Wildman, P. (2009). AUS12: Actionista comrade! – some 60 Action oriented words to help us understand the Artificer and change our mindsets towards the primacy and potential of action cp. thinking. Brisbane, Kalgrove Pty Ltd: 4pgs.

AUS12: Actionista comrade! - some <u>60</u> <u>Action oriented words</u> to help us understand the Artificer and change our mindsets towards the primacy and potential of action cp. thinking

Implications of thinking before doing	
Actionista Words	

Paul Wildman paul@kalgrove.com 06-01-2009 comm. 05-03-2008 1200 words

Implications of thinking before doing

Today even Westpac is getting into action with its actionista awards How the centre appropriates the periphery when it suits it only to munch much till it is same 'ol tame 'ol. But hey its probably better than nothing and it is a clear sign that artificer type skills are now being rewarded by business long before the Government ever thinks of not killing us off.

Today not only is thinking and doing dialectically opposed they are diametrically opposed. Indeed this is now de rigueur in the West – and part of the objectivity of science. Thinking and doing are such that we believe that to act differently al we have to do is to think differently and bingo a better or different action will result. But wait let's put this trough a test if we think differently about a new theory and yet use for instance the same bureaucracy to implement or action the wont the chance of the action being 'same old same old' be rather high? Indeed and that's just the problem today everywhere we think first and leave action to take care of itself just as it always has, without working out how to implement our thoughts different thoughts require different actions and more importantly different ways of acting.

This linear sequential link between thinking and then doing with 95% of thought given to thinking and the rest to action which is often just left to the existing organisational structure, and surprise surprise what do we find changes – nothing. Were all dressed up in our intellectual finery and not able to go anywhere. Particularly since the early 90's when the dire results of globalisation, poverty, violence and environmental destruction became unavoidable. We realised we just don't have time to think and think and think we have to act now we have to act differently yet we seem frozen in time almost in a straightjacket the more we try to change the less successful we seem to be. Put simply once the link from thinking to doing is broken we fall apart panic and then try to regulate everything – we use the old way of acting to solve new problems with our new thoughts. Critically though this helps explain why we are so bad at governance and indeed any other engaged concept, for instance thinking comes first and then action a distant second. So with Governance which is critically about how we go about deciding what to do comes in that distant second with action.

Rather we need to allocate 95% of our energy to acting differently and organising for acting differently and learning from acting differently and rehearsing how to act differently. The 5% for thinking for theory is fine as its not new ideas we need rather new actions. I suggest the issue started with the emergence of 'Civilisation' based on this separation of thinking and doing, and its ultimately taking over. Here, we rejected, went into competition with, objectified, or dominated 'The Other' i.e. Nature. That is, essential Sauvage groundedness, equivalence and reciprocation went out the window

Thus we found ourselves unnaturally estranged off from 'The Other', with too much time alone, in frustrating isolation. This predicament left us with no alternative but to do an inordinate amount of escapist thinking or to leap at shadows and occasionally out windows.

Thus being, in my view, because a balance between thinking and doing requires a genuine societal effort, rather than pretentious individualistic 'genius' or 'heroics.' So, if we are to

change anything, for the better, we need to recommence acting, in simpatico with Nature i.e. in concert with the Other - Love thy neighbour - without fear or favour.

Therein lies our greatest challenge from the Sauvage Regained 'concept', in my view, and the answer to our most fervent desires i.e. the re-engagement with 'The Other'. And, in this regard, the adjustment process may not be easy, given our anti-societal conditioning, but it's all too simple given our natural inclinations.

Actionista Words

In common parlance there are about a dozen words based around 'action' as doing e.g. transact, react, proact, hyperactive, interact, actuality, enact, act (active, action, inactive etc.) compared to literally thousands upon thousands of words relating to thinking, cognitive, intellectual and noospheric realms. There is an utter poverty of 'action' type words and like the Inuit folks who have 40 or so words for snow (types) and still more words for white (shades) to be able to reorient ourselves to action first we need at many 'new' 'action' related words to help us discriminate in relation to action – its types, modes, predispositions, agency, colours etc.

Actuality – concrete physiospheric reality – the reality of the Sauvage

Actionista – group whose raison d'être is acting ahead wisely

Akrasia - moral incontinence - potentially with phronesis actional incompetence

Algoractive – action based on an algorithm

Arete – Gk - the 'spirit of virtue,' natural excellence without show or being heroic.

Artificer (A) – see bush mechanic

Artificeology: Logos or the word or reason with wisdom may be seen to be expressed as text. This eBook series challenges this western obsession with discursive symbolism i.e. text as a unique and privileged subset of reason of logos. There are several adaptations of logos that indicate this concern: logolatry 'worship of words, unreasonable regard for words or verbal truth' (1810 in Coleridge); logomachy 'fighting about words' (1569); logomania (1870); logophobia (1923); and logorrhea (1902). Logos can also be seen as the link between God and Man, the Stoices saw logos as the divine energy or chi immanent in nature.

In the exoteric sense then logos connected man upwards to god (not downwards to nature). In the exoteric or vernacular (lived life), non-technical Greek, *logos* had two overlapping meanings. One meaning referred to an instance of speaking or *lexis*: 'sentence, saying, oration' **and** the other meaning was its antithesis or counterpoint viz. that of *ergon* ('action' or 'work'), which was commonplace. I see logos as 'the wise energy of the universal creactive principle', so logos is **not** completely related to textuality, or discursive symbolism and includes enactment action or work. A further extension here is for this proactive wisdom principle to be written onto our hearts. Some German philosophers argue for an expository link between logos and *Weltanschauung* or world view. Goethe translates logos as *will* and possible Nietzsche carried this forward in his classic concept of '*will to power*'.

Consequently this eBook series takes the view of logos as the creactive principle of the universe and as such it is compatible with theology and artificeology so to speak. Unfortunately this second embodiment/enactment 'leg' of the meaning of logos has got lost in western translation and we have today a serious case of logorrhoea.

Bioactive - action based on biological themes and memes

Bush Mechanic (BM) – (A) Bush, (B) Mechanic and, (C) Bush Mechanic.

(A) **Bush** has the following meanings (1) provincial, (2) ignorant, (3) sauvage, (4) outback, (5) folk – Volk in German, while

(B) While Mechanic has (1) work, (2) causation viz. the mechanical universe, mechanical linear

sequential causation, (3) handworker - handwerker in German, and

(C) **Bush Mechanic** as in Artificer has the additional combined meanings of (1) next step after artisan, (2) broad and deep skills/techne i.e. 720° , (3) creactive design ability, (4) practical application of one's capable ingenuity with (5) an eye on the big picture.

Here we can see reflected the key aspects of the BM as emergent in this eBook viz. Exemplar Project see C(3, 4), Social Holon see A(5), Global Problematique see C(5), Action Learning see A(3).

I use the terms BM and A in this eBook in the sense of <u>creactive 720^o ingenuous sauvage volk</u> <u>handwerker</u> or zipped to <u>volk handwerker</u>

Bureauactive – action through bureaucracy or entropic

Competactive – competitively active

Connact – action to connect sub-systems together

Creactive – actively creating

Coactive - action that is co-operative

Co-creactive – co-op mutual creactivity with meaning arising from within (not without) joint action

Critactive – action that is critical of something, building something else, destroying

Cumulactive – action that cumulates or includes pervious cycles of actions e.g. folding a tarp

Empiractive - action that is empirical viz. based on experiment

Enactive – enacting

Eroactive – erotic

Hermenactive – action that is interpretative – art, dance,

Holoactive - vertical action

Huractive - action based on an heuristic

Hyperactive - ongoing even restless action

Imaginactive - active imagination - combine with creactive to actualise one's imagination

Indiactive – action that is for the individual benefit

Indicacte – actively indicate

Interactive – horizontal action between subsystems

Interfactive - horizontal action at interface

Interfice – Artifice particularly involving interface/integration with associated systems/people Intervolaction – action that intervolves, wraps within it, previous actions

Iteractive - action through several iteractions

Intermediate/Appropriate Technology – is related though not directly comparable to artificer technology. IT according to Schumacher has four characteristics: (1) workplaces located locally, (2) workplace infrastructure is cheap enough to be created in large numbers, using (3) simple production techniques and skills, (4) producing basic goods for the local market/use. Artificer Economics fits the first two but not the second two. The Artificer can construct in a boutique manner sophisticated proof of concept type prototypes and exemplars for people worldwide. Furthermore the Bush Mechanic/Artificer technology is deeply socio-culturally embedded

Interpreactive – interpretative action

Mechanoactive – action through mechanical manipulation

Mutactive – action that transforms for mutual benefit (mutual aid)

Negacte - action to negate or deny something

Nooactive - action wrt the noosphere - text & oral based i.e. academic - technically not action

Poietal – Gk – a knowledge from forming and making

Polyactive – active on several fronts simultaneously

Posactive – action that is positive

Proactive – acting ahead

Parrhesia – Gk – frank equalitarian robust discusion

Phronesis - Gk - practical wisdom

Prohairesis - Gk - choosing ahead wisely

Punactive – action that is punitive

Reactive – action as response

Redact – actively revise through iteractive improvements

Tempoactive - action as rhythm

Temporactive – action through time

Thantoactive - killing

Themactive – action within a theme

Transactive - action to undertake a transaction/exchange

Transcendactive – action that is transcendent – Ghanid's salt march, Christ's Cross

Uni/duo/tri/quad~active - active on 1/2/3/4 fronts

Sauvage - please see AUS2 The sauvage - for more details - it means (1) direct, uncomplicated,

lacking unnecessary crapola and (2) savage 'red in tooth and claw' etc. I use the term in this eBook in the sense of (1)

Stractegy - strategy as enactment

Symboactive – action that is symbolically energising or constellating

Symborgactive – action by a symbolical intelligence

Synactive – action that is synergistic or neg entropic

Syncreactive – action that syncretes or intervolves other actions where 1+1=3