David Byrne- Don't Fence Me In

The extended 3x3 Game model will be talked through these four next weeks to complete its fundament. First out is the Drive ego-state, - the extended ID/Child state. The Drive Game category AnnimalFarm (AF) was previously announced. However, there must be 3 categories in all to fill the organizational model of the states Drive, Will and Belief. The 2 others are now named WildLife (WL) and RainForest (RF).

Freud underestimated ID, but his mentee Jung emphasized it. ID is further vitalized in the merged 3x3 model and called Drive. ID's importance is evident in archetypical sayings like "Life will find a way (to survive and evolve)". There are more indication of ID's vitality. Humans might even 'de-extinct' lifeforms by cloning techniques in this century. New theories indicate that humans are probably hybrids of several humanoids that has somehow continued their heritage in our genes despite extinction of their own species. Other parts of nature, like fungus, might even come from alien worlds by comets. (UU Theme Accidental Genesis 2 in UU 2013.jan.24). Archetypical sayings like "you are what you eat – eat well" certainly reminds that we are products of nature and our environments. Consequently, we are dependent on and highly influenced by nature. Therefore, in order to understand ourselves better, the Drive egostate need a broader and deeper part in socialpsychological analysis. Most of the 3x3 related theories are translated and explained in UU 2014.sept.12 and the next 4 paragraphs pinpoint the basics.

"In order to adjust Freud's 3-states to this century and social relations, the terms are developed from-via-to: Id-Child-Drive, Ego-Adult-Will and Superior Ego-Parent-Belief. A new dimension of conscience is added in order to merge Jung with Freud's 3-state. The levels are; UnderConcience, Conscience and OverConcience (U, C and O)."

"Jung was a mentee of Freud and advanced the theories of ID and S-E (Superior-Ego) based on collective archetypes, collective synchronizations, beliefs and symbols." "Keywords and relations to the 3x3 ego-states (Drive) are 1; UD; [ID] Life-force, biology, DNA, nerves, sex, gender, feelings, instincts, dreams. 2; CD; Preferences, joy, anger, biological selections for primary needs. 3; OD; {S-I} Senses, belonging, empathy, dependence, culture, social needs. Furthermore, OverConcience Will and Belief can relate to Drive with; 6, OW; (P) Sympathy, strategy, moral, visions. 9, OB; [S-E] Traditions, rituals, superstitions, memes, hypnosis"

"An upgrade (from classic Freudian personal 3-state model) to (organizational) 3x3 model should be more distinguishing in what is the organizations inner UnderConcience nature, the logic of Conscious and the obsessions of OverConcience. The main (civil) forces and value-systems that relates to the ego-states are; Belief/Temple/Right, Will/State/Useful and Drive/Throne/Good."

Love as a vital factor and introduced in the previous UU 2015.feb.20. "Love at Drive states is mentioned several times, especially related to biological reactions and Games of 'Sexual' and 'Animal Farm' (AF) categories. However, the idea was extended to organization level when first trying to explain Superior-ID (S-I) in UU 2014.aug.15: "S-I stems from the primitive stages in human development and is the life-force, the will to survive and even love and hate. It is the 'animal' within us, controlled by the 'lizard brain'." "The collective life-force consists of every individual personal life-force."

A curiosity that a logical 'tables of truth' can reveal is that there should be 4 variations of the genders, even though there are merely 2 sexes. They are; non-sexual (before and after sexual age), male, female and androgynous. Actually, all these exists and might have more influence on individuals and social psyche than the cold-war 'battle of the sexes'. Grown-ups know that the sexual puberty is a dramatic Game-driver, but

the coming menopause is probably more influential on civil events and outcomes (UU 2014.aug.08). Moreover, considering the human male Y-chromosome, logically, there might be two additional genders to the xx female and xy male. An alternative male yx might be similar to xy in practice, even though the human males differ a lot. However, a hypothetical yy gender could be more male than male and even non-sexual.

Anyways, the basics of Games and the 3x3 model are explained in UU 2014.dec.19, UU 2014.sept.12 and UU 2014.aug.15. Some main points are; "Dr. Erik Berne developed the T.A. (Transaction Analysis) further in the book 'Games People Play'. Psychological Games are dishonest and ulterior per definition and occur amazingly often in real life. Berne explained about 60 general Games and how to eventually reduce the negative consequences by disclosing the hidden motives and the moves. Players use ulterior and false moves (Transactions) to get the gains/spoils. Berne also mentions classifications of Games based on the number of players, means, methods, instincts (ID), 'clinical level' (Ego) and psychodynamics. The Games can also be classified according to flexibility, endurance and intensity." (UU 2014.aug.29) However, most of the time is spent on other activities like Pasttimes, Rituals, Work, Withdrawal & Intimacy." (UU 2013.mars.15.)

Berne split the traditional ID into 2 kinds of 'Child' to relate to two kinds of Parents, namely Mother & Father. In an earlier UU 2014.aug.15, the ID was split into 3 to include Adult/Ego. The 3 IDs were named Sulk, Jerk and Nerd. These 3 ID relate to other individuals via their OverConcience in Game relations like; Sulk/Drive/WL, Jerk/Belief/RF and Nerd/Will/AF. (UU 2015.Jan.23) The Drive Game categories will relate to the conscious dimensions of UnderConcience (U), Conscience (C) and OverConcience (O) - like RF/UD, AF/CD and WL/OD. There are now 3 new socialpsychological Drive-related Game categories; AF (AnnimalFarm), RF (RainForest) and WL (WildLife). These will develop during the writings, - but here is a start:

The social Game category WildLife (WL) relates to animal life in the open nature, as we know it. However, knowledge increases according to new discovery documentaries, which expands this category. Typical areas of WL are penetrable forests, savannas, plains, cultivated nature and even animal life in cities. It concerns Drive-Drive related interpersonal relations by biology, motoric physiology, instincts, neurology etc. Some WL collective phenomena are Predator vs Prey that was talked through in S-E/S-I relation and as genocides at empire level (UU 2014.jan.10). Another phenomenon is the collective mass suicides by lemmings and the flocks of mammals crossing a river they know are full of predators. WildLife has probably some ulterior Games at Drive/Drive levels that includes hunting and camouflage. However, most activities are not Games at UD level, due to the honesty of nature. Yet, humanity has adopted a large number of WL Games and plays them at 3x3 levels.

The social Game category AnimalFarm (AF) was first mentioned in UU 2014.dec.19 in a critique about public schools. "10 years in a class-room cell with a dominant matriarch, or patriarch, takes Games to an organizational level of S-I/S-E, - in collective versions of the Games of TLM (Two Little Maidens) and national variations like 'Jante', TUD (The Ugly Duckling) and other 'Animal Farm' related Games of S-I." However, the term stems from dystopian novella 'Animal Farm' by George Orwell. He was a social democrat the warned about the expanding Stalinism by writing in fable form. In social 3x3 sense, there are some structures and dominations by biological conscience within species' tribes. There are hierarchal organizations where older mammals dominant younger and where a single male might rule. Contrariwise, insects might have hives where queens dominate workers, drones, warriors and nurses. There are even highly inter-species relations that indicate dependencies and bondage. Besides, flocks of birds and fishes have synchronized collectives where single individuals rarely dominate. Nevertheless, birds and mammals might have fierce rivalries between male during mating. 1st degrees of 'Sexual' Games like LYAHF stems from such animal rivalries. Actually, most Games are of 1st degree are Drive related. Humanoid primates can even play 1st degree of sophisticated Party Games and Underworld Games. In addition, as indicated,

classrooms might have pecking orders like hen houses. Nevertheless, natures' non-verbal communication is rather advanced with odors, colors, behaviors, rituals etc.

The social Game category RainForest (RF) refers to the hidden wildlife that we do not quite know or might have some believes about. The beliefs in RF concerns 'cure for cancer' and 'fountains of youth' as well as deadly nature, - and even viruses of potential apocalyptical pandemics. However, no doubt that RF do hold rich flora and fauna including potential new medicines, trickster predators and preys, where camouflage, poison, paralyzing are used in Games. These are the basics of psychosocial Games, where ulterior motives, deceiving moves and taking spoils are essential. Human 'Honeypot' Games are certainly related to RF. Some previous talks in UU 2014.aug.22 are related to RF Games: "It sound more fantastic than hypnosis. However, to get the idea, it is recommended to see the TED video 'Ed Yong: 'Suicidal crickets, zombie roaches and other parasite tales'. It shows that collective synchronicity amongst animals are not always motivated by interpersonal socializations. In certain occasions, their UD are controlled by physical parasites that uses the hosts against their own good and to the parasites' gain. In any case, - such similar psychic activities for collective remote control of group synchronizations is certainly the situation documented in the previous century as so-called political 'folks' movements'."

Moreover, drugs and hypnosis do certainly influence human nerves, perceptions, psyche and behaviors. This is abused in Drive-related Games like predators do to their prey: This was explained and criticized in UU 2014.dec.19. "The categories of drugs are; psychedelic drugs like LSD and mescaline (hallucinogens), euphoria drugs like hashish, paralyzing drugs like morphine and heroin, in addition to central-stimulating drugs like amphetamine and illegal designer drugs like XTC (dopamine), (which is counter-dosed with legal anti-dopamine by the institutional psychiatry)." Furthermore: "The uses and abuses (of hypnosis) are far more common than the public realize, simply because the victims do not realize what happens at all. In fact, that is the whole point of NLP (Neuro-linguistic programming) and Games." To be direct - drug crimes are Games, - and so are most certainly NLP crimes too. It seems to be a social taboo, how the legal health system is abused by such illegal health crimes.

A most alarming 4th degree Drive related social Game is 'Genocide', like inquisitions, all those 'Killing Fields' and world wars. It is hard to explain, but should be possible with this 3x3 model with the distinctions of the 3 Drive characters represented with WL, AF and RF. However, there was a philosophical talk in UU 2014.jan.10 in relation to S-E/S-I (Belief/Drive) that pinpoints the ethical dilemma with multi-dimensional social psychology. "When asked if the Predator/S-I is evil, the answer is generally 'no'. It is like carrion eaters that instinctively do a necessity for the balance of nature. The predator/S-I do not distinct between consumption of dead or living preys, even if we as emotional humans can see the preys' sufferings and get empathical and ethical. That is a human quality that is rather alien to the ID based nature. When a fox can execute a massacre in a hen farm, it is because its ID has gone ecstatic in an unnatural environment, - and the predator has no mental stop-button. However, - human have that stop-button and should use it. Anyways, the S-E responsibilities of the relation will be talked through in two weeks.

David Byrne continued his success after the split of the legendary band 'Talking Heads'. This song 'Don't Fence me in' is a cover that originally was made by Cole Porter and Robert Fletcher in 1934. The video makes a good association for the Game category AnimalFarm. The video seems inspired by two previous Talking Heads videos 'Wild, Wild Life' and 'Nothing but Flowers', which altogether makes association to the three Drive Game categories; AF (AnimalFarm), WL (WildLife) and RF (RainForest).
David Byrne - Don't Fence Me In & Wild, Wild Life & Nothing but Flowers.
https://www.youtube.com/watch?v=uuMvkNDuOuQ
https://www.youtube.com/watch?v=bWP07YgUWig
https://www.youtube.com/watch?v=c3t5nmgRVMs

Links: Games people Play, Parasites and Hypnosis
http://www.ericberne.com/games-people-play/
http://www.ted.com/talks/ed_yong_suicidal_wasps_zombie_roaches_and_other_tales_of_parasites
https://www.youtube.com/watch?v=KD2zM-dpb0M

See also UU Blog at https://skrindodk-public.sharepoint.com/blog

Extra UU WL
'My Girls' with a band called 'Animal Collective' seems to be a good association for the Drive Game category WildLife (WL). I have never heard of them before, but they seems to be a good house band.
Animal Collective - My Girls
https://www.youtube.com/watch?v=zol2MJf6XNE

Extra UU RF
Thomas Dolby is often used in UU and here is a favorite from his 'Flat Earth' album. 'Mulu – (the protector of) the Rain Forest' is a perfect association to the Drive Game category RainForest (RF).
Mulu The Rain Forest / Thomas Dolby
https://www.youtube.com/watch?v=0wnXo9Hy1Bw

Extra UU AF
Finally, since this week's Selected is 'Don't fence me in', the additional treat is the animated movie 'Animal Farm' by George Orwells.
Movie: Animal Farm 1999 - (George Orwells)
https://www.youtube.com/watch?v=vqyo0rX1Lck