the SSE, the Student Government shall maintain Websites, Servers, Computer Networks and Systems for the Student Body as part of the Student Tournament. The Student Body will be able to create Digital Arbeit and Digital Geld among their Student Enterprises at the Student Tournament. The Social Ranking System and the Council State's Conscription

Policy will enable the Student Body to interact with the VCS Economy, Reciprocal-Reserve Banking System, Military-Industrial Complex. This will enable the SSE to contribute Actual Arbeit and Actual Geld from Shopping Citadels and Shopping Arenas, Digital Arbeit and Digital Geld from their Student Tournament on the National Intranet, and Military Arbeit and Military Geld from participating in the national cyberdefenses of the National Intranet.

2. In the VCS Economy, the Central Planners will have Economic Planners and Accountants assigned to all of the Digital Enterprises on the National Intranets. These Economic Planners and Accountants work alongside Computer Programmers, Engineers, and Scientists to run and operate the LERE Refineries as part of the LERE Process. By means of Blockcycle Technology, all Digital Arbeit and Digital Geld created on the National Intranet goes straight to the LERE Refineries to be turned into Actual Arbeit and Actual Geld before being transferred to the Central Bank to be added toward the Life-Energy Reserve.

3. In the Reciprocal-Reserve Banking System, the National-Socialized Banks (NSBs) will be standing by to facilitate online transfers and wirings of Actual Geld over the National Intranet. The same will also be true for any deposits or withdrawals from the NSBs as well as the lending and borrowing of Work-Tenures. The State Banks are tasked with facilitating the movements of Digital Arbeit and Digital Geld across the National Intranet through Blockcycle Technology. The Kontore also have members from each of their Offices working under the Social Forums and the same is to be said for the National-Socialized Banks and State Banks from the Reciprocal-Reserve Banking System. NSFIs may be purchased either online or at any one of their local branches in the Shopping Citadels and Shopping Arenas. Additionally, the State Commissariats of Wages and Prices have separate detachments of Superintendents for every Service Provider, State Commissars for all Computer Networks and Systems, and Inspectors for all Servers.

4. In the Council State, when the Social Forums are not collaborating with the Councils of the Municipal and Regional governments, the latter of which will preside over the Service Providers, they answer directly to the Council State vis-à-vis the Ministry of Science and Technology. The Minister of Science and Technology, as a member of the State President's Council of Ministers, is also responsible for reporting to the State Council if summoned for inquiries from the State Councils' State Delegates and State Councilors. Social Forums rely on the Ministry of Justice to oversee law enforcement on the National Intranet, deferring to the armed forces from the Ministry of War to operate the national cyberdefenses of the National Intranet.

5. The Military-Industrial Complex has a vested interest in ensuring that the National Intranet will continue to deter malware and cyberattacks from within and without the nation. Research and development into cyberdefenses, not to mention their deployments on the National Intranet, counts directly toward contributions of Military Arbeit and Military Geld for the Life-Energy Reserve. Production processes related to cyberweaponry follow the same conventional rules regarding contributions of Military Arbeit and Military Geld from production of most conventional weaponry.

6. The three different types of Media discussed earlier in *The Third Place (1st Ed.)* will also have their own presences on the National Intranet. Anyone interested in accessing State

Media (media produced by the Council State), Social Media (media produced by the Totality), and Student Media (media produced by the Student Body) will be able to find them at the Social Forums.

Additional Features of the Social Forums

To promote Productive Property-as-Power and to ensure personal privacy by protecting Personal Property-as-Power, the National Intranet shall maintain digital boundaries delineating the various institutions, organizations, and structures of the nation back in the Real World. There are well-defined points of entry and exit to and from various Websites, Servers, Computer Systems and Networks. When everyone logs on to the National Intranet from a PC, tablet, or smartphone, they will automatically begin at the Social Forums. From here, they can navigate to the rest of the National Intranet by means of a Search Engine.

Alternatively, when somebody tries to access the International Internet, they will also leave the National Intranet while doing so. Upon exiting the National Intranet, they will arrive at one of the International Internet's "***Social Courts***," its equivalent to the National Intranets' Social Forums.

The *Social Court* is term chosen in this Treatise to describe an area within the International Internet that has been discussed previously in previous Treatises but has never been given an official designation until now. The best analogy to understand the Social Court is to think of them as being comparable to that of a "Rest Stop" that one might find along the national highways, the technical chosen to refer to them in *The Third Place (1st Ed.)* being the "***Shopping Arena Transit Hub (SATH)***." Back in the Real World, SATHs is an umbrella term to designate the various economic activities that occur along national highways, railway stations, airports, and seaports. Most SATHs will contain the usual amenities like gas stations, restaurants, hotels, convenience stores, and the occasional Specialty Shop, Youth Hostel, and Internet Café for Foreigners and Nationals alike.

The purpose of the *Social Court* is to establish the digital extension of the SATHs in the International Internet, outside the boundaries of the National Intranets. Here, all the usual features found in the National Intranets are operated by member-states responsible for the entry points to and from their National Intranets. For instance, if the Social Courts of the SATHs along the French-German Border in Europe will be run and operated by the French and Germanic authorities. The WSO is responsible for overseeing the maintenance and repair of both the digital infrastructure and the physical infrastructure connecting the French and Germanic Intranets across international borders. Member-states are responsible for the cyberdefenses of all *Social Courts* facilitating access to their National Intranets.

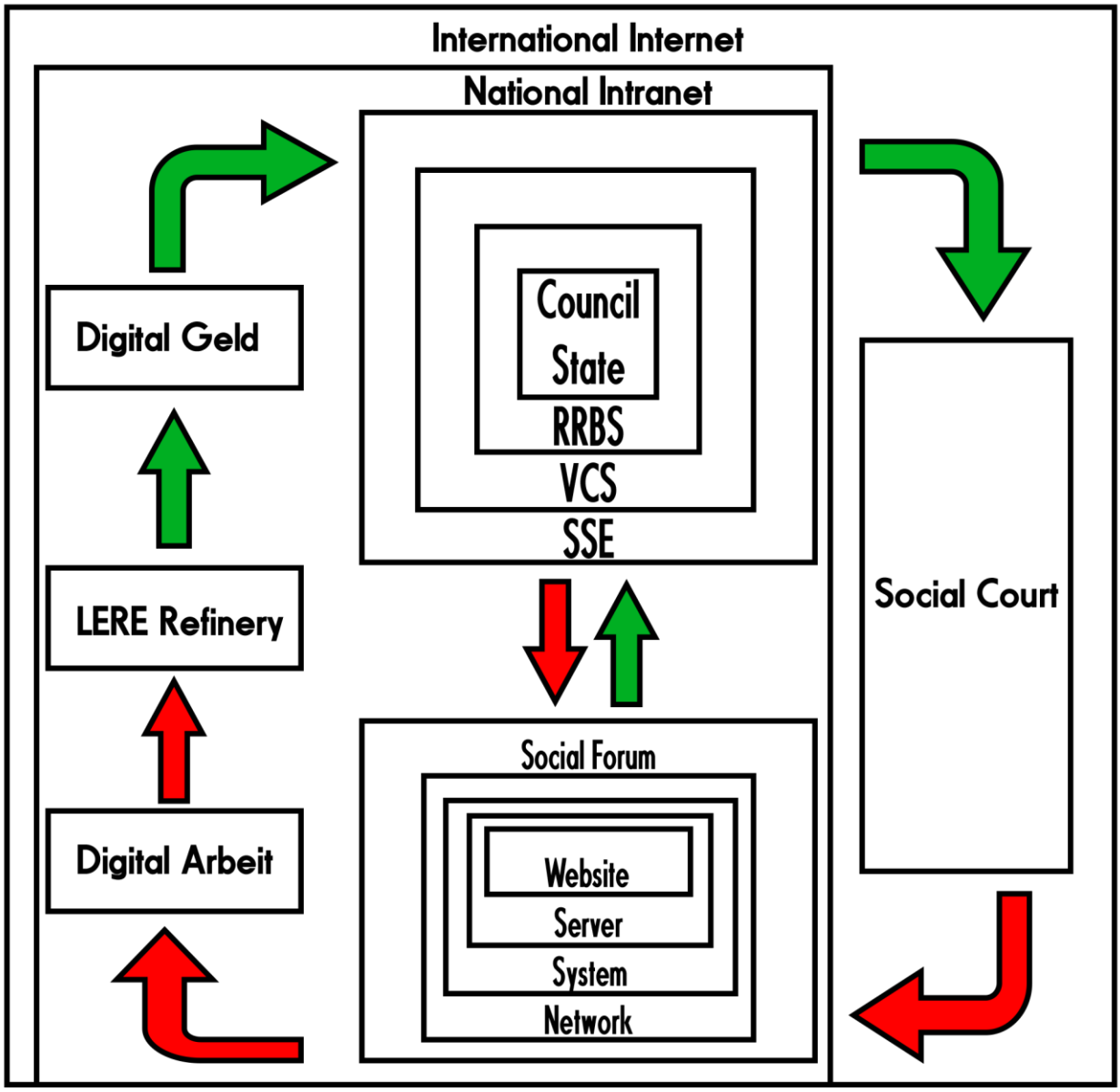
Suppose for a moment that one was logging on to the Germanic National Intranet from within the German-speaking world. They exited the Germanic National Intranet to reach one of the Social Courts facilitating access to the Germanic National Intranet. From here, how would they access the French National Intranet, assuming they have the proper passport, travel visa, and, if necessary, the prerequisite Social Rank? At the Germanic Social Courts, they have a number of options at their disposal, all of which will lead them to different parts of the International Internet:

- International websites reserved for the Totalities of the WSO's member-states. Those international websites would be overseen by the Consulates of different nations to the rest of the world and WSO.

- Websites of international organizations complementing the WSO can also be found here as well.
- The Social Courts of other nations besides those governed by the Germanic People's Reich.

Obviously, to reach the French National Intranet, one would have to choose the third option to access one of the French Social Courts. It is at the French Social Courts where the passport and visa checks are to be implemented before anyone could be allowed into the French National Intranet. This may seem odd, especially in another world order where the French Republic and "West Germany" have a Schengen Borders Agreement that abolishes such border checks, but European border checks continue to exist in the world order of *Scenario 1999*. There are border checks in the Real World and there are border checks in the Digital Realm. Once somebody passes those border checks without any issues, they will finally arrive at the French National Intranet, where they can browse everything there is to offer for visiting Foreigners.

There is no doubt that the *Shopping Arena Transit Hubs*, like the Shopping Citadel, will form an integral part of the Council State's Real Trade Agreements (RTAs). What can be said about the SATHs can also be said about their digital counterparts in the International Internet, the Social Courts. All the usual rules regarding Arbeit and Geld in International Internet are to be applied on the Social Courts as well.



Author's diagram of the Digital Realm, both National Intranet and International Internet, within the LERE Process. The Social Court acts as one of the locations that Foreigners would visit on their way to a National Intranet from the broader International Internet.

Scenario 1999: Political Functions of Social Forums

The *Social Forums,* together with the *Social Courts,* govern the rest of the National Intranet on behalf of the Council State. Politically, they are designed to function as the Digital Realm's extension of the Real World's Council Democracy for the nation that adopts it. The *Social Forums* in particular are intended to provide an additional avenue for the Totality to express their political will to the Council State. The National Intranet is capable of facilitating the Freedom of Conscience to allow the Totality to bring whatever issues that may be affecting the nation to the attention of the Council State. One of the major challenges of running Council Democracy online, apart from the fact that the *Social Forums* shall not supersede or override the legislative authority of the Councils under the Constitution, pertains to integrating Self-Government into the Intents of Command and Obedience, MTEP (Mission-Type Economic Planning), and the Social Ranking System.

Another Conception of Self-Governance?

One of the goals for the Work-Standard, it should be stressed, seeks to transcend and challenge the paradigms and principles of Neoliberalism as the logical extension of Liberal Capitalist Parliamentary Democracy, whose origins can be traced back to the Enlightenment's State of Natural Rights, in the State of Total Mobilization. Whosoever questions its Economic Liberalism must eventually question its Political Liberalism and its Social Liberalism, the Intent of which is to advocate for their replacement by another Ideology, another Weltanschauung.

Neoliberal conceptions of Political-Economic Freedom consistently espouse that the Private Citizens of Civil Society should possess certain outward Political-Economic Freedoms and other outward Political-Economic Securities that ought to be recognized and upheld by Parliament. On paper, the Market exists as a part of Civil Society; in practice, Civil Society *is* the Market. Such Freedoms are said to be at risk of being lost by a Parliament wielding administrative power and authority over the Private Citizen and Civil Society. Other Securities are also at risk of being lost by a Parliament unwilling to exercise the necessary administrative power and authority to implement the foundational aims of Neoliberalism. Parliament cannot wield administrative powers and authority over the Private Citizens of Civil Society unless it has an Incentive to protect the Private Citizens of Civil Society against Political-Economic Insecurities or Political-Economic Unfreedoms. Yes, certain Political-Economic Freedoms or Political-Economic Securities will be lost in Neoliberalism's conception of Political-Economic Freedom, but Neoliberalism is constantly trying to find the right balance (much to chagrin of anyone who is not a Liberal Capitalist or is disillusioned with Parliamentary Democracy).

One must always be discerning exactly who the Liberal Capitalists fear the most, what motivates them to act, how their thought processes are conducted, and why all of this matters to anyone against Neoliberalism. Most Liberal Capitalists, when they are not confronted by the Figure of the Arbeiter, resent either wealth or power being concentrated in the hands of anyone other than the Private Citizen. Usually, the concentration of wealth or power is centered on Parliament and Civil Society, even when the latter gets conflated with the Market at times. Those who believe the Market wields too much wealth defer to Parliament to rebalance things, the same logic repeating itself when it comes to the belief that Parliament wields too much power. The personality that Liberal Capitalists resent has consistently been any Private Citizen whom they are convinced is too accustomed to the State of Total Mobilization and a potential threat to their State of Natural

Rights. This accounts for why the various Liberal Capitalist Factions have been engaging in a tug of war over the roles of Parliament and Civil Society in the hopes of ensuring that the Figure of the Arbeiter does not fully supplant the State of Natural Rights with its State of Total Mobilization.

The constant tug of war over Parliament and Civil Society contributes to the formulations of the shared paradigm between Production for *Profit* and Production for *Utility* within the economic life of a Liberal Capitalist nation. It is also what enables the discussion to take on moral principles that borderline on Nihilism because, with so much attention being placed on the Private Citizen, it becomes inevitable to lose sight of where and how the Private Citizen fits into the grand scheme of things. It even becomes difficult to envisage how Neoliberalism's conception of Technology creates brand new Kapital without resulting in a systematic extraction of already existing Kapital. From an outsider's perspective, these are a number of fundamental observations that have been said about Neoliberalism that will continue to remain legitimate for as long as Neoliberalism and its Factions remain relevant within Western political-economic discourse.

But what deserves to be mentioned here, in connection to what has already been said elsewhere, is that there is more than one conception of Self-Governance. If there can be another conception of Political-Economic Freedoms and Securities, which the Work-Standard implements through Legal Rights and Legal Duties, it becomes tenable to envisage the Work-Standard's conception of Self-Governance. Council Democracy can serve as the vehicle to spearhead that concept under the Work-Standard because of how it begins locally at the workspace instead of the ballot box. When combined with the National Intranet's *Social Forums* and *Social Courts*, a unique version of Self-Governance may be allowed to emerge.

Self-Government and the National Intranet

For Council Democracy, the Council State may own and operate the digital infrastructure of the National Intranet, but the real political-economic power happens to be vested in the Totality, the true benefactors of the National Intranet. In the National Intranet as in any other facet of Life under the Work-Standard, the Social Forums are designed to allow the Totality to self-govern the National Intranet. This is because they, as stated earlier, function as the online equivalents of the Councils that exist offline.

It is inevitable to expect the National Intranet to be capable of self-governing itself, deferring to the Councils and the Council States when it becomes appropriate to do so. The Digital Realm, of which the National Intranet is considered a part of, is going to exist separately from the Real World. The purpose of the Social Forums is to address that barrier between the Totality and the Council State within the Digital Realm. The Council State will become able to reapply the Constitution and the Legal Code to the National Intranet. The Totality, on the other hand, will be able to express their concerns and priorities on the National Intranet as part of the exercise of the Freedom of Conscience.

Self-Government under the Work-Standard has been explored in many guises. The most notable one is the fact that one of the justifications for the National Intranet, in opposition to the World Wide Web (WWW), has been the promotion of National Sovereignty in the Digital Realm. In the Digital Realm, the Council State already practices Self-Government by establishing and maintaining the National Intranet for the Totality, a decision that does not require any deference to the World State Organization (WSO). The WSO is not the one expected to govern the Social

Forums, let alone the Social Courts that connect different National Intranets on the International Internet.

Another variation is the Student Government of the SSE. The Student Body are also a part of the Totality and they too are allowed to exercise the Freedom of Conscience. To ensure that the Student Body will be able to express themselves in political-economic life, it became necessary for the Council State's Ministry of Education to provide parallel governance structures that feed directly into the actual governance structures of the Council State. The Student Councils of the Student Government have their own seats inside the Chambers of the actual Chambers among the Municipal, Regional, and Central Governments.

A less notable, albeit similar variation, is the feasibility of establishing another parallel structure within the Military-Industrial Complex. The Explicit Intent of allowing a mirrored version of Council Democracy to exist inside the Military-Industrial Complex is to promote civil-military relations between the armed forces and the Totality and the Student Body. The armed forces are still members of the nation which they have been sworn to serve and defend. They too should have their say in the Council Democratic process, more so than the SSE because they will be ones who will be deployed on the battlefield in the event of a declaration of war by the Council State.

At the same time, the Totality practices Self-Governance on the National Intranet through the Councils of their Municipal Governments and through the Social Forums and Social Courts. For the former, much of the digital infrastructure of the National Intranet falls under the local jurisdictions of the Municipal and Regional Governments, both of which oversee the digital infrastructure at the behest of the Council State. For the latter, the Totality is able to choose and decide who governs the Social Forums and Social Courts by means of the Council Democratic process. And just like in the Councils, the Totality is allowed to recall any Delegates and Councilors assigned to the National Intranet.

A similar variation of Self-Governance concerns the ownership of land and buildings, regardless of how the Totality and Student Body obtains them from the Council State. The ability to acquire Personal Properties-as-Power, not to mention their subsequent conversions to Productive Properties-as-Power, implies a Self-Governance that is both economic and political. It demonstrates that the Totality and Student Body can make decisions without having the Economic Planners arbitrarily micromanage all of their decisions or dictate what needs to be done for them. After all, the role of being an Economic Planner, apart from overseeing MTEP, is to act as the conductor of Arbeit and Geld between the Totality and the State for the Life-Energy Reserve. Somebody is still needed to lead the retinues of Accountants tasked with keeping track of how much Arbeit and Geld the entire nation is capable of contributing to the Life-Energy Reserve on any given workweek.

These arrangements will no doubt be reflected in the organizational structure of the Councils themselves, from the Municipal and Regional Governments to the Council State's State Council at the Central Government. To be more precise, the Chambers of the Councils will also include Delegates whose constituents are personnel of Digital Enterprises operating throughout the National Intranet. All of the conventional rules of Council Democracy apply in the National Intranet as they normally would in the Real World. Self-Governance in this context means that the Totality will have the ability to actually govern the affairs of the National Intranet's Websites, Servers, Computer Networks and Systems, and Social Forums and Social Courts.

The implication is that the Totality, of which the Self is a member of, also has a vested interest in the affairs of the National Intranet. The Self, like the Totality, are not passive observers of a hyperactive, all-power Council State in Council Democracy. There are always going to be those contexts where it would be more prudent to let the Totality govern areas of the national life instead of the Council State. It is likewise prudent for the Council State to oversee other aspects of political-economic life that cannot otherwise be done by the Totality. Everyone works together as parts of a whole far greater than the sum of its own parts.

Scenario 1999: Economic Functions of Social Forums

Back in "Organizational Structure of the Social Forum," the details surrounding how the Social Forum acts as the main hub of the National Intranet had been elucidated. The Social Forums, despite them and the Intranet Service Providers (ISPs) being organized under the administration of the Regional Government, are still beholden to the Council State vis-à-vis the Ministry of Science and Technology. The Social Forum is where economic life under the Work-Standard occurs on the National Intranet. All the usual features associated with the Work-Standard are to be carried out as part of the LERE Process. The Social Forums preside over the "*Digital Tournament*," which functions as the intermediate between the National Tournament of the VCS Economy and the Student Tournament of the SSE.

Furthermore, the various organizations and institutions responsible for running and operating various sections of the National Intranet have also been identified in that Treatise. The purpose of this Entry is to outline the various economic capabilities of the Social Forum have either been implied to exist across the previous Treatises or have not yet been given any proper designations or descriptions elsewhere.

Converting Websites to Productive Property

We begin with one obvious conclusion that has already been articulated in "Political Functions of Social Forums," namely how websites are registered and owned by the Totality and the Student Body. Back in the Real World, it was established in *The Third Place (1st Ed.)* that the Totality owns all the land in their nation on grounds of National Sovereignty, entrusting the Council State to look after the land on their behalf. The Council State in turn allows the Student Government to let members of the Student Body take care of the land and buildings outside of their regular classroom instruction. Such activities are administrated by the Student Government as part of the extracurricular activities at the Student Tournament. Even though the Totality owns the land and the Council State oversees and maintains it, these facts do not imply that either the Self or the Student is incapable of purchasing the land or buildings from the Council State.

When somebody buys a plot of land or a building from the Council State, that plot of land or building belongs to that Self or Student who purchased it from the State. Upon concluding the purchase, the land or building becomes their Personal Property-as-Power. This means that they are incapable of contributing any Arbeit and Geld to the Life-Energy Reserve. If they plan to sell the land, the building or both, the Council State reasserts control, the Student Government gets to administrate it, and ownership will be returned back to the Totality. There is no "Real Estate Market" under the Work-Standard insofar as the concept itself presupposes that all plots of land and buildings generate Kapital and Schuld on their own because they simply exist as physical objects within the Real World, not because they are potentially capable of creating newfound wealth. The same is also true for Rents and Mortgages, as these two concepts from the Fractional-Reserve Banking System will be phased out altogether by the Reciprocal-Reserve Banking System. Different methods of obtaining land and buildings are to be implemented by the Council State.

Should somebody acquire land and buildings from the Council State, they are allowed to keep the land and the building, but they will never gain Value on their own under the Work-Standard. Their Values are ultimately dependent on what that Self or Student intends to do with those plots of land and buildings. Only when the Self or the Student decides to convert the land and buildings to

Productive Properties-as-Power will their Values increase because of the fact that they are now creating newfound sources of wealth in the forms of Arbeit and Geld. When that happens, the land and the building thereby become a new Enterprise attached to a corresponding Domain within the Work-World.

A similar procedural process will also occur on the National Intranet involving the registering of new websites. The most fundamental difference is that the roles have been reversed in this context. While the Council State technically owns the National Intranet on grounds of National Sovereignty, the Ministry of Science and Technology entrusts the Totality to oversee the National Intranet on the Council State's behalf. The Council State engages in such behavior as part of upholding Council Democracy through the Social Forums and because it must ensure that distinctions between itself, the Totality and the Self are upheld. That feature in particular is what separates the National Intranet from the World Wide Web (WWW), where National Sovereignty and Personal Privacy are both unrecognized and unguaranteed to actually exist.

The Totality, through the Social Forums and Intranet Service Providers (ISPs), establishes Websites, Servers, Computer Systems and Networks under the oversight of their Municipal and Regional Governments. The Self or the Student may purchase any or all of them from the Totality vis-à-vis the Social Forums as Personal Properties-as-Power. On their own, none of them is capable of contributing Digital Arbeit and Digital Geld as part of the LERE Process. Only when they are converted to Productive Properties-as-Power will they become formally recognized as Digital Enterprises working alongside the preexisting State, Social, or Student Enterprises.

Digital Arbeit begetting Digital Arbeit?

Digital Arbeit and Digital Geld are created from production processes, while the transactional sales yield Actual Geld, in the Digital Tournament of the National Intranet. But to continue what was established originally in *The Third Place (1st Ed.)* and expanded upon in this Treatise, it is possible to envisage one source of Arbeit eventually facilitating the creation of more Arbeit (and Geld by extension) for the Life-Energy Reserve. The Council State achieved that possibility by allocating portions of its State Budget toward the construction and maintenance of physical infrastructure. National highways, railways, seaports and airports were all key examples cited in *The Third Place (1st Ed.)*.

There is no doubt that the construction and maintenance of digital infrastructure will follow similar parameters. But unlike physical infrastructure, the digital infrastructure is split between the hardware and the software. Digital Arbeit and Digital Geld are to be created on the National Intranet by means of interacting with the software. The hardware, on the other hand, will enable contributions of Actual Arbeit and Actual Geld from having to build and maintain the machinery required to facilitate access to the National Intranet and the broader Digital Realm.

While the Council State is responsible for building and maintaining the digital infrastructure, the Digital Arbeit and Digital Geld to be contributed from the National Intranet will be created by the Totality. Aside from production processes and transactional sales, the Totality can facilitate additional sources of Digital Arbeit by devoting Life-Energy toward creating Digital Arbeit from building and maintaining new Websites, Servers, Computer Systems and Networks. All of those can then be readily bought and converted into Productive Properties-as-Power, which will in turn yield more Digital Arbeit.

Aside from those features of the National Intranet, it is also tenable to speak of the Internet Cafés contributing Digital Arbeit and Digital Geld from rendering their services to Nationals and Foreigners. Depending on their overall sizes, an Internet Café may be located inside a Shopping Arena, Shopping Citadel, and the more specialized SATHs (Shopping Arena Transit Hubs). Simply maintaining and operating rows of vacant computers as part of a shared Computer Server would not yield much Digital Arbeit and Digital Geld as part of their own economic activities. Getting those computers occupied by Nationals and Foreigners will allow them to create more Digital Arbeit and Digital Geld, in addition to receiving Actual Geld from providing access to the International Internet for patrons.

Furthermore, what is to be said about production processes and transactional sales elsewhere regarding the National Intranet are to be reapplied to the *Social Courts* of the International Internet. The economic functions of those *Social Courts*, as stated earlier, would follow the parameters of the SATHs. Since every nation in *Scenario 1999* is going to employ multiple Social Courts for every entryway into the National Intranet, it is inevitable to envisage Digital Enterprises creating Digital Arbeit and Digital Geld from supporting the economic activities of the State, Social, Student and Foreign Enterprises under the terms of a Real Trade Agreement (RTA).

Compared to Shopping Citadels, SATHs situated along international borders are more likely to receive foreign currencies from Foreigners as opposed to Nationals. In Shopping Citadels and the conventional Shopping Arenas, it is oftentimes the Nationals who are spending foreign currencies on imported goods and services at the Council State's Specialty Shops and Specialty Department Stores or at Foreign Enterprises allowed to operate under the Council State's RTAs. The Enterprises operating inside SATHs also follow the same conventional formatting as their counterparts at the Shopping Citadels and Shopping Arenas. The tenants could be of any economic organization and operating as either a State Enterprise, Social Enterprise, Student Enterprise or Foreign Enterprise. There would be the usual meeting spaces and local branches of the State Commissariats and Kontore.

Thus, what has been said about the SATHs can also be said about the *Social Courts*. There would be Enterprises offering goods and services at the Social Courts part of a given *Social Court*. The Tourist and Hospitality Industries will no doubt play prominent roles in the Social Courts, with the Retail and Video Game Industries trailing behind them. The Student Government will reserve a few areas in the Social Court for its own Student Enterprises as part of the Student Tournament for any economic activities with other SSEs. Unlike the SATHs, where the Council State is the one playing the predominant role in Arbeit begetting Arbeit, the Totality will be the ones operating the Digital Enterprises to facilitate the production processes and transactional sales in the *Social Courts* and the *Social Forums* for the National Intranet. These Digital Enterprises are also needed to work with the State Banks to ensure that the Blockcycle Technology will enable the LERE Process to function.

It is because of the fact that Digital Enterprises are responsible for supporting the economic activities of other Enterprises that Digital Arbeit has the potential to become more valuable than Actual Arbeit. ***There are plenty of opportunities for a single Digital Enterprise to create newfound wealth through Economic Socialization (ES).*** Such thinking is only entertainable when Information and Computer Technologies have been properly designed to operate under the Work-Standard as part of Production for *Dasein*. Technologies employed by the Digital Enterprises, such as Blockcycle Technology, are incompatible with Production for *Profit* and Production for *Utility*,

both of which are more suited for the World Wide Web (WWW) as opposed to the National Intranets and International Internet.

That being said, Digital Arbeit and Digital Geld should not constitute the bulk of an entire nation's contributions to the Life-Energy Reserve. While the Mechanization Rate (MR) can be reapplied to the Digital Realm vis-à-vis the National Intranet, a similar conclusion deserves to be made for the Attrition/Inaction Rate (AIR) insofar as Digital Arbeit itself is still another form of Arbeit. Let us not forget that the AIR, which controls the rate of Currency Depreciation/Appreciation, is dependent on the balance between the Quality of Arbeit (QW) and the Quality of Geld (QM).

One of the purposes of the LERE Refineries and the LERE Process by extension is to convert Digital Arbeit and Digital Geld into Actual Arbeit and Digital Geld. Under the Work-Standard, it is impossible to determine how Digital Arbeit and Digital Geld will impact the AIR until they have been converted to Actual Arbeit and Actual Geld. The conversions will allow their real impact on the AIR to become apparent. Accountants will be able to know the impact while finding the RTEP (Real Total Economic Potential) and RTFP (Real Total Financial Potential) as part of determining the TPP (Total Productive Potential) value.

Scenario 1999: The "Social" Aspect of Social Forums

Given that the political and the economic life of the Totality in the Social Forums and Social Courts are intertwined with Real World affairs offline, it becomes inevitable to conclude that the social life of the Totality in the Social Forums and Social Courts are also embedded in the offline affairs of the Real World. Whatever somebody does on the National Intranet will impact their standing with the Totality and the State back in the Real World. Conversely, what they do offline will in turn affect their standing with the Totality and the State on the National Intranet. This simple conclusion implies that the Social Ranking System continues to be applied on the National Intranet.

In essence, someone's Social Rank in the Real World will be reflected in their online appearance on the National Intranet. Anyone who does something worthy of renown on the National Intranet deserves to be given proper recognition by the Council State. Like the rest of the Totality and the Student Body by extension, those who contribute Digital Arbeit and Digital Geld are entitled to receive promotions to the next higher Social Rank. They may also be eligible to receive Medals, Awards, Commendations, and Prizes from the Council State for their service to the Totality. All the usual rules regarding the Social Ranking System, as they were originally established in *The Work-Standard (2nd Ed.)* and *The Third Place (1st Ed.)*, will continue to be upheld and enforced by the Social Forums. The Social Courts are to be subordinated by the Social Forums within this context insofar as the latter is ultimately beholden to the Council State vis-à-vis the Ministry of Science and Technology.

Furthermore, the Social Ranking System does not just apply to the Selves that exist as members of the Totality, regardless of their Vocation or Profession. It is to be made applicable to all Enterprises operating in the National, Student and Digital Tournaments as well as the Military-Industrial Complex. Enterprises contributing "the greatest Quality of Arbeit for the least Quality of Geld" are to be become eligible for the next highest Social Rank within their corresponding Industries. For an Enterprise to be conferred with a Social Rank higher than its peers in their related Industry, that Social Rank will allow them to be an example to the rest of its Industry. This of course was a topic covered previously in *The Third Place (1st Ed.)*, wherein the Social Ranking System among Enterprises in the Tournament is designed to accommodate Council Democracy and the conduct of MTEP as part of the Work-Standard. Thus, Digital Enterprises operating in the National Intranet will be entitled to being conferred with the same Social Ranks that would be expected of most State Enterprises, Social Enterprises, and Student Enterprises.

Distinctions between Personal and Professional Lives

One of the issues pertaining to the National Intranet that has yet to be addressed pertains to maintaining the subtle distinctions between the personal life and the professional life of the Self. If the Digital Realm poses implications for the National Sovereignties of entire nations, a similar argument deserves to be made about the Personal Privacy of the Self. By "Personal Privacy," I am of course referring to those distinctions between what somebody does at the workspace and what they do outside the workspace. Even in the best of times, everyone would not be spending the entirety of their day constantly contributing Arbeit and Geld to the Life-Energy Reserve. If they did, there would be unnecessary Attrition to the point that it will inflict serious Currency Depreciation on the Value of the Totality's Sociable Currency.

The formal recognition of distinctions between the Self's personal life and professional life is applicable to all Vocations, Professions, Enterprises, Industries, Sectors, and Institutions. In this

sense, it matters very little whether the Self happens to be contributing Actual Arbeit and Actual Geld, Digital Arbeit and Digital Geld, and Military Arbeit and Military. It also does not matter if the Self's contributions happen to be *Heimarbeit* (Homework or 'Work-from-Home') or hands-on training within the Student Tournament. At some point, the distinctions between professional life and personal life will eventually emerge and reemerge, from the moment the Self enters the workspace to the moment the Self leaves it.

A similar set of distinctions have been recognized within the context of the Productive and Personal Properties-as-Power. There is far more to Personal Properties-as-Power than the mere fact that they are incapable of contributing any Arbeit and Geld to the Life-Energy Reserve. They represent facets of the Self's personal life, what they do outside of the workspace, and how spend their Zeit when they are not working. This conception of "Personal Privacy" that I am referring to is perhaps best understood to the Reader as "Work-Life Balance," a concept that remained a prevalent one throughout the State of Total Mobilization.

From the outset, Work-Life Balance implies that the Self has a professional life and a personal life that coexist as logical extensions of Productive and Personal Properties-as-Power respectively. The Self may have personal interests, hobbies and passions outside of the workspace. They may have family members to look after. They might be important volunteers of either the People's Party or any of the other parties that constitute the United Front that ultimately governs the Council State. There are moments where it is necessary for the Self to commit themselves to their Vocations and then there are times where the Self has to be able to relax and recuperate every now and then.

The rise of the Digital Realm, however, presents a growing issue that has yet to receive a proper resolution. Should the personal life of the Self interfere with their professional life or vice versa? If so, to what extent and why? If not, how serious should the Totality and the State be toward the question of Work-Life Balance with regard to the Attrition/Inaction Rate (AIR) and the Mechanization Rate (MR)?

In a world order were computers, tablets and smartphones enable instant communications across every corner of the planet, it can seem difficult at times to juggle between the expectations of one's personal life and their professional life. It gets even more complicated if one happens to be living in a Household where they are also looking after the dependents within their family. With so many ways for people to communicate with each other, it becomes challenging to ascertain exactly when the workday ends if the Administrators are constantly trying to get in touch with their Civil Servants. Zeit could have otherwise been spent on the Self's personal life gets expended in their professional life, creating the very imbalances that are to be recorded by the Attrition/Inaction Rate. Nothing good ever comes out of Death-by-Overwork, the Work-Standard's equivalent of the Inflation/Deflation Rate's concept of Hyperinflation.

The Council State should strive to uphold the distinctions between the personal and professional life of the Self. It must maintain that for every Legal Duty that somebody has, there is an additional Legal Right that they are entitled to receive. Legal Duties and Legal Rights are supposed to complement each other. If the Council State can maintain the distinctions between Productive and Personal Properties-as-Power, it should also be able to ensure that Work-Life Balance will be upheld and enforced on behalf of the Totality.

Should Personal Information be considered Personal Property?

Another notable issue that deserves to be addressed with regard to Personal Privacy concerns the personal information of the Self and their appearances on the National Intranet. It is inevitable that certain details of their personal information will be found online. There are the usual details like their Social Rank, Vocation and Profession, Enterprise and Industry, and any Medals, Awards, Commendations and Prizes that they have received from the Council State. The same is also true for any promotions to the next highest Social Rank that were conferred to them by the Council State. Such information deserves to be given the recognition they deserve online, just as how information about the Self's Vocation in a Digital Enterprise deserves to be made known to the Totality and the State. Everyone's actions under the Work-Standard will be judged accordingly by the Totality and State. For every judgment prescribed on the Totality and State, the Self will do the same through the Social Forums of the National Intranet or, if not the Social Forums, the Councils of their Municipal and Regional governments.

The personal information that one provides on the National Intranet is to be genuine, accurate, and legitimate to the best of the Self's ability to know themselves, their latent sense of Authentic Dasein. In return, the Council State shall protect their Personal Privacy online, and the Totality are to be given a Constitutional Obligation to ensure that the Council State will enforce that Constitutional Intent. Personal information is to be treated as a form of Personal Property in the Digital Realm that is to be treated with the same recognition as any other form of Personal Property back in the Real World.

Even though it is a Personal Property, personal information on its own is incapable of becoming a source of Arbeit and Geld for the Life-Energy Reserve. Under no exceptions should anyone be allowed to gather and sell the personal information of others anywhere on the National Intranet. It represents an infringement of not only Personal Privacy but also the well-delineated distinctions between Personal Property and Productive Property. The Totality, through the Social Forums and Social Courts, will be expected to enforce this fact as part of the aforementioned Constitutional Obligation and its corresponding Constitutional Intent.

Scenario 1999: The Conduct of MTEP on the National Intranet

The Digital Realm presents a number of opportunities and hurdles for any serious applications of Mission-Type Economic Planning (MTEP) under the Work-Standard. Compared to the crude, inefficient Soviet-Type Economic Planning (STEP) that has since become a strawman for Liberal Capitalists opposing all forms of economic planning, MTEP is designed to give nations with Sociable Currencies the ability to carry out functions that could have other been considered possible in STEP. Here, the Central Planners and their subordinates, the Economic Planners and Accountants, do not create a timely central plan, applicable to a four or five-year basis, with predetermined targets, quotas, other quantifiable figures that must be achieved within the given timeframe. Instead, the Constitution will contain a qualifiable passage or two specifying the overarching aims of all economic life, thereby providing the Constitutional Intents that inform the Constitutional Obligations which are to be binding on the State, Totality, and Self. Central Planners function less like unseen bureaucrats and more like the magistrates of the Judiciary, except their roles pertain to the overall conduct of economic life. This is because the real crux of MTEP lies in the Economic Planner as the intermediate between the Central Planners and the Totality.

In MTEP, Economic Planners perform vital functions related to the LER and LERE Processes. Their primary role, as established in *The Work-Standard (2nd Ed.)*, involves depositing financial information about the performances of various Vocations and Professions, Guilds and Enterprises, Industries and Economic Sectors at the State Banks on a given workweek. The State Banks compile that information together to create a synthetic picture for the Central Bank to discover the Total Productive Potential (TPP) value, allowing it to determine the "***Requisitionary Productive Forces (RPF)***." The RPF value represents how many units of Sociable Currency the Central Bank may put into circulation without creating Sovereign Schuld for the State, Totality and the Self. Exactly how much is limited to the TPP value, which represents the final sum of all contributions of Arbeit and Geld to the Life-Energy Reserve. As long as the contributions of Arbeit and Geld do not leave the country when the Council State reallocates them from its State Budget, and assuming that there are no wartime-related expenses being incurred on the nation's finances, the TPP value will always remain constant.

Aside from that primary function, the Economic Planner is also responsible for providing an Enterprise's NSFIs to the Kontore and maintaining its close communications with the Inspectors of the State Commissariats of Wages and Prices. Moreover, they also assist the Enterprise's Administrators and Civil Servants with their decisions on who among them should be their Delegates and how they should be governing their Enterprises in the Council Democratic process. Economic Planners also perform advisory and organizational roles within a given Enterprise. If an Enterprise needs Investors or Civil Servants, its Administrator will turn to the Economic Planner for their assistance. If an Enterprise needs help determining the Value of its Arbeit or the Price of its Geld within the LER or LERE Processes, the Economic Planner may offer suggestions and provide proposals. If an Enterprise is interested in expanding its production processes or preparing its finances for the future, the Economic Planner is there to help.

These are all of the well-established roles that Economic Planners have under the Work-Standard, according to the previous three Treatises prior to *The Digital Realm (1st Ed.)*. What has been about Economic Planners in the Real World is also applicable to those working with Digital Enterprises in the National Intranet. What ultimately distinguishes Economic Planners of the latter from those of the former is their ability to harness the technologies of the Digital Realm and the LERE Process

at the behest of Digital Enterprises. But other than those two considerations, most of the functions associated with Economic Planners operating in the National Intranet are identical to those of their offline contemporaries.

The LERE Process was specifically designed to facilitate contributions of Digital Arbeit and Digital Geld to the Life-Energy Reserve. Economic activities in the National Intranet create Digital Arbeit and Digital Geld that must then be converted into Actual Arbeit and Actual Geld before they can be registered in the Life-Energy Reserve by the Central Bank. To that end, the National Intranet contains a number of LERE Refineries that are ready to convert the Digital Arbeit and Digital Geld into Actual Arbeit and Actual Geld. While Economic Planners and their retinues of Accountants operate as a single team inside a Digital Enterprise, another team can be found overseeing each LERE Refinery.

Compared to other Economic Planners and their retinues, the ones found at a LERE Refinery will be working alone. Alongside them are various Computer Scientists, Programmers, and Engineers tasked with operating the LERE Refinery. These Computer Scientists, Programmers, and Engineers preside over the Blockcycle Technology responsible for transferring Digital Arbeit and Digital Geld around the National Intranet, their conversion to Actual Arbeit and Actual Geld at the LERE Refineries, and their subsequent deliverances to the Life-Energy Reserve. Everyone at the LERE Refineries is in constant contact with detachments of the Kontore and State Commissariats at the Social Forums. These detachments fulfill the same functions as their offline counterparts, from carrying out the "***Transvaluation of All Arbeit***" and setting the Prices for goods and services on behalf of the Enterprises to issuing NSFIs to potential Investors.

Depending on how sophisticated the National Intranet happens to be, these Economic Planners and Accountants may also be working with the aforementioned Computer Scientists, Programmers and Engineers in other roles besides the LERE Process. One important area of interest that was alluded to in *Work-Standard Accounting Practices (1st Ed.)* concerns the development of advanced computer software applications and programs intended for the conduct of MTEP and Command-Obedience Account Bookkeeping (COAB). Financial Technology (Fintech) can expedite both the LER and LERE Processes by enhancing the speed and efficiency at which the Economic Planners and Accountants are able to readily acquire financial information from their assigned Enterprises and process that information for the Life-Energy Reserve. With the National Intranet and the promising development of Artificial Intelligence, the LER and LERE Processes can be rapidly carried out in short order. Any new events affecting the VCS Economy, Reciprocal-Reserve Banking System, Council State or SSE will be made known to the Totality by the Economic Planners vis-à-vis online Social Media, Student Media, and State Media.

The increased speed at which economic life occurs on the National Intranet will undoubtedly translate into faster occurrences of events impacting the Social Rank System and the Tournaments. For the Social Ranking System, the State, Totality and Self will be able to know the Quality of Arbeit (QW) for every Enterprise and Guild, their performances relayed to them by the Kontore. They will even learn how much or how quickly the overall performance of Digital Enterprises has changed across any given timeframe. The same can also be said about the Student Enterprises, Social Enterprises, and State Enterprises. Determining the eligibility of any Enterprise's Social Rank based on their Quality of Arbeit in the Tournaments will become more convenient for the State Commissariats, assuming those values do in fact reflect their overall economic performance, both offline and online.

Over the course of the next three Entries, we will be exploring how COAB can be implemented on the National Intranet as part of MTEP. The goal of those Entries is to demonstrate how COAB and the "***Worksheet of Sociable Accounts (WSA)***" not only provide the Central Bank with financial information to set the RPF value based on the TPP value, but also how allow the State Commissariats to determine the Prices of goods and services, help the Central Planners confer the Social Ranks of various Enterprises, and facilitate the Council State's ability to bestow medals, awards, letters of commendation, and prizes as part of the Social Ranking System.

Applications of the COAB and WSA on the National Intranet (Pt. 1 of 3)

Back in Section Three of *Work-Standard Accounting Practices (1st Ed.)*, I outlined a basic conceptual model for how to understand, standardize and formalize *Command-Obedience Account Bookkeeping* (COAB) for the Work-Standard. The purpose of COAB is to facilitate the allocations and transmissions of Arbeit and Geld between the State, Totality and Self as part of the LER and LERE Processes. In MTEP, Accountants and Economic Planners process those allocations and transmissions in financial ledgers containing the *Worksheet of Sociable Accounts* (WSA). The official record of the WSA, which all Enterprises and Guilds must provide to the State Banks for the Central Bank to later register to the Life-Energy Reserve, is kept by the Economic Planner of an Enterprise or Guild. The decision to elaborate on COAB in relation to MTEP has proven to be vital as this three-part Entry could not have otherwise been done without the preceding completion of *Work-Standard Accounting Practices (1st Ed.)*.

Worksheet of Sociable Accounts (WSA)			
Obedience	***Command***		
National Account	**TPP Accounts**	**LER Accounts**	**SI-EF Accounts**
	National Income	*Economic Production*	*Financial Mobilization*
	State Budget + People's Geld	RTEP + RTFP	NSFI + NSB + SI + PS
State Account	*State Income*	*Digital & Military Production*	*Financial Investments*
	State Revenue	EDW	$NSFI_1 + NSB_1$
	State Spending	EDM	$NSFI_2 + NSB_2$
	State Expense	WAF	SI + PS
	State Budget	MAF	OSF
Communion Account	*Organizational Income*	*Organizational Finances*	*Organizational Spending*
	Social Revenue	Product Outputs	Resource Inputs
	Social Spending	Transactional Sales	Production Costs
	Social Expense	Basic Essentials Sales	Essential Costs
	State Funds	Non-Essentials Sales	Non-Essential Costs
Social Account	*Social Income*	*Social Finances*	*Social Spending*
	People's Revenue	Drawings	Stipends
	People's Spending	Transactional Sales	Production Costs
	People's Expense	Basic Essentials Sales	Essential Costs
	People's Geld	Non-Essentials Sales	Non-Essential Costs
Household Account	*Household Income*	*Household Finances*	*Household Spending*
	Personal Revenue	Drawings	Stipends
	Personal Spending	Transactional Sales	Production Costs
	Personal Expense	Basic Essentials Sales	Essential Costs
	Personal Geld	Non-Essentials Sales	Non-Essential Costs
Domestic Account	*National Costs*	*National Development*	*National Spending*
	National Spending	National Licenses	RTA Spending
	National Expenses	National Technology	RTA Expenses
	Sovereign Schuld	National Culture	Foreign Aid
	People's Schuld	National Tourism	Technology Costs
	Personal Schuld	National Media	R&D Costs
Foreign Account	*Foreign Reserves*	*Foreign Development*	*Foreign Spending*
	SFR Account	Economic Foreignization	RTA Revenue
	KDM Account	Social Foreignization	RTA Income
	KBM Account	Net Foreignization	Development Aid
Opening Balance		**Closing Balance**	
Final TPP Value		**Actual RPF Value**	

Worksheet of Sociable Accounts (WSA)

In serious and practical applications of the Work-Standard, there will always be those Enterprises where the contributions of Arbeit and Geld do not come from the production of goods, the rendering of services, or the transactional sales for those goods and services. Some Enterprises may not always be contributing just Actual Arbeit and Actual Geld; they may also be contributing Digital Arbeit and Digital Geld, Military Arbeit and Military Geld, both or even all three main types of Arbeit and Geld. At the same time, there could even be other Enterprises where a large proportion of their contributions of Arbeit and Geld were the results of State Investments, Work-Tenures and other NSFIs like Fiefs and Work-Plans, Economic Socialization (ES) or Economic Foreignization (EF).

For Accountants, the challenge has been to categorize where and how a given Enterprise contributed Arbeit and Geld to the Life-Energy Reserve. The solution was to establish two accounting techniques for COAB, to be used in conjunction with the WSA as part of the LER and LERE Processes. Those are the "*Life-Energization Basis Method*" (referred to from hereon as the "***LEBM Technique***") and the "*National-Socialization Basis Method*" (referred to from hereon as the "***NSBM Technique***").

Accountants are expected to determine which of the two techniques are most appropriate when determining the contributions of Arbeit and Geld to the Life-Energy Reserve among various Enterprises:

1. **Workflow Principle**: How much Arbeit and Geld is being contributed as Revenues and how much Arbeit and Geld were lost due to Expenses? Both LEBM and NSBM Techniques apply.
2. **National-Socialization Principle**: Are there additional sources of Arbeit and Geld beyond what an Enterprise contributes to the Life-Energy Reserve, such as State Investments, NSFIs, and Work-Tenures? ***If yes, use the NSBM Technique; if no, use the LEBM Technique***.
3. **Dasein Motive Principle**: Are all sources of Arbeit and Geld exclusively Actual Arbeit and Actual Geld or does a given production process include dual-purpose applications that would necessitate large-scale contributions of Digital Arbeit and Digital Geld and/or Military Arbeit and Military Geld? ***If yes, use the NSBM Technique; if no, use the LEBM Technique***.

The LEBM Technique is the primary method employed in COAB by Accountants as part of MTEP. Everything that occurs in the LEBM Technique can be summarized as a seven-step procedure. The NSBM Technique, on the other hand, accounts for more than just the three main sources of Arbeit and Geld. As State, Social and Student Enterprises specialize in different types of Arbeit and Geld and interact with each other and with Foreigners under Real Trade Agreements (RTAs), we can expect the NSBM Technique to become more relevant for Enterprises occupying the higher rungs of the Social Ranking System. For Guilds and Enterprises in the lower rungs of the Social Ranking System, the LEBM Technique is more than sufficient for their Accountants and Economic Planners.

Another notable distinction between the LEBM and NSBM Techniques is that the latter is more complex and can include additional steps. Unlike the LEBM Technique, which will always be a seven-step procedure, the NSBM Technique could have as many as fifteen individual steps.

Procedural Steps of LEBM Technique

1. Find the Quality of Arbeit (QW) and the Final Quality of Arbeit (FQW)
2. Find the Quality of Geld (QM) and the Final Quality of Geld (FQM)
3. Determine the Attrition/Inaction Rate (AIR)
4. Find the Total Economic Potential (TEP) and the Real Total Economic Potential (RTEP)
5. Find the Total Financial Potential (TFP) and the Real Total Financial Potential (RTFP)
6. Find the LER Account as the sum of RTEP and RTFP
7. Determine the National Account, Social Account and Household Account on the Obedience Side from the combined sums of TPP, LER, and SI-EF Accounts on the Command Side

Procedural Steps of NSBM Technique

1. Find the Quality of Arbeit for the VCS Economy (QW_1), the SSE (QW_2), Reciprocal-Reserve Banking System (QW_3), and the Council State (QW_4)
2. Find the Quality of Arbeit for International Trade (QW_5). All foreign sources of Actual Arbeit from RTAs and Military Arbeit (WAF) from the Military-Industrial Complex are to be found here
3. Given the values of QW_1, QW_2, QW_3, QW_4, and QW_5, find the Final Quality of Arbeit (FQW)
4. Find the Quality of Geld for the VCS Economy (QM_1), the SSE (QM_2), Reciprocal-Reserve Banking System (QM_3), and the Council State (QM_4)
5. Find the Quality of Geld for International Trade (QM_5). All foreign sources of Actual Geld from RTAs and Military Geld (MAF) from the Military-Industrial Complex are found here
6. Given the values of QM_1, QM_2, QM_3, QM_4, and QM_5, find the Final Quality of Geld (FQM)
7. Determine the Attrition/Inaction Rate (AIR)
8. Find the Total Economic Potential (TEP)
9. Find the Real Total Economic Potential (RTEP)
10. If given Digital Arbeit, find the Electrified Quality of Digital Arbeit (EDW)
11. Find the Total Financial Potential (TFP)
12. Find the Real Total Financial Potential (RTFP)
13. If given Digital Geld, find the Electrified Quality of Digital Geld (EDM)
14. With RTEP and EDW as well as RTFP and EDM, find the sum of the LER Account.
15. Determine the National Account, State Account and the Communion Account from the combined sums of the TPP, LER, and SI-EF Accounts

Completing the WSA for the Central Bank

The WSA is split between the Obedience Side ("***Accounts Receivable***") and the Command Side ("***Accounts Payable***"). The Obedience Side represents the sum values of the National Account, State Account, Communion Account, Social Account, Household Account, Domestic Account and Foreign Account. The values of those five are required by the Central Bank to know the Final TPP Value, which it will need to set the RPF Value for the State, Totality, and Self. Conversely, the Command Side contains the sum values of the TPP Account, LER Account, and SI-EF Account. Each triumvirate of accounts on the Command Side is needed to find the values of the National Account, State Account, Communion Account, Social Account, Household Account, Domestic Account and Foreign Account.

When implemented in practice, the WSA Account of any given Enterprise or Guild will have its Economic Planners and Accountants complete three of the following Accounts Receivable on the Obedience Side:

- National Account, State Account, and Communion Account → NSBM Technique
- National Account, Social Account, and Household Account → LEBM Technique

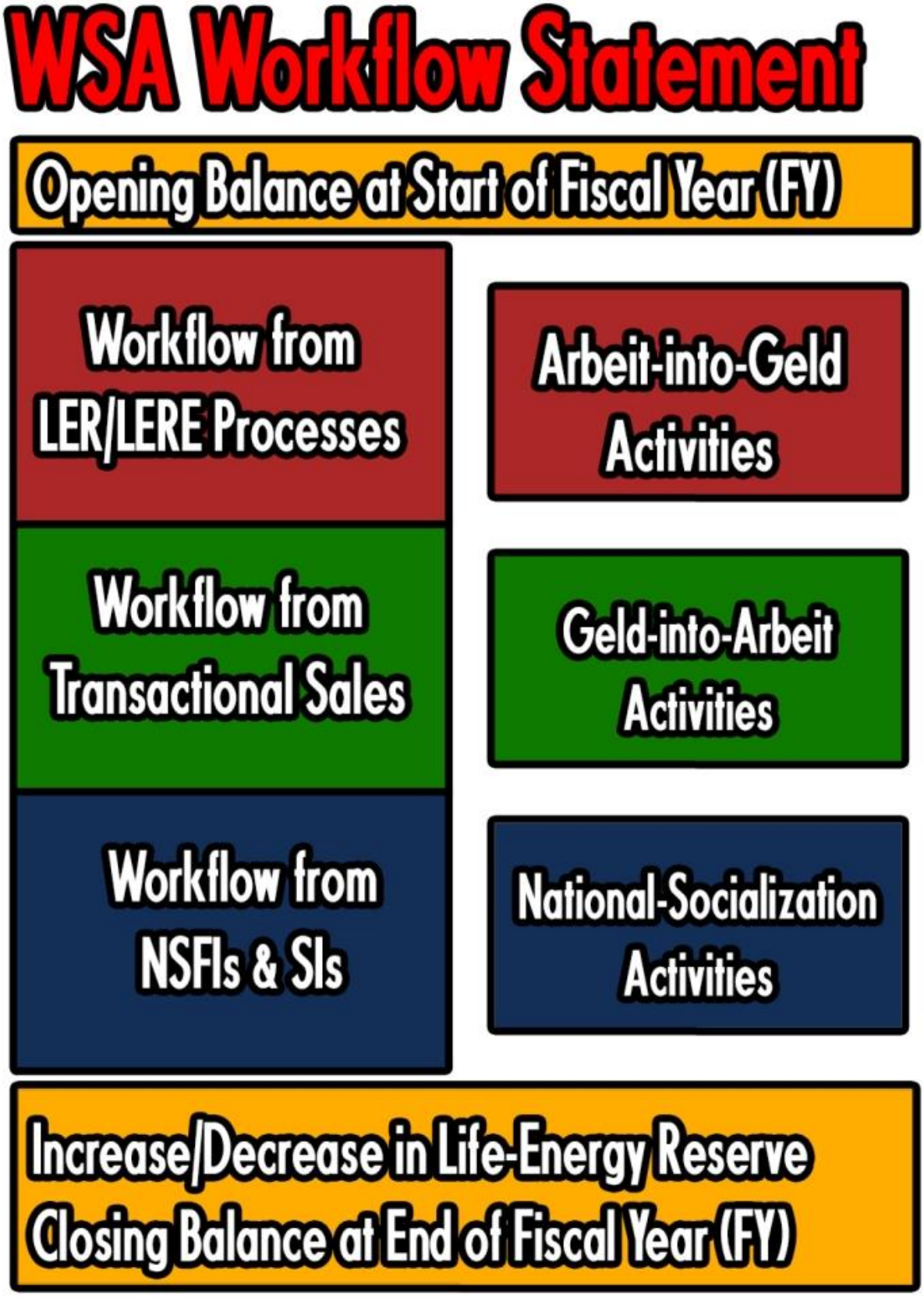
The result of this practice will have the WSA of any given Enterprise or Guild to leave four of the Accounts Receivable on the Obedience Side blank when disclosing their finances to Auditors or when Economic Planners deposits them to the State Banks.

- In the *NSBM Technique*, the Social, Household, Domestic and Foreign Accounts are left blank.
- In the *LEBM Technique*, the State, Communion, Domestic and Foreign Accounts are left blank.

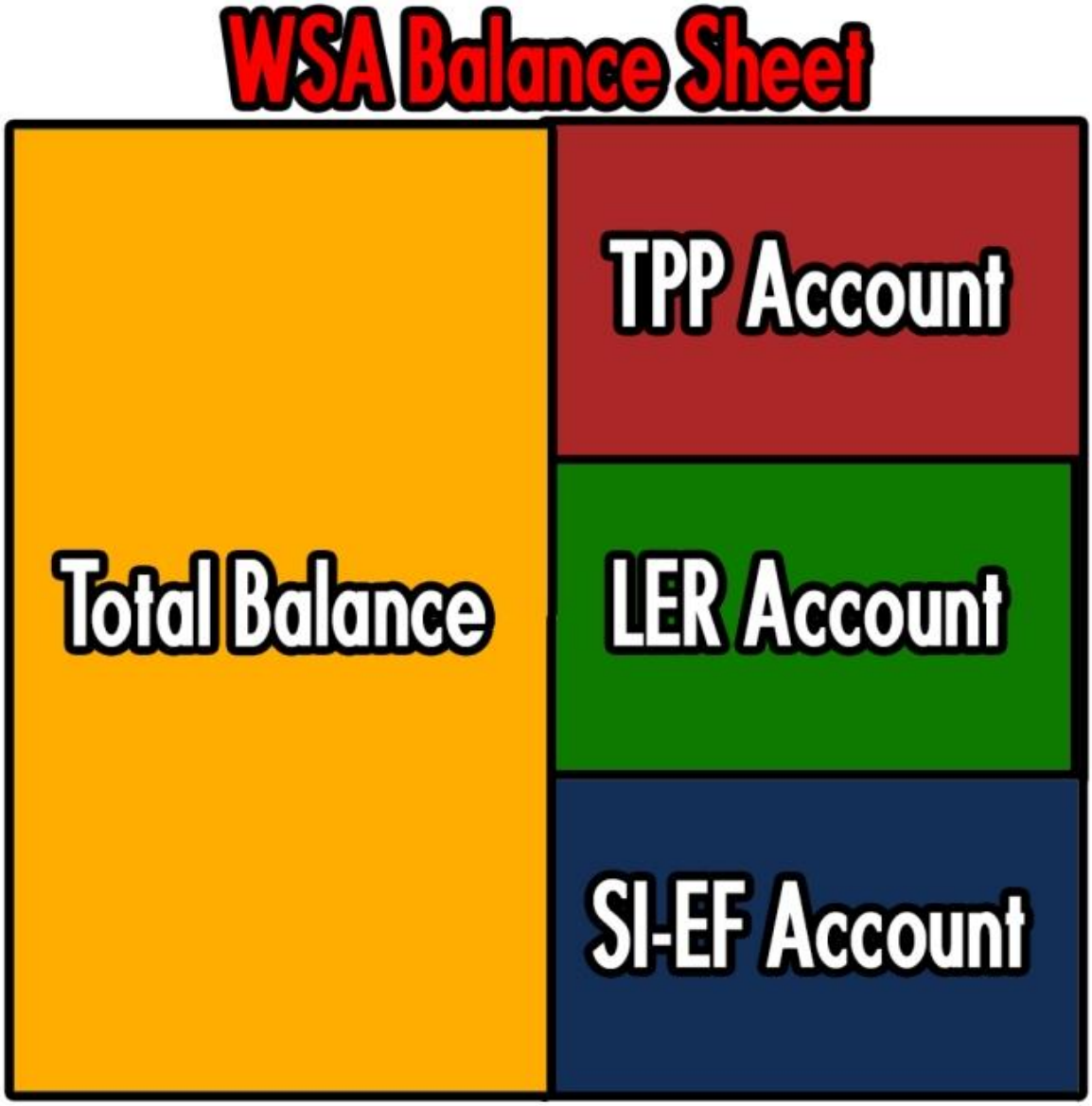
The Explicit Intent here is to minimize confusion and miscommunication among the Economic Planners and Accountants when compiling the finances of individual Enterprises and Guilds.

- NSBM Technique → State Enterprises (SAEs and SOEs) and Social Enterprises (SOEs and NSEs)
- LEBM Technique → Social Enterprises (NSEs and POEs or POEs and PDEs) and Student Enterprises

State Enterprises and higher-ranking Social Enterprises in the Social Ranking System will rely on the NSBM Technique, whereas lower-ranking Social Enterprises and Student Enterprises will employ the LEBM Technique. The general rule is that the Economic Planners and Accountants must use either the NSBM Technique or the LEBM Technique while working for Enterprises with the corresponding Social Ranks. To ensure that Auditors, the Totality, the State Commissariats, Kontore, Central Planners, Council State, and Central Bank are all able to know the finances of the Life-Energy Reserve, Accountants and Economic Planners employ three types of WSA Financial Reports. These WSA Financial Reports are applicable to both the NSBM Technique and the LEBM Technique, ensuring consistent and straightforward reporting. These WSA Financial Reports are the "***Workflow Statement***," "***Income Statement***," and "***Balance Sheet***."


WSA Workflow Statement
Opening Balance at Start of Fiscal Year (FY)
Workflow from LER/LERE Processes
Arbeit-into-Geld Activities
Workflow from Transactional Sales
Geld-into-Arbeit Activities
Workflow from NSFIs & SIs
National-Socialization Activities
Increase/Decrease in Life-Energy Reserve
Closing Balance at End of Fiscal Year (FY)

WSA Income Statement
Revenues
Spending
Expenses
TPP Account
Outputs
Sales
LER Account
Essential Costs
Non-Essential Costs
SI-EF Account



When compiling the WSA of an Enterprise, Economic Planners and Accountants will begin with the Accounts Payable on the Command Side. They will focus on finding the LER Accounts, followed by the SI-EF Accounts, before finishing with the TPP Account. With three sets of Accounts Payable on the Command Side, Economic Planners and Accountants will be able to complete the Workflow Statement, Income Statement and Balance Sheet. ***All of the information found on the* Workflow Statement, Income statement *and* Balance Sheet *will be identical to the information on the WSA document!***

Based on the conclusions posited here, all Digital Enterprises on the National Intranet are to be using the NSBM Technique instead of the LEBM Technique. It does not matter if the Digital Enterprise in question happens to be in the SSE or the VCS Economy; all Digital Enterprises must use the NSBM Technique. There are no exceptions to this particular Legal Duty for the Accounting Profession.

Applications of the COAB and WSA on the National Intranet (Pt. 2 of 3)

For Parts II and III, we will be exploring how to perform Command-Obedience Account Bookkeeping (COAB) in order to provide the necessary financial information required by the WSA, Workflow Statement, Income Statement, and Balance Sheet. The financial information to be found here is to be conducted as part of MTEP by Accountants and Economic Planners. As the procedures for the LEBM (Life-Energization Basis Method) and NSBM (National-Socialization Basis Method) Techniques have been discussed in enough detail back in Part I, we can now proceed to demonstrate COAB and NSBM Techniques can be readily applied to Digital Enterprises. Remember, the accounting work for all Digital Enterprises, regardless of their Social Ranks in the Tournaments, can only be done using the NSBM Technique.

The focus of this portion of the Entry is to describe the parameters of the LERE Process using the NSBM Technique as part of COAB. The goal is to compile the required information for the following Accounts on the Obedience Side ("*Accounts Receivable*") and the Command Side ("*Accounts Payable*"). To make this Entry easy and straightforward for anyone who are in the Accounting Profession or are unfamiliar with COAB, I will be reusing a familiar example that was made possible by *Work-Standard Accounting Practices (1st Ed)* and was first introduced "Test Demonstration of LER & LERE Processes":

> "Suppose there are 250 Students at the tertiary educational level working for a *Student Cooperative* within the Student Tournament of the SSE. In just 8 hours, each Student has computer systems contributing Digital Arbeit with a Value of 10 GDM to their National Intranet's Blockcycle. Given a Mechanization Rate (MR) of 0.0%, their overall Value of Digital Arbeit is ***2,500 GDM after all Expenditures have been factored***.
>
> In the conversion to Digital Geld, there is no Economic Socialization (ES) because their production process happens to be not contributing to any other production processes. The 'Solidarity Rate of Scale and Duration of Production (SR_1)' is 1.25, which is in reference to the aforementioned Value of 10 GDM per 8 hours (or 2.5 GDM for every 2 hours). But since it is not facilitating Economic Socialization, the 'Solidarity Rate of Scope and Density of Production (SR_2)' is just 1.00. Therefore, their overall Price of Digital Geld is ***3,125 GDM before all Revenues have been factored***.
>
> GDM/USD Exchange Rate is 1.00 GDM per $75.00 USD."

But instead of repeating the example described above, I will be reworking that example to provide two variations, applicable to the LER Process (which employs both the LEBM and NSBM Techniques) and LERE Processes (which can only employ the NSBM Technique). Different values, different economic organizations, but the same sets of procedures. The following are related to the LER Process using the LEBM Technique and the LERE Process using the NSBM Technique.

LER Process with the LEBM Technique

Quality of Arbeit Formula Reference Chart

$(WP\ (FM) - WI) * All\ Vocations = AP_N$
$(AP_N + ... + AP_x) * All\ Enterprises = AE_N$
$(AE_N + ... + AE_x) * All\ Industries = AI_1$
$(AI_N + ... + AI_x) * 5 = AN_1$

$AP_x * MR = QP_N$
$AE_x * MR = QE_N$
$AI_x * MR = QI_N$
$(AP_N + AE_N + AI_N + AN) * MR = QW_1$

$AN_2 * MR = QW_2$
$AN_3 * MR = QW_3$
$AN_4 * MR = QW_4$
$AN_5 * MR = QW_5$
$QW_1 + QW_2 + QW_3 + QW_4 + QW_5 = FQW$

WP = Work-Productivity
FM = Force Multiplier
WI = Work-Intensity
MR = Mechanization Rate

AP_N = Arbeit of All Vocations for One Profession
AE_N = Arbeit of All Professions for One Enterprise
AI_N = Arbeit of All Enterprises for One Industry
AN_1 = Arbeit of All Industries for the National Economy

QP_N = Quality of Arbeit for All Professions
QE_N = Quality of Arbeit for All Enterprises
QI_N = Quality of Arbeit for All Industries
QW_1 = Quality of Arbeit for the National Economy
QW_2 = Quality of Arbeit for the Student Economy
QW_3 = Quality of Arbeit for the Financial Regime
QW_4 = Quality of Arbeit for the National Government
QW_5 = Quality of Arbeit for the International Trade
FQW = Final Quality of Arbeit

AN_2 = Arbeit from the Student Economy
AN_3 = Arbeit from Financial Regime
AN_4 = Arbeit from National Government
AN_5 = Arbeit from International Trade

Quality of Geld Formula Reference Chart

$QP + (ES_1 + ... + ESx) * All\ Vocations = MP$
$QE + (ES_1 + ... + ES_x) * All\ Professions = ME$
$QI + (ES_1 + ... + ES_x) * All\ Enterprises = MI$
$QW + (ES_1 + ... + ES_x) * All\ Industries = MN$

$MP * SR_1 = MQP$
$ME * SR_1 = MQE$
$MI * SR_1 = MQI$
$MN * SR_1 = QM_1$

$QM_1 + QM_2 + QM_3 + QM_4 + QM_5 = FQM$

QP = Quality of Arbeit within a Profession
ES_1 = Economic Socialization
SR_1 = Scale / Duration of Production
QP_N = Quality of Arbeit for All Professions
QE_N = Quality of Arbeit for All Enterprises
QI_N = Quality of Arbeit for All Industries
QW_1 = Quality of Arbeit for the National Economy

MP = Geld of All Vocations in a Profession
ME = Geld of All Professions in an Enterprise
MI = Geld of All Enterprises in an Industry
MN = Geld of All Sectors in the National Economy

MQP = Quality of Geld for Vocations across Professions
MQE = Quality of Geld for Professions across Enterprises
MQI = Quality of Geld for Enterprises across Industries

QM_1 = Quality of Geld for Sectors of National Economy
QM_2 = Quality of Geld for the Student Economy
QM_3 = Quality of Geld for the Financial Regime
QM_4 = Quality of Geld for the National Government
QM_5 = Quality of Geld for International Trade
FQM = Final Quality of Geld

Total Economic Potential and Total Financial Potential Formulas (with Alternate Attrition/Rate Equations)

Total Economic Potential (TEP)

$QW_1 + QW_2 + QW_3 + QW_4 + QW_5 = FQW$
FQW - Expenditure = TEP

RTEP = TEP / AIR
AIR = (TEP / RTEP) * 100

Total Financial Potential (TFP)

$QM_1 + QM_2 + QM_3 + QM_4 + QM_5 = FQM$
$(QM_1 * SR_2)$ + Revenue = QMN_1
$(QM_2 * SR_2)$ + Revenue = QMN_2
$(QM_3 * SR_2)$ + Revenue = QMN_3
$(QM_4 * SR_2)$ + Revenue = QMN_4
$(QM_5 * SR_2)$ + Revenue = QMN_5
$QMN_1 + QMN_2 + QMN_3 + QMN_4 + QMN_5 = TFP$

RTFP = TEP + TFP / AIR
AIR = (TEP + TFP/RTEP + RTFP) * 100

FQW = Final Quality of Arbeit
FQM = Final Quality of Geld
QMN_N = Net Financial Potential
RTEP = Real Total Economic Potential
RTFP = Real Total Financial Potential
AIR = Attrition/Inaction Rate
SR_2 = Density / Scope

290 Students were participating in an EGO (Extracurricular Guild Occupation) operating 2 Student Department Stores inside a Shopping Citadel. Each Student Department Store, attached to the Student Tournament of the SSE, had 29 Students assigned to work in an 8-hour shift for 5 days in the workweek. In any given 8-hour shift, every Student achieved a Work-Productivity (WP) of 6 GDM with a Work-Intensity (WI) of about 2. The Force Multiplier (FM) is 1.00. The current Mechanization Rate (MR) set by the Central Bank is 2.31%.

On their own in any given day, each Student Department Store contributes 116 GDM. For an entire workweek, however, one Student Department Store contributes 580 GDM. When accounted together, both Student Department Stores make 232 GDM daily and 1,160 GDM weekly. Given the aforementioned MR of 2.31%, their combined Final Quality of Arbeit (FQW) is 2,679.60 GDM.

Economic Socialization (ES), it should be recalled, are additional sources of Arbeit that were facilitated by the economic activities of any Vocation, Profession, Enterprise, Industry, Sector, or Institution. The overall effects of ES are far more potent and higher among the Manufacturing and Natural Sectors, however. Distribution, maintenance, transportation, and repair services are notable examples for the Services Sector, but these are usually attributed to the Council State or Student Government and not the Enterprises of the SSE or the VCS Economy.

For those 2 Student Department Stores, ES did not apply because their transactional sales and rendering of finished goods were not facilitating other production processes. It would be a different story if those Student Department Stores were selling products that were needed by other Student

Enterprises. The Solidarity Rate for Scale and Duration of Production (SR_1) for both Student Department Stores is 0.5 and, because there is no ES value, their combined Solidarity Rate for Density and Scope of Production (SR_2) is 1.00.

The value right now should be 1,339.80 GDM. However, because there are 2 Student Department Stores, the Final Quality of Geld (FQM) is also going to be 2,679.60 GDM.

The Attrition/Inaction (AIR), as the quotient of FQW and FQM, is 1.00%. This is because the FQW and FQM are both 2,679.60 GDM, the SR_1 is 0.5, there was no ES to warrant the SR_2 to be anything except 1.00, and there are only 2 Student Enterprises to be accounted here.

On a weekly basis, both Student Department stores have a combined Expenditure of 1,220 GDM as part of their overall costs, generating 1,000 GDM in Revenue from transactional sales. Each Student Department Store, in this context, had an Expenditure of 610 GDM and 500 GDM in Revenue.

Deduct 1,220 GDM in Expenditures from 2,679.60 GDM to yield their Total Economic Potential (TEP) of 1,459.60 GDM. Add 1,000 GDM in Revenue to 2,679.60 GDM to yield a Total Financial Potential (TFP) of 3,939.80 GDM. All we need to do now is find the Real Total Economic Potential (RTEP) and the Real Total Financial Potential (RTFP).

Given the TEP and an AIR of 1.00%, the RTEP is 1,459.60 GDM. With TEP, TFP and AIR, the RTFP is 5,399.4 GDM. The combined LER Account for both Student Enterprises is 6,859 GDM.

For 2 large Student Department Stores operating in a Shopping Citadel, these are healthy numbers that they should be having. If the State Commissariats believe that a "***Transvaluation of All Arbeit (TAA)***" is necessary, the Convertibility Rate (CR) will be employed to alter the Value of Arbeit and the Price of Geld on behalf of the Central Bank. Alternatively, the Central Bank could lower the Mechanization Rate (MR).

LERE Process with the NSBM Technique

Electified Qualities of Arbeit and Geld Formulas

$$(WP(FM) - WI) * \text{No. of Machines} = DAP_N$$
$$AP_N + (DAP_N + ... + DAP_x) * \text{No. of Machines} = DAE_N$$
$$AE_N + (DAE_N + ... + DAE_x) * \text{No. of Machines} = DAI_N$$
$$AI + (DAI_N + ... + DAI_x) * \text{No. of Machines} = DAI_N$$

$$DAP_N * MR = DQP_N$$
$$DAE_N * MR = DQE_N$$
$$DAI_N * MR = DQI_N$$

$$(DQP + DQE + DQI) - \text{Expenditures} = EDW$$

$$DAP_N + (ES_N + ... + ES_x) * SR_1 = DMP_N$$
$$DAE_N + (ES_N + ... + ES_x) * SR_1 = DME_N$$
$$DAI_N + (ES_N + ... + ES_x)I * SR_1 = DMI_N$$

$$DMP * SR_2 = QMP$$
$$DME_N * SR_2 = QME$$
$$DMI_N * SR_2 = QDI$$

$$(QMP + QME + QDI) + \text{Revenues} = EDM$$
$$(EDW + EDM) + (RTEP + RTFP) = \text{LER Account}$$

DAP = Digital Arbeit of Professions	DQP = Digital Quality of Arbeit for Professions
DAE = Digital Arbeit of Enterprises	DQE = Digital Quality of Arbeit for Enterprises
DAI = Digital Arbeit of Industries	DQI = Digital Quality of Arbeit for Industries
DMP = Digital Geld of Professions	QMP = Digital Quality of Geld for Professions
DME = Digital Geld of Enterprises	QME = Digital Quality of Geld for Enterprises
DMI = Digital Geld of Industries	QMI = Digital Quality of Geld for Industries

A Digital Enterprise on the National Intranet has 750 Civil Servants overseeing the production processes of 15 State, Social and Student Enterprises. These Enterprises back in the Real World are producing goods at manufactories, transporting and delivering the merchandise, selling services through offline retailers and online eCommerce platforms, and providing maintenance and repair services.

In an entire workweek, this Digital Enterprise has a WP of 7 GDM from each of its Civil Servants and an WI of 4, its Force Multiplier (FM) being 1.90 due to them contributing Digital Arbeit to the Life-Energy Reserve. Due to the other 15 Enterprises causing Economic Socialization (ES), the State Commissariats raised its FM to 2.40. The Central Bank's Mechanization Rate (MR) is 1.75%.

In the LERE Process, there is the Actual Arbeit and then there is the Digital Arbeit. The Value of Digital Arbeit is twice that of the Value of Actual Arbeit to reflect the fact people are operating machinery connected to the Digital Realm.

The Value of Actual Arbeit from the 750 Civil Servants is 5,400 GDM, the Value of their Digital Arbeit is also 5,400 GDM, and the sum of both Actual and Digital Arbeit is 10,800 GDM. Multiply 10,800 GDM by the MR of 1.75% to yield 18,900 GDM. The Expenditure of running the Digital Enterprise remotely on the National Intranet for 15 other Enterprises is 60 GDM.

The Digital Quality of Arbeit is 17,840 GDM.

The ES value for each of the 15 Enterprises is 30 GDM for a combined total of 450 GDM. These values represent the amounts of Actual Arbeit that this Digital Enterprise enabled because it was rendering a service all of those Enterprises on the National Intranet. We should be yielding 18,290 GDM.

Next, we multiply that value by Solidarity Rate for Scale and Duration of Production (SR_1), which is 0.075 due to the low WP value of 3 and the 40 hour work-week. The Price of Digital Geld is 1,371.75 GDM.

For the Solidarity Rate for Density and Scope of Production (SR_2), which is a quotient of 450 and 60, the total should be 7.5. The Density of 1,0500 came from the value of the ES, the Scope of 60 coming from the WI of 4 for each of the 15 Enterprises. The Quality of Digital Geld is estimated to be 10,288.13 GDM. That figure can increase if the Digital Enterprise happens to be facilitating transactional sales with any or all of the 15 other Enterprises. Since we are relying on the LERE Process as part of the NSBM Technique, we are supposed to add the 18,290 GDM in Digital Arbeit and the 10,288.13 GDM in Digital Geld toward the RTEP and RTFP values.

Applications of the COAB and WSA on the National Intranet (Pt. 3 of 3)

As demonstrated back in Part II and originally established in Part I, the Accountants and Economic Planners will only be applying COAB and either the LEBM or NSBM Techniques to complete their Enterprises' WSAs within the conduct of MTEP. Financial Reporting in MTEP involves accounting for the various sources of Arbeit and Geld that any given Enterprise can be expected to gain over the course of an entire workweek. The Economic Planner will compile everything in their financial ledgers, deposit the financial ledgers at the State Banks and let the State Banks send them directly to the Central Bank. Alternatively, the Economic Planners of Digital Enterprises shall deposit their financial ledgers to the LERE Refineries by means of the Blockcycle Technology, the LERE Refineries relaying the required information to the Central Bank over the National Intranet. Whichever one happens to be the chosen method of depositing the financial ledger, the result will always be the same: Arbeit and Geld will be added toward the Life-Energy Reserve no later than the end of a workweek. Assuming the nation conducts its economic life on a forty-hour workweek, the financial ledgers are to be deposited before the end of Saturday.

With regard to the State Investments and NSFIs for the SI-EF Account, applying them in the National Intranet should be identical to how they would be conducted back in the Real World. The same is also true for any Work-Tenures that Digital Enterprises may have borrowed from the NSBs. The Kontore are expected to record the financial information and convey them to the State, Totality, and Self as they became available to report the overall financial well-being of the Investors and the Enterprises that are relying on them for Arbeit and Geld. When Digital Enterprises receive investments from Investors, they are essentially receiving Actual Arbeit and Actual Geld as opposed to Digital Arbeit and Digital Geld. The Explicit Intent of this is that the investments are occurring in the Real World as opposed to the Digital Realm and because the LERE Process affects direct human interactions with machinery not impacted by the Mechanization Rate (MR).

NSFI & State Investment Formulas

$SI\ Account = NSFI_1 + NSB_1 + SI$
$EF\ Account = NSFI_2 + NSB_2 + PS$

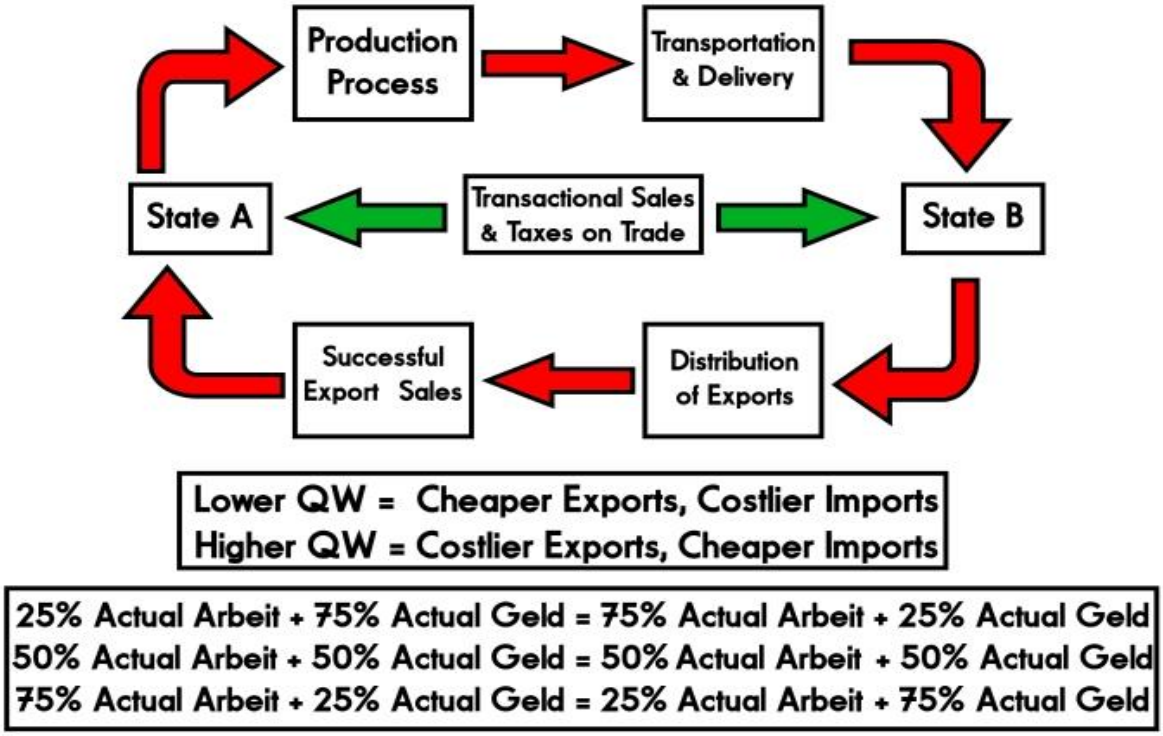
$NSFI_1$ = Domestic Arbeit and Geld from Kontore
NSB_1 = Geld from Domestic Work-Tenures
SI = State Taxation and Investment

$NSFI_2$ = Foreign Arbeit and Geld from Kontore
NSB_2 = Geld from Foreign Work-Tenures
PS = People's Surcharge

$NSFIs = Office\ I + Office\ II + Office\ III + Office\ IV + Office\ V + Office\ VI$
$Office\ I = FI_N \pm SF_x$
$Office\ II = FWP_N \pm SF_x$
$Office\ III = EQ_N \pm SF_x$
$Office\ IV = (FEC_1 + FEC_2 \pm SF_x) + (KDM - FEC_3) + (KBM - FEC_4)$
$Office\ V = ((WT_1 - SF_x - SH_x) / 2) + ((WT_2 + SF_x - SH_x) / 2)$
$Office\ VI = PR_1 \pm SF_x - SH_x$

FI_N = Fiefs
FWP_N = Work-Plans
EQ_N = Equipmentalities
FEC_N = Foreign Exchange Certificates for Sociable and Non-Sociable Currencies
WT_1 = Work-Tenure Arbeit from Domestic Lenders with Domestic Borrowers
WT_2 = Work-Tenure Arbeit from Domestic Lenders with Foreign Borrowers
PR_N = Priority Requisition Value
$\pm SF_x$ = Service Fee
SH_x = Incurred Schuld (if applicable)

The real challenge for Accountants and Economic Planners is how to apply COAB and WSA on the National Intranet as part of a Real Trade Agreement (RTA). Under the terms of an RTA, a signatory nation is eligible to receive Actual Arbeit and Actual Geld, Digital Arbeit and Digital Geld, or Military Arbeit and Military Geld. The Council State could set arrangements for one of those three pairs of Arbeit and Geld, in addition to making reservations on how much Arbeit and Geld its nation could receive from the RTA.



In an RTA, the Council State could focus more on gaining Geld or on gaining Arbeit. Here, the Quality of Arbeit (QW) does play a role in how much the Council State could expect to receive from exporting or exporting from other nations. A superior QW could allow the Council State to import more at a lower Price at the cost of making exports more expensive. Conversely, an inferior QW will enable the Council State to export more cheaply at the cost of spending more Geld to import anything that is needed by the Totality.

It has been implied in earlier Treatises that the Quality of Arbeit within the context of an RTA corresponds to the production processes associated with the RTA as opposed to the VCS Economy. This means that the production processes responsible for exporting or importing products, services, currency and media will be impacted by the costs of exportation or importation. As noted in the above diagram, there are about four different sources of Arbeit from RTAs:

- The production processes of the exporting or importing Enterprise.
- The transportation and delivery of the exports or imports.
- The distribution of the exports and imports.
- The successful sale to a Tournament.

Apart from the conversion of Arbeit into Geld, the only other source of Geld in an RTA is from transactional sales to a Tournament or any taxes that the Council State may have levied on international trade. Tariffs will no doubt continue to exist under the Work-Standard, but it will also be accompanied by more appropriate alternatives that take full advantage of what the Work-Standard has to offer for Protectionist or Autarkic policies. Since the Council State is the highest authority on matters of international trade, any Arbeit and Geld from RTAs go straight to the Life-Energy Reserve and immediately toward the State Budget.

How would the Accountants and Economic Planners account for the Arbeit and Geld from the RTAs? In *Work-Standard Accounting Practices (1st Ed.)*, international trade was shown as being very straightforward to the extent that the Qualities of Arbeit and Geld for RTAs are equal to how much Arbeit and Geld was gained from production processes, transportation and deliveries, distribution and sale to the Tournaments, the transactional sales themselves, and any taxes on international trade. These sources of Arbeit and Geld should also account for the amounts of Expenses, Schuld and Service Fees that will no doubt be accrued from an RTA.

State Foreignization Investment & Attrition/Inaction Rate Formulas Reference Chart

State Foreignization Investments (SFIs)

$AN_5 + MN_5 = SFI_1 + SFI_2$
$AN_5 = SFI_1 + (SFI_2 - MN_5)$
$MN_5 = (SFI_1 - AN_5) + SFI_2$

$SFI_1 = TXR_1 - NOR_1$
TXR_1 = (Foreign Arbeit - Domestic Expenses) + (Domestic Geld - Foreign Schuld)
NOR_1 = (Domestic Arbeit - Foreign Expenses) + (Foreign Geld - Domestic Schuld)

$SFI_2 = TXR_2 - NOR_2$
TXR_2 = (Domestic NSFIs – Foreign Service Fee) + (Domestic Investments – Foreign Expenses)
NOR_2 = (Foreign NSFIs – Domestic Service Fee) + (Foreign Investments – Domestic Expenses)

Atrition/Inaction Rate (AIR)

$$AIR = \frac{FQW}{FQM}$$

RTEP = TEP / AIR
AIR Percentage = (TEP/RTEP) * 100

AN_5 = Arbeit from International Trade	TXR_1 = Total Economic Socialization Rate for AN_5
MN_5 = Geld from International Trade	NOR_1 = Net Economic Foreignization Rate for AN_5
SFI_1 = Arbeit and Geld from Real Trade	TXR_2 = Total Economic Socialization Rate for MN_5
SFI_2 = Financial Instruments & State Investments	NOR_2 = Net Economic Foreignization Rate for MN_5
FQW = Final Quality of Arbeit	FQM = Final Quality of Geld
TEP = Total Economic Potential	RTEP = Real Total Economic Potential

With Digital Arbeit and Digital Geld, because they are created in the LERE Process, they would not be accounted here as part of the State Foreignization Investments (SFIs). The idea is that Qualities of Arbeit and Geld for the SSE, VCS Economy, Reciprocal-Reserve Banking System, Council State and International Trade would all be accounted for at the macro level as the Real Total Economic Potential (RTEP) and the Real Total Financial Potential (RTFP). The Digital Arbeit and Digital Geld, as EDW and EDM, would then be added toward the RTEP and RTFP values respectively. This in turn deters any potential accounting errors that may arise from

accidentally adding Digital Arbeit and Digital Geld toward the SI-EF Account, when they should be found in the LER Account.

To ensure that there would be no discrepancies, Economic Planners and their Accountants at Digital Enterprises are expected to record the values of Digital Arbeit and Digital Geld in the Communion Account before adding them toward the RTEP and RTFP values under the LER Account of the State Account. Anyone who knows the values of EDW and EDM should be able to immediately subtract them from RTEP and RTFP values. They should also be able to add the WAF and MAF toward the OSF (Official State Functions) under the SI-EF Account of the State Account insofar as the Military-Industrial Complex is technically governed by the Council State as opposed to the SSE or the VCS Economy.

That being said, the Domestic and Foreign Accounts of the WSA are to only be filled by the Council State as the information covered therein fall under the auspices of the Council State. The Council State must provide the information in those two Accounts at the behest of the Central Bank. Once the State, Communion, Social, and Household Accounts have been accounted for, the Central Bank can then find the TPP value and set the RPF value based on that information.

Scenario 1999: Computer Malware as Cyberweaponry

Outside of *Scenario 1999*, there is no working definition on where and when "***Malware (Malicious Software)***" constitutes as a Cyberweapon. The World Wide Web (WWW), because it is impossible for any one nation to actually govern it in its entirety, has witnessed the proliferation of vast arsenals of Malware. Without adequate cyberdefense measures, entire nations are vulnerable to Malware as software developers continues to realize deadlier forms over the past several decades. Military-Industrial Complexes have become invested in the pursuing this endeavor, creating an arms race that rivals the development of nuclear weapons from the last century. Worse, the fact that there is no working definition also prevents nations from ascertaining whether they should be retaliating against another nation or what appropriate measures are to be taken. For the sake of *Scenario 1999*, it is necessary to devise a comprehensive definition of Malware where it must be treated as Cyberweaponry whose devastating impact in the National Intranets and International Internet should raise important questions for the World State Organization (WSO) about its proliferation among States, Totalities, and Selves.

Known Types of Malware

The purpose of deploying Malware in the WWW has consistently been to steal or destroy information and sabotage computerized machinery to render it inoperable. Thus, Malware differs from software bugs by dint of the fact that latter are unintentional errors in the coding that can be exploited by the former. Software bugs exploited by Malware are considered as "***Zero-Day Exploits***," which may be left unknown to the developer of the coding or were deliberately kept under wraps by intelligence services determined to take advantage of them for their own clandestine operations. As the development of Malware remains ongoing, this Entry can only be a limited discussion of the current arsenal of Cyberweaponry.

The two most common types of Malware–Cyberweapons–include "***Viruses***" and "***Worms***."

- A *Virus* is a preprogrammed piece of code designed to go off when it has been triggered by an executable application. It can be designed to destroy information, install "***Spyware***" to gather information, launch "***Distributed Denial-of-Service (DDOS) Attacks***" or impose "***Ransomware***" to take Computer Systems and Computer Networks hostage. File sharing, email attachments, and even Websites can serve as delivery methods for deploying *Viruses*. They will even lie dormant in somebody's device, ready to be triggered by an executable application or program.

- A *Worm* is more sophisticated than a Virus insofar as it is an actual computer program that can execute, spread and replicate itself across different Computer Systems and Networks. Thus, *Worms* do not need to be activated by another executable application or program and can operate on their own without any inputs from either the defender or the attacker. Their coding is designed to destroy or steal information, coordinate a Ransomware raid, sabotage Computer Networks and Systems, and create "***Botnets***."

The key difference between Viruses and Worms is that the former cannot execute itself without the inputs of the attacker or the defender, whereas the latter is autonomous enough to inflict damage on its targets. In the WWW, they are indiscriminate and will target all unprotected Computer Systems and Networks. In International Relations, Malware and Cyberweaponry are interchangeable terms whose analysis focused on equivocating them to nuclear weapons.

In *Scenario 1999*, however, most Viruses and Worms in the Digital Realm function more akin to biological weapons specifically designed to target the Computer Systems and Networks of a given country's National Intranet. The digital infrastructure of the National Intranets and International Internet are formatted differently compared to the WWW because of the fact that questions of National Sovereignty and Personal Privacy have led to different formatting and coding standards that can still facilitate interactions between different National Intranets and the broader International Internet.

Apart from Viruses and Worms, the most recent development has been "Logic Bombs" that can be designed to destroy information and sabotage Computer Systems and Networks. They can be combined with Viruses and Worms to amplify their overall devastation and programmed to go off on a specified data and at an exact moment in *Zeit* (Time). They differ from Viruses and Worms by their ability to evade the detection countermeasures of the defenders and their ability to set themselves off automatically if deleted. The ongoing sophistication of Logic Bombs continues to raise the implication that Logic Bombs may someday become its own type of Cyberweapon, to be complemented by even deadlier ones.

To deliver Worms, Viruses and Logic Bombs to their intended targets, a number of methods have been devised to facilitate their infiltration and enhance their overall destructiveness.

Botnets are the Digital Realm's equivalent of the Real World's MATV (Miniature Automated Tractor Vehicle) and its military counterpart, the MAFV (Miniaturized Armored Fighting Vehicle). In the Real World, MATVs and MAFVs can be piloted by a crew of up to four people or autonomously operated by an Artificial Intelligence (AI) program isolated from the Digital Realm. In the Digital Realm, Botnets are the military equivalent of civilian bots tasked with carrying out aspects of the LERE (Life-Energization Reciprocal Electrification) Process. Botnets fulfill a similar function by carrying out the commands of an attacker or being controlled directly by the attack themselves. Their sheer numbers and ease of manufacture makes them ideal for launching DDOS Attacks. They can steal data, give the attacker access to the defender's affected devices, and spread propaganda to demoralize the defender.

The known relatives of Botnets have been *Spyware*, *Backdoors* and *Rootkits*, *Trojan Horses* and *Ransomware*. Spyware is designed to let the attacker know the movements of the defender, regardless of whether the defender is aware or unaware of the attacker hassling their every move. Backdoors can be installed onto the devices of unsuspecting defenders by an attacker in order to either prepare for an upcoming Cyberoffensive or to begin stealing information from the affected devices. Rootkits can enable an attacker to gain some form of access to the defender's Computer Networks and Computer Systems. Trojan Horses can be used to hide other types of Malware as part of a coordinated Cyberoffensive. *Ransomware* is, as its name suggests, Malware designed to let the attacker take the defender's Computer Networks and Systems hostage. The attacker is expected to issue their demands to the defender, which the defender must comply, otherwise the affected devices will have their information completely destroyed.

Note that most conventional Malware, as Cyberweapons, are ineffective on their own. They are often deployed in conjunction with some offline offensive back in the Real World. Sometimes, the attacker must interact with the defender, manipulating them into dropping their defenses in order to exploit them. Most of the methods have been intended to get the defender to provide sensitive information or at the very least provide ways of gaining access to the sensitive information without triggering the cyberdefenses of their National Intranet. In the WWW, this sort of issue becomes

inevitable as National Sovereignty and Personal Privacy do not exist nor will they be given proper attention. The obvious implication is that it is difficult, if not outright impossible, for Parliament to wage any conceivable Cyberdefensive with Civil Society and the Private Citizen. Given the Liberal Capitalist conceptions of Political-Economic Freedom, Property Rights, and International Trade, there is no doubt that Cyberdefensives can be realized without some compromises made to Neoliberalism.

Meanwhile, in *Scenario 1999*, such methods can still exist under different contexts. More importantly, they are given harsher treatment if somebody has been caught trying to carry them out on a National Intranet or the broader International Internet. The methods alone signal a breach of trust not only for the defender, who may or may not be the Self, but also the Totality and the State that can potentially be impacted by a cyberattack. If committed on the National Intranet, the attacker will be extradited to the country to stand trial. In the absence of a Extradition Treaty, the Council State will intervene and turn it into an international incident that will lead to a straining of diplomatic relations with the attacker's country of origin.

Defending the National Intranet

The proliferation of Cyberweapons in *Scenario 1999* demands appropriate responses from the Council State. Even though the Totality governs the Social Forums and Social Courts that will no doubt be targeted by hostile attackers, the Council State still owns and maintains the digital infrastructure behind the entire National Intranet. In the event of a cyberattack, the Council State is going to be expected to defend itself as it would in any other situation offline. On land, at sea, or in the air, the Council State has the appropriate firepower to defend itself, and the Digital Realm will not be an exception to this.

The Council State knows that the vast majority of the Totality is not going to know how the National Intranet operates or how it functions from a technical standpoint. That is an understandable constraint which can be tolerated, even in *Scenario 1999*. What it must expect from the Totality is their willingness to contribute to the overall national cyberdefenses of the National Intranet. Those pursuing Computer Science, Computer Programming, and Computer Engineering, if they have no intentions of volunteering for the armed forces, intelligence services, or the Armaments Industry of the Military-Industrial Complex, can be assured the expectation of being able to serve their drafts in peace at the University. Their training and education, thanks to the distinctive design of the SSE and its Student Tournament, are closely integrated into the classroom curriculum.

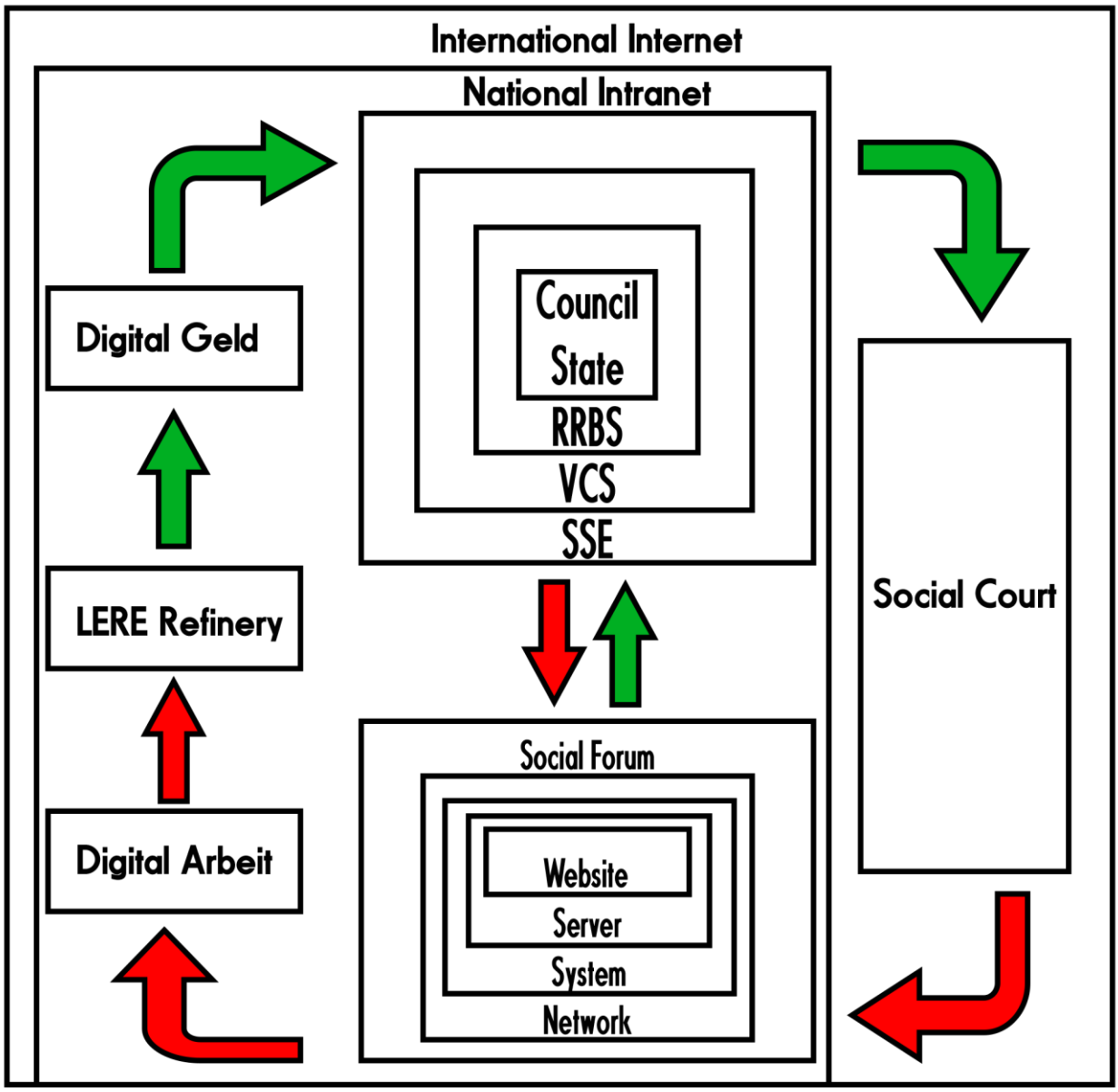
The operation of the key areas of the National Intranets, such as the Intranet Service Providers or the LERE Refineries, need personnel who have the composure and the training to defend them. It takes more than just having the post-secondary education required to operate the digital infrastructure. Most hackers of Scenario 1999 are unlike those found on the WWW. The ones in the WWW, if they are not cybercriminals or cyberterrorists, behave more like mercenaries who can be hired to test the strength and integrity of cyberdefenses. In *Scenario 1999*, most hackers have actual Vocations in the Digital Realm and they are also committed to real causes back in the Real World. Their Profession is a particularly dangerous one in wartime because, if captured in the Real World, they will be tried and convicted by what International Law designates as "***Unlawful Combatants***." That status, one ought to realize, is shared by such luminaries as spies,

saboteurs, terrorists, mercenaries, and child soldiers, all of whom will not be allowed the dignity of being treated as Prisoners of War (POWs).

It is because of the fact that hackers in *Scenario 1999* are treated as *Unlawful Combatants* by the World State Organization (WSO) that there is always a guaranteed Vocation waiting for them at the either Council State or Military-Industrial Complex. As the Soviet Union had learned from its own treatment of Soviet Computer Scientists, Computer Programmers and Computer Engineers, these people can and will take their Vocations elsewhere. If they cannot find their Vocations in other countries, some will resort to cybercrime, establishing a Shadow Economy (a "Black Market") dealing in Malware.

Even so, the Work-Standard benefits hackers no differently that the rest of their Totality and State. Granted, this is assuming the persons in question are not script kiddies who had just learned how to code and is relying on Malware developed by the real professionals. The people that I am talking about are the ones who know for a fact that their Vocations in Life are in hacking because they just simply cannot see themselves doing anything else. Over the course of the next Entry, we will be exploring how hackers can find their true Vocations on the National Intranet: contributing Military Arbeit and Military Geld as well as Digital Arbeit and Digital Geld to the Life-Energy Reserve.

Scenario 1999: Cyberdefensive Readiness



As stated earlier in the preceding Entry, all Malware are constituted as Cyberweaponry in the world order of *Scenario 1999*. It is in the interests of the Council State, Totality, and Self to be prepared to defend the National Intranet in the event of a future conflict with another nation. As the Digital Realm continues to become increasingly influential in the State of Total Mobilization, all considerations of National Cyberdefense should be implemented as with all other considerations for National Defense offline. Here, we encounter one of the notable roles of the Military-Industrial Complex, the only institution under the Work-Standard that could facilitate the contributions of Military Arbeit and Military Geld to the Life-Energy Reserve.

Military Arbeit and Military Geld present their own daunting sets of rewards and challenges under the Work-Standard. On the one hand, the Military-Industrial Complex will be able to sustain itself

and become discouraged from advocating for needless conflicts that could otherwise be avoided through diplomacy. On the other hand, the Military-Industrial Complex is fully aware of a hidden weakness associated with the Work-Standard whose implications can only become apparent in wartime or during cyberattacks.

What is that weakness? The Arbeit and Geld existing in the Life-Energy Reserve is finite. The amount of Arbeit and Geld that can be stored inside the Life-Energy Reserve is dependent on the overall economic and financial firepower of the entire nation. Without that economic and financial firepower, the nation cannot function nor can it be in the position to sustain any conceivable war effort. Thus, it becomes a matter of national survival for the Council State to ensure that the Totality and the Self will be able to continue contributing Arbeit and Geld to the Life-Energy Reserve despite efforts by enemy forces to eliminate them.

How and in what ways are the Arbeit and Geld of the Life-Energy Reserve finite? Suppose that the Life-Energy Reserve received a contribution of 1,000,000 GDM in Arbeit and Geld on a given workweek. The Total Productive Potential (TPP) is now 1,000,000 GDM. Out of that 1,000,000 GDM figure, the Council State allocated three-quarters or 750,000 GDM toward its own State Expenses and those of the Totality and Self. While 250,000 GDM are left, the Central Bank is expecting the State, Totality, and Self to increase that figure as the other 750,000 GDM circulates throughout that nation.

This 750,000 GDM can become irrevocably lost under the Work-Standard if the economic activities that originally contributed the 1,000,000 GDM were destroyed due to enemy action. In the following workweek, 110,000 GDM in potential State Revenue were decimated by the enemy. The enemy also inflicted 230,000 GDM worth of damage to infrastructure, vehicles and buildings. The Council State had to pay for the damages, leaving it with only 20,000 GDM in the Life-Energy Reserve.

By the end of that workweek, the Life-Energy Reserve received a contribution of 890,000 GDM. Add the preexisting 20,000 GDM and the TPP value is now 910,000 GDM. The Council State, like the previous workweek, had to spend 750,000 GDM as part of the State Expenses and those of the Totality and Self. While another 750,000 GDM are circulating throughout the nation, 160,000 GDM stay in the Life-Energy Reserve. Although the Council State could reallocate the remaining 160,000 GDM to its State Budget, it is far more prudent to save it. If the enemy manages to cause the Life-Energy Reserve to go into the negative, Schuld will begin to accumulate. The effect will be no different than a similar situation that could also in peacetime: allowing the Requisitionary Productive Forces (RPF) to outpace the TPP.

Another scenario of interest to the Cyberwarfare is the possibility of somebody hacking the LERE Refineries or the Blockcycle Technology to siphon Digital Arbeit and Digital Geld or Actual Arbeit and Actual Geld as it travels across the National Intranet to the Life-Energy Reserve at the Central Bank. Going back to the above example, enemy hackers could either redirect the Digital Arbeit and Digital Geld in the National Intranet to their nation's own Life-Energy Reserve over the International Internet. Alternatively, they might be ambitious enough to consider rewriting the computer data to say that, instead of a 20,000 GDM contribution of Digital Arbeit and Digital Geld, the targeted National Intranet apparently made 12,000 GDM. The remaining 8,000 GDM could be taken by the hackers and redirected to their own accounts or their nation's Life-Energy Reserve. Either possibility must be anticipated and counteracted.

Military Arbeit and Military Geld in the Digital Realm

To understand how Military Arbeit and Military Geld apply to the Digital Realm, it is necessary to recall how Military Arbeit and Military Geld apply in the Real World. Recall the discussion on the topic back in *The Work-Standard (2nd Ed.)*. The Military-Industrial Complex and anyone working for it can create Military Arbeit and Military Geld from carrying out the economic activities of the Armaments Industry as well as executing the functions of the armed forces. Everything that one normally associates with the armed forces on an everyday basis is a potential source of Military Arbeit and Military Geld. In peacetime, the flow of Military Arbeit and Military Geld is stable, static and constant. In wartime, however, the rates are more ebb and flow, rising and falling in lockstep with victory and defeat.

More importantly, the convertibility of any Military Arbeit and Military Geld made on the battlefield into Actual Arbeit and Actual Geld is dependent on whether it was created in the nation or outside its borders. Defensively, the Central Bank can oversee their conversions; offensively, it is the Ministry of War that handles that task. If the Council State deems that it is necessary for the civilians in the SSE and VCS Economy should contribute to the war effort, their production processes will start contributing Military Arbeit and Military Geld as the result of the transition toward armaments production. That in turn also means that they will no longer be contributing Actual Arbeit and Actual Geld until either the cessation of hostilities or they have been allowed by the Council State to cease further armaments production.

We can expect a similar arrangement to be applicable to the National Intranet, where those tasked with defending it will be contributing Military Arbeit and Military Geld. Since the Digital Arbeit and Digital Geld both Military Arbeit and Military Geld will yield Actual Arbeit and Actual Geld, knowing the Professions and Vocations of those working in the National Intranet is decisive.

- Are the Computer Scientists, Programmers and Engineers working for the Military-Industrial Complex? Those who are will be contributing Military Arbeit and Military Geld instead of Digital Arbeit and Digital Geld. Whether they are volunteers or conscripts, the formula remains the same because their activities are furthering the defensive readiness of their State and Totality.
- Alternatively, are the Computer Scientists, Programmers and Engineers working in Digital Enterprises on the National Intranet, the SSE, VCS Economy, Reciprocal-Reserve Banking System or the Council State? Compared to those in the former, these personnel will be contributing Digital Arbeit and Digital Geld. In wartime, should the Council State decide that they must support the war effort, their activities will be converted to Military Arbeit and Military Geld as part of bolstering the National Cyberdefense.

Defending the National Intranet

The National Cyberdefense of the National Intranet in the Digital Realm will be organized around the existing digital infrastructure. Every location mentioned elsewhere in the preceding Entries of this Treatise is a potential target to attack and to defend. What is to be said about the defenders can also be said about the attackers in the inverse. After all, both the defenders and the attackers will be focusing all of their efforts in the same locations throughout the National Intranet and the broader International Internet.

- The first line of defense is the Social Courts themselves. They may be attractive and lucrative in peacetime, but all of that will change in wartime. To breach the National Intranet, enemy hackers must pass through the Social Courts in order to reach the "*Entry/Exit Nodes*" facilitating access to and from the National Intranet. All information and visitors from the International Internet have to reach one of those Entry/Exit Nodes before they can enter the National Intranet.

- It is precisely at those Entry/Exit Nodes that the second line of defense is to be organized. It is here where all access to and from the National Intranet can be easily shut down by the Council State. Information cannot enter or leave the National Intranet. A single cyberattack can be stopped in its tracks here. The challenge is that the attackers are not going to attract enough attention in the Real World for the Council State, via the Ministry of Science and Technology, to react. If they did, they would have squandered their opportunity of inflicting any catastrophic damage to the targeted National Intranet. Worse, they might have even alerted the State and Totality of their presence.

- Should the attackers capture the Entry/Exit Nodes, the third line of defense is the Social Forums themselves. Every Social Forum is connected to each other insofar as each of them falls under the jurisdiction of their Regional and Municipal governments back in the Real World. The Regional and Municipal governments have the initiative of shutting access to and from the rest of the National Intranet if any of the Social Forums were to be overrun.

- The fourth and final line of defense are the Intranet Service Providers (ISPs). For attacking hackers to reach the destination of their intended target, they have to hit the ISPs and either breach or bypass their defenses. The ISPs by contrast must establish a hasty defensive in order to prevent the attackers getting to their target. It is all over for the defenders if the ISPs were to fall.

All the usual plethora of programs and applications to defend the National Intranet can be extended to the State and Totality. Computer Scientists, Programmers and Engineers should consider developing anti-malware software that is easy to install, easy to deploy, and easy to maintain in the event of a cyberwar. The National Cyberdefense is an extension of the actual National Defense back in the Real World. If the State and Totality are able to defend their nation offline, they should also be able to do the same online.

Conclusion: New Technology, Old Practices

The 1990s marked the period when the Digital Realm was finally realized. Regardless of which form the Digital Realm took during that decade, there was going to be that expectation that the Digital Realm was just a fad that would die out like some other technologies. Either that or the Digital Realm itself would serve as the antecedent to some later Technology that has yet to reach its proper infancy. The early 21st century, meanwhile, has disproven these claims by realizing the opposite. More people and countries have access to the Digital Realm in the 21st century than in the 1990s alone. Any developments implemented in the 1990s underwent further improvements from the 2000s onward.

The issues of National Sovereignty and Personal Privacy will continue to inform humanity's interactions with the Digital Realm. The WWW has so far shown that it cannot adequately accommodate either or both due to the limitations of its own design. While those limitations may not be of any interest to Neoliberalism, they do matter for any nation interested in adopting the Work-Standard and is connected to the rest of the world vis-à-vis the Digital Realm. Even if the WWW changes its form into something resembling the arrangements outlined in *Scenario 1999*, the basic philosophical and theoretical framework on which the Digital Realm was developed remains constant. The Technology may be constantly evolving, but the ideas that anticipated it has been left more or less unchanged because of their solid foundations.

For the Work-Standard, the Digital Realm can introduce additional sources of newfound wealth in the forms of Digital Arbeit and Digital Geld. The reassertion of National Sovereignty and Personal Privacy shall lead to the development of a National Intranet. All the various topics covered in this Treatise can be traced back to the desire for National Sovereignty and Personal Privacy in the Digital Realm. If the rest of the world follows suit by adopting the Work-Standard, the International Internet will eventually be realized along with the World State Organization. The motivations are going to be both technical and economic as well as geopolitical and organizational.

Furthermore, Digital Arbeit and Digital Geld can supplement the Actual Arbeit and Actual Geld by supporting the Vocations, Professions, Enterprises, Industries and Sectors through various forms of Economic Socialization (ES). It is in the Digital Realm itself that we begin to encounter a recreation of the idea that "Arbeit begets Arbeit." Whoever contributes Arbeit and Geld to the Life-Energy Reserve has the potential to allow others to do the same by supporting their economic activities. Vocations and Professions operating Digital Enterprises on the National Intranet could further that aim through a multitude of possibilities made possible by the Life-Energization Reciprocal Electrification (LERE) Process.

In Production for *Dasein*, the State, Totality, and Self will find new roles and capabilities paralleling similar ones that they are also performing in the Real World. The key challenge presented throughout this Treatise has been demonstrating how and where the Digital Realm can be connected back to the Real World and why the Digital Realm should complement, not outright, whatever is happening in the Real World. Always remember that the Digital Realm is only an extension of the Real World.