Thomas Dolby- The Flat Earth

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The Belief dimension of the 3x3 model is different from Drive and Will. Freud and Jung called it 'Superior-Ego', while Berne called it 'Parent'. Belief concerns ideas of what we cannot possibly fully understand, yet need to know and trust. Here, focus is set on Belief in Supremacies like the S-E. The Superior-ID (S-I/Drive) was included 2 years ago. Now, the Superior-Devine (S-D/Belief), a new and third subcategory, is included to complete the model. However, with this completion of the theoretical part of this Charlie theme, the (previous) 3x3 model has become a 3^3 model, i.e. 3x3x3, because of the 3x subcategories in Drive, Will and Belief.

The Supremacy dimension is based on Freud's classical psychological 'ego-state' Superior-Ego, - i.e. any overruling of human Will and Drive. It is hereby sub-categorized into S-I (Superior-ID), S-E (Superior-Ego) and S-D (Superior-Devine) in order to suite the 3^3 psychosocial model. It does not concern theological or philosophical question of whether long gone ancestors, gods or other divinities exist, - but concerns the belief in, or denial of, such. Psychologically, it is valid since no one can deny the existence and importance of believes, - religious or not. Yet, subcategorizations of Belief cannot be as concrete as for Will or Drive, - like tangible terms on does not describe the intangible well. Besides, the values of Good/Use/Right (GUR) and Throne/State/Temple (Th/St/Te) are still relevant and is re-vitalized in this sense.

The classic Superior-Ego (S-E) is the least difficult one to describe, since Freudian theories have been formally recognized and practices for a century. S-E has been a recurring subject in several UU themes during the 4 years of blogging, even though not yet realized at the time. Therefor the following texts are mostly translated summaries to illustrate the basis and directions the modelling has taken. First an introduction: "The most obvious reason for the relations between psychology and sociology is that many organizations are highly personified, - with dominating patriarchs and matriarchs. The list of political, religious and royal leaders is convincing. Other organizations, that are not that fixated on persons, have strong collective Superior-Ego expressed in ethics, laws and rituals. The stats-machine is highly logical-rational, while health, welfare and pedagogy is strongly influenced by ID mentality." (UU 2013.mars.22)

"If the moral, ethics and philosophies of LifeQuality (UU 2014.sept.05) should be put down to a single sentence, - it could be 'I'm OK – You're OK' (ref Thomas A. Harris). It is about tolerance to OK persons, as well as a recognition of oneself. Consequently, it is also about speaking out and making clear statements to 'not-OK' persons, organizations and nations. Next, there should be more awareness about destructive psychosocial Games in order to end them harmlessly (ref 'Games People Play' by Eric Berne)." Moreover in UU 2014.sept.05: "A healthy human has a mature balance between these three (Id, Ego, Superior-Ego). Therefor it safe to say that the mental health reflects the personality – whether it is allowed to develop and free to self-realize. However, a suppressed Ego cause unbalance and becomes mental unhealthy, - in worst cases get mental illness and disorders." (UU 2015.mars.06)

"In brief, the S-E can be sub-categorized into Matriarch and Patriarch (and Authority), whilst the ID can be sub-categorized into Jerk, Sulk and Nerd." (UU 2013.mars.08) "Collective terms like mass-psychosis and double-moral (standards) are related to psychological terms like psychosis and schizophrenia. Therefore, it is social vital not to promote unbalance between societies' Supremacies; Superior-Ego/Authorities, Ego/Organizations and ID/Emocracy. It is alarming that such unbalance from the 20th century's global wars are not balanced. The Law-giving and Judging State powers seems weak related to the States machine." (UU 29.Juni.2012)

”When comparing the Republic (State) with present organizations, the military seems most relevant, - that has a dominating Patriarch-Jerk relation. On the other side is health- and social-care strongly Matriarch-Sulk systems, that consequently grow with the State. (Plato himself represents Nerd-Ego relation.) Together, they form an unsound social-psychological system, because both are interlocked in Parent-Child conditions. The Mama-State and the Papa-State can probably not develop to Adult-Adult relations in a democratic sense. The challenge is to find a third party to help them transform into A-A conditions. The solutions might be to further develop States to democratic nations, including the three regimes; State, Throne and Temple. Categorical and related to theories of ‘Ego-states’, the societies-regimes can be; S-E/Authorities, Ego/Organizations and ID/Emocracies. Furthermore, regimes can also relate to; S-E/Temple, Ego/State and ID/Throne. A sound nation has a balance of the three, as a person has. Consequently, the humanity as a whole can be considered likewise, which makes the UN role vital. The United Nations is obliged to international conflict management, which means there exists models for international conflict resolutions that can improve collective mental health.” (UU 2013.mars.22)

The relation of Belief (B) to Will (W) and Drive (D) is described in UU 2014.dec.19 and UU 2014.sept.12 along with the 3x3 model - including UnderConcience (U), Conscience (C), and OverConcience (O). However, the model at the time has not yet included the 3x sub-categorizations, which is now called the 3^3 model. “Some keywords and relations to the 3x3 ego-states (Will) are; 7, UB; Intuition, obsessions, rituals, psychosis. 8, CB; Philosophy, religion, politics, ethics. 9, OB; [S-E] Traditions, rituals, superstitions, memes, hypnosis. OverConcience Drive and Will can relate to Belief with: 3, OD; {S-I} Senses, belonging, empathy, dependence, culture, social needs. 6, OW; (P) Sympathy, strategy, moral, visions. Finally, UnderConcience Drive and Will can relate to Belief with: 1, UD; [ID] Life-force, biology, DNA, nerves, sex, gender, feelings, instincts, dreams. 4, UW; (C) Ideas, habits, mania, phobia, autism, diverse personality.” However, the 3^3 model has a closer inter-personal relation at the UnderConcience dimension, i.e., S-I/KoC/RF, S-E/GdE/AF and S-D/GoT/WL. Following is some translated summaries of relevant theories of Jung that was a mentee of Freud.

«What Jung called ‘Collective synchronicity’, is more commonly called ‘herd mentality’. Jung gave it a deeper understanding and described it as ‘an independent (social) connection principle’, ‘a meaningful coincident’ and ‘an independent parallelism’. Jung claimed that the principle gave conclusive proof for his concept about archetypes and collective subconscious, because it described the controlling dynamics that substantiated the complete human experiences and history - socially, emotionally, psychologically and spiritually. In relation to Berne, Jung focused on interpersonal communications (Transaction Analysis – TA) that is most relevant to OverConcience. However, the source is at UnderConcience and Conscience levels. It includes communications directly from Drive and Belief by body-language and rituals.” (UU 2014.aug.22)

Concerning the 3x3 Superior-ID (S-I): “Previously mentioned hypothesis of a Superior-ID, in addition to Freud’s Superior-Ego, seems strongly founded by Jung’s hypothesis about collective synchronizations and archetypes. Ideas of a Superior ID (S-I) was talked through in UU 2014.jan.10.” “In that relation, it seems rather clear that the previous century has been particularly controlled by collective unconscious ‘people’s movements’. It seems that the unpublished books (at that time) about the phenomena, was studied thoroughly after all somewhere. The most obvious ‘peoples movements’ seducing ‘isms’ were based on Marx socialist ideology (CD/OB) and Gurdjieff occult theology (OD/UB) (UU 2013.april.12). Jung and Berne’s theories are thereby well related to the extension of ID to Drive with the levels UD and OD.” (UU 2014.aug.22)

“Jung was more concerned about ID (3x3 Drive) and Superior-Ego (Belief) than Freud. Jung developed 4 theoretical main areas: (1) The concept for introvert and extravert personalities that became the fundament for MBTI. (2) The complex UnderConcience core pattern of emotions, memories, perceptions and wishes. (3) The concept of the collective UnderConcience that is shared by all humans and includes

archetypes. (4) Synchronicity for interpersonal relations at UnderConcience level. Jung seems to take the term psychology more serious than Freud did since it means something like 'the logic about souls'. Jung became convinced that life has a spiritual purpose beyond material goals. Consequently, Jung influenced subjects like psychology, physiology, theology, philosophy, archeology and anthropology. He was an excellent writer, but many of his works were published after his death." (UU 2014.aug.15)

"It is quite possible to relate Jung's theories to the upgraded 3x3 ego-state model (UU 2014.aug.08). Jung's main areas can relate to 3x3 like; (1) introvert (CW), extravert (OW); (2) complex patterns (CD); archetypes (UD) and (4) synchronicity (OD). Jung's theories about spirituality/psyche relates to the 3x3 level Belief where; spirituality/psyche – UB, religious conscience – CB and spiritual collective expressions – OB. The 3x3 model relates also well with Jung's theories about UnderConcience (UD, UW and UB), in addition to collectivity and synchronicity (OD, OW and OB). However, individual conscience relates more to Freud by (CD, CW and CB)." (UU 2014.aug.15)

The S-I/S-E/S-D related Drive subcategories RainForest (RF), AnimalFarm (AF) and WildLife (WL) were talked through in UU 2015.feb.27. The inspiration to describe the nature of human ID is based on nature itself. (The subcategories were at the time called Game categories.)
"The social subcategory 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. WildLife has probably some ulterior Games at Drive/Drive levels that includes hunting and camouflage. Nevertheless, most activities are not Games at UD level, due to the honesty of nature."
"The social subcategory AnimalFarm (AF) represents 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. Nevertheless, natures' non-verbal communication is rather advanced with odors, colors, behaviors, rituals etc."
"The social subcategory 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."

The Superior-Devine (S-D) is the most complex by far. The properties of the 3^3 socialpsychological ego-state 'Belief' is not possible to fully describe. It is like the term 'religion', i.e. 'The First Philosophy', and includes fundamental questions about the beginnings, ends, the universe, life, omniscience, positivity and more. The questions of this magnitude are unanswerable, simply because the human comprehension is limited. Besides, Belief is not about knowing scientific facts at all, but rather a realization that the probability is about 50/50 for a belief to turn out true. (Hope concerns unlikely beliefs with about 10% probability to be proved true.) Consequently, claiming to know whether a divinity exist, or not exist, is just as false, and do not concern Belief at all, but rather Games of Will. Such ulterior Games of false Belief are unfortunately common and can be dramatic, as the Charlie Game in Paris 7/1 and Copenhagen 14/2 indicates.

There must be 3 subcategories of Belief to relate to the subcategories of Drive and Will. Apparently many beliefs actually stems from Conscience of our own nature of Drive and from the reasoning in Will. However,

it is uncertain how many subcategories there might be, what properties are relevant and what they should be called. However, It is better to be honest about the uncertainty of the 3^3 model and open for sound philosophical re-evaluation, - a qualitative feedback-system. Even classic scientific dogmas goes through such total re-evaluation in search for more qualified theories like string theories, multi-universe (ref UU 2012.okt.12), dark matter and energy (UU 2012.okt.05), new math of Mandelbrot/Fractals (UU 2012.dec.07) and other new sciences. Actually most kind of science seem to be re-evaluated this century due to the massive enlightening by global interconnection and Big Data (UU 2014.jan.17). Such re-evaluations are even more relevant for religious beliefs than scientifically beliefs. (Ref the Theme Accidental Genesis 2 (AG2) from UU 2012.aug.31 to UU 2013.jan.04.)

Belief in itself do not includes Games at all. However, there are Game categories of Belief played by Will, like there are classic Game categories of sexual (Id), social, and underworld of 3rd degree. Still, the deceiving ulterior and secret moves and goals in Games do most certainly include claims of Belief properties like wisdom, divinity and heritage. Yet, always keep in mind that there are 'positive Games' as well as 'negative Games'. There are probably more Games related to Belief that suites the value-systems of GUR (Good/Use/Right) than BAW (Bad/Abuse/Wrong), - like the Christian and platonic virtues; belief, hope, love, wisdom, courage, moderation and justice. Why believe so? One way to see this is that most expressions in poetry and songs are emotionally good rather than bad, - most expressions of folk tales have rather useful moral than abusive, - and most religious mythologies do rather express philosophical righteous ethics than wrongful ones. At least – expressions of negative BAW Believes are to indicate directions, boundaries and goals. See what happens if you do the negative. Finally, impressions of beliefs might be adapted as intuitions of Belief and function like instincts of Drive.

WoW (Well of Wisdom) is CB (Conscience Belief) subcategory and related to CW. The futile Game of striving for 'all knowledge' is doomed to fail, though. "The new Game category for Belief is WoW that relates to several archetypical myths. The mythological origin of WoW does not exclude Drive or Will. Quite on the contrary. As Jung explained, humans have collective archetypes that occasionally are expressed at UnderConcience level as symbols, dreams, 'feelings' etc. Such are often expressed collectively and synchronized via OverConcience in acts, art, science and myths. The most famous WoW Game is played out in the myth of the Garden of Eden. Atheists as well as theists should recognize these archetypical expressions as a vital collective Belief for Humanity. Basically, it is about humans' LifeQuality, the freedom of Will and the strive for Wisdom. Furthermore, the Tree often symbolize age/continuity, generations, branches and gates between worlds. Yet, it was wrong of the prophet Moses to blame the prophet Adam's woman for 'the first sin', deception and misery. Actually, since Moses' existence is disputed and Adam is probable just mythical, the myth does most certainly not stem from God. Such unjust prejustice is BAW (Bad/Abuse/Wrong)." Anyways, similar WoW Games exist in most religious myths including the Egyptian, pre-Islamic, Greek, Roman, Norse mythologies and are simply adapted into the monotheistic mythologies as well." (UU 2015.feb.20).

SET (Supreme Extra Terrestrial) is a CB (Conscience Belief) sub-category of Belief that relates to S-D (Superior-Devine). It is unique in the sense that it is 'Superior' to the classic 'Superior-Ego'. This is where beliefs in extra-human divinities belongs, like God/Allah, gods, angels, jinns, and any intelligent divinities from any religion or myths. No living human, not even theocrats are of S-D. Merely beings transcended to a divine state belongs to this category of S-D. What and where that might be, is an eternal philosophical question for the living. Some mythological names are Heaven, Hell, Xanadu, Asgard, and utopia. However, no Temple, relic or symbol is of such properties and cannot ever be. GoT was mentioned in UU 2015.mars.06 to indicate the Will, not Belief, related social Game category 'Games of Temples'. "GoT has its origin in Freud/Jung's terms Superior-Ego, - as far as human logic applies. In fact, GoT is not about divinities, but logical believes in society's superior powers. Even atheists play GoT of GUR/BAW value systems.

OverConcience communications are essential for such socializations. In the beginning, there might have been value-systems of Constructive and Destructive (Use and Abuse) and even Good and Bad."
Actually, humans tend to fear what they do not understand and react negative, which is a challenge to the uncertain nature of Belief. Moreover, SET includes what called (space-) aliens (E.T.) that was talks about in UU 2012.nov.30 of the Theme Accidental Genesis 2 SETI.

UNO (Universal Natural Order) is a UB (UnderConcience Belief) sub-category of Drive that relates to S-I (Superior-ID). UNO is related to the subcategory UD/RF (RainForest) in the sense that both concerns the unknown realities of humans, nature and the universe. It is intriguing knowing that we spend 1/3 of our life sleeping, not conscience of what our brain works with all that time - but it does and it is important. However, even though RF represent all the unknown of Drive, that we might believe something about, the UNO embraces all the rest of the unknown Universe. This is by far the largest subcategory of all, when knowing there are over 10 million lifeforms on earth and believing there are millions of worlds with life in the universe. There seems to be no limits, since scientists now philosophizes about multiverse and the cluster of galaxies and dark matter called Laniakea.

UNO related themes were talked through in the Theme Accidental Genesis 2 (AG2) - in particular UU 2014.jan.24 and UU 2012.nov.09. This week's extra UU links to the National Geographic Documentary Inside the Milky Way that provides present human perspectives of astronomy. There are also several other links to interesting videos, articles and pictures from AG2. In brief some changes for ancient Beliefs are: Life was not created on Earth, but rather seeded by icy comets. The radius of our own solar system is now estimated to about 1 light-year (ca 60000 AU), the distance to Pluto is at about 60 AU, and our solar system is mainly completely dark, which clearly proves we know almost nothing about it – like as for the perceptions about the seas and sky 2000 years ago. The Big Bang theory is mainly theocratic supported as a new version of the creation myth and 'Let there be light'. Variations of 'The Steady State' theory is still valid. 'Big Bang Bogus' might as well be just another 'Flat Earth – Flat Universe' dogma. All the present pictures of exo-planets are based on a single dot or slight disturbance in stars' gravity. They certainly exist, - though we do not know anything of their properties. There is absolutely no reason to all the fantastic drawings of exo-planets, which rather indicates the false Belief and WoW Games for descriptions of divinities. Astrology is based on very wrong assumption about the astronomical realities, - so is the predictions and advices based such occult dilutions. The astrological assumptions of Orion, Sirius, the Sun and other zodiac astrology and enneagram are very wrong and merely tools for hardcore 4th degree Games of WoW. It is however fascinating to know that Orion's left shoulder, the star Beetlejuice, is 560 times the size of our Sun and about to go super-nova. Orion's right knee is a triple star system. The 'sword task' (or whatever) is a nebula where new stars are constantly produced.

Btw, since this is Friday the 13th, the UU 2015.feb.13 and UU 2013.jan.04 might be interesting to read. Such superstitions, and 'dangerous memes', are indirectly relevant for the upcoming UUs to conclude this Theme about the Charlie event.

Thomas Dolby title song from the album 'The flat Earth' concludes this theoretical part of the 'Charlie' Theme. The 3 chosen song should show that he was far more than a synthesizer nerd at the peak of his career.
Thomas Dolby- The flat Earth + Lyrics
https://www.youtube.com/watch?v=yVAbBRMkQ-E
http://www.metrolyrics.com/the-flat-earth-lyrics-thomas-dolby.html

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

Ekstra UU (UW)

Prefab Sprout was actually produced by Thomas Dolby, which is a main reason for the sound quality. This very short song 'All Boys believe Anything', gives an intriguing 'Transaction to Analyze' about saying it all with nearly nothing. However, the follow up song 'The Icemaiden' gives some associations to H. C. Andersen's fairytale 'The Ice queen', and the Winter Palace (UU 2014.mai.30 'The messiah ward').
Prefab Sprout - All Boys believe Anything + The Ice Maiden + Lyrics
https://www.youtube.com/watch?v=mYSu8K6ABc0
http://www.songlyrics.com/prefab-sprout/the-ice-maiden-lyrics/

Extra UU (OB)
'Childlike Faith In Childhood's End' by Van der Graaf Generator was previously presented in UU 2012.okt.05. VDGG was one of those art-rock band with complex music and lyrics. I suspect them to criticize the epic story 'Childhood's End' by Arthur C. Clarke, that was his break through before '2001: A Space Odyssey.' There are several UU in this relation that bring up interesting issues. However, even heavy stuff, the VDGG lyrics are highly philosophical about humanity at universal level. A story spoiler is that 'Childhood's End' is really about humanity transcending to another existence, - and the end as humanity as we know it. This is a biblical theme and used in several philosophical science fiction stories.
Van Der Graaf Generator - Childlike faith in childhoods end (2) + Lyrics
https://www.youtube.com/watch?v=LRLoMN0IKXk
http://www.metrolyrics.com/childlike-faith-in-childhoods-end-lyrics-van-der-graaf-generator.html
Video - 3001 The Final Odyssey- Prologue (by Arthur C. Clarke)
https://www.youtube.com/watch?v=_pcfZ1OK498

Extra UU (CB)
The band's name associates to present level of trust due to outdated theocracies based and GoT (Games of Temples). The songs title 'is what it is' – Epic. The lyrics associates to all the futile Games of WoW (Well of Wisdom).
Faith No More - Epic w/ lyrics
https://www.youtube.com/watch?v=0mn4vHDk9n4

Extra UU (CB videos)
Inside the Milky Way - Full Documentary
https://www.youtube.com/watch?v=ttz4Sr0tZFg
Like in the 2 previous UU - this extra UU presents videos that are relevant to this UU. However, the Belief subcategory UNO (Universal Natural Order) relates to the previous UU theme 'Accidental Genesis 2' about such issues. (Accidental Genesis 2 (AG2) from UU 2012.aug.31 to UU 2013.jan.04.)
The long list of links to videos, documents and pictures might be foundinteresting.
Simulator: Scale of the Universe 2 (From Planc to the Universe)
http://htwins.net/scale2/
Video: Evolution & Metamorphosis of Life From Other Planets
http://www.youtube.com/watch?v=9EZyFzkUC4c
The Milky Way Galaxy's Spiral Arms and Ice-Age Epochs and the Cosmic Ray Connection
http://www.sciencebits.com/ice-ages
Video: Charting The Milky Way Galaxy (earth-spiralarms 7:20 -8:00 min)
http://www.youtube.com/watch?v=xav9xg1LUHU&feature=endscreen&NR=1
Laniakea: Our home supercluster
https://www.youtube.com/watch?v=rENyyRwxpHo
A Universe Not Made For Us - Carl Sagan
https://www.youtube.com/watch?v=sWcyLAJ7vnU
Pictures, size of moons, planets, Kuiper belt and Oort cloud
http://starryskies.com/The_sky/events/lunar-2003/planets.moons.jpg

http://upload.wikimedia.org/wikipedia/commons/0/03/Kuiper_oort.jpg
3 Civilization types, Michio Kaku
http://www.youtube.com/watch?v=67fPHOYqD3w
National Geographic - Alien Worlds (Part 1-5)
http://www.youtube.com/watch?v=EnyyRWCEerE
http://www.youtube.com/watch?v=dvQoljt__6I
http://www.youtube.com/watch?v=ET3zVqgvibw
http://www.youtube.com/watch?v=ynufKS_6zag
http://www.youtube.com/watch?v=iHGxU9CxKcg
Alien Planet "Full Documentary"
https://www.youtube.com/watch?v=zHzPEpHYtXQ
Paul Stamets: 6 ways mushrooms can save the world
http://www.ted.com/talks/paul_stamets_on_6_ways_mushrooms_can_save_the_world