

# **MONEYLESS SOCIETY**

THE NEXT ECONOMIC EVOLUTION

**MATTHEW HOLTEN**

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## APPENDIX A: Resources

This appendix lists organizations, movements, and resources that may be of interest in understanding how we create a more sustainable society. As time goes on, some organizations may change their names, values, or goals, or cease to exist altogether. I would simply like to recognize and give credit to these organizations for their contributions toward sustainability and making the world a better place for us all.

Disclaimer: Just because an organization or community is listed does not mean it agrees with or supports any or all of the ideas in this book; nor does it mean it is associated with me or with other organizations listed. I have shared limited information about each; to learn more, please visit their respective websites and materials.

**Arcosanti** ([arcosanti.org](http://arcosanti.org)). Community in Arizona that uses “arcology”—a combination of architecture and ecology—to offer an alternative to urban sprawl.

**The Auravana Project** ([auravana.org](http://auravana.org)). Organization developing and detailing systems, structures, and standards for a highly automated, regenerative, community-oriented, moneyless society.

**Auroville** ([auroville.org](http://auroville.org)). Spiritual evolutionary community founded in 1968 with over 3,300 residents from sixty countries. Based on human unity, integral yoga, and experimentation in all fields, Auroville addresses healthcare, architecture, the environment, and more.

**Blue Frontiers** ([bluefront.org](http://bluefront.org)). Organization developing sustainable floating islands with unique governing frameworks.

**Buckminster Fuller Institute** ([bfi.org](http://bfi.org)). Organization that develops programs to deploy strategies that radically regenerate Earth’s ecosystems through a focus on systems change.

**Circle Economy** ([circle-economy.com](http://circle-economy.com)). Circular solutions for businesses and cities.

**Communiivate** ([communiivate.com](http://communiivate.com)). A social network with features to connect like-minded change-makers and promote collaboration.

**The Commons Transition Primer** ([primer.commonstransition.org](http://primer.commonstransition.org)). Policy proposals and ideas to implement a Social Knowledge Economy for “sharing what’s abundant, and protecting what’s scarce.”

**Damanhur** ([damanhur.org](http://damanhur.org)). Multilingual, spiritual “laboratory” community in Italy.

**The Earth Charter** ([earthcharter.org](http://earthcharter.org)). Document with sixteen principles for sustainability; also an education center that supports the movement.

**Earthship Biotecture** ([earthshipglobal.com](http://earthshipglobal.com)). Company for artistic eco-construction and self-sufficient living.

**Fab City Project** ([fab.city](http://fab.city)). Initiative to have cities create everything they consume by 2054.

**Fab Foundation** ([fabfoundation.org](http://fabfoundation.org)). Foundation that facilitates the international Fab Lab Network.

**Fab Labs** ([fablabs.io](http://fablabs.io)). Network of over 1,800 digital fabrication laboratories around the world.

**Farm Bot** ([farm.bot](http://farm.bot)). Home-based, open-source, CNC-automated agriculture machine.

**Federation of Egalitarian Communities** ([thefec.org](http://thefec.org)). Union of egalitarian communities.

**Foundation for Intentional Community** ([ic.org](http://ic.org)). International directory of intentional communities, with additional resources.

**Gaianet** ([gaianet.earth](http://gaianet.earth)). Collective of mission-aligned projects and professionals with a shared vision of a New Earth, rooted in love and harmony with abundance for all.

**Global Ecovillage Network** ([ecovillage.org](http://ecovillage.org)). International directory of ecovillages, with additional resources.

**Kadagaya** ([kadagaya.org](http://kadagaya.org)). Research center and experimental village in Peru.

**Kiss the Ground** ([kisstheground.com](http://kisstheground.com)). Movement dedicated to spreading awareness about regenerative agriculture.

**Lammas Ecovillage** ([lammas.org.uk](http://lammas.org.uk)). Community in the UK pioneering sustainable living.

**Libcom.org** ([libcom.org](http://libcom.org)). Website about libertarian communism.

**Magnova** ([magnova.space](http://magnova.space)). An online hub for facilitating direct action, organization, and problem-solving.

**MIT Open Agriculture Initiative** ([media.mit.edu/groups/open-agriculture-openag](http://media.mit.edu/groups/open-agriculture-openag)). Initiative that built open resources to enable a global community to accelerate digital agricultural innovation; website contains information about past research.

**Money Free Party** ([moneyfreeparty.org.nz](http://moneyfreeparty.org.nz)). Political party that promotes the ideas

and concepts of a moneyless society or resource-based economy.

**New Economy Coalition** ([neweconomy.net](http://neweconomy.net)). Network of organizations building a future where people, community, and ecosystems thrive.

**On the Commons** ([onthecommons.org](http://onthecommons.org)). Commons movement strategy center and magazine.

**One Community Global** ([onecommunityglobal.org](http://onecommunityglobal.org)). Organization creating open-source resources and solutions for all aspects of sustainable living.

**Open Access Economy** ([openaccesseconomy.org](http://openaccesseconomy.org)). Wiki for creating proposed alternative method of organizing human society without the limitations of trade and markets.

**Open Knowledge Foundation** ([okfn.org](http://okfn.org)). Organization creating and driving forward open knowledge and open data around the world.

**Open Source Ecology** ([opensourceecology.org](http://opensourceecology.org)). Organization developing open-source industrial machines.

**P2P Foundation** ([wiki.p2pfoundation.net](http://wiki.p2pfoundation.net)). Organization/network dedicated to advocacy and research of commons-oriented peer-to-peer (P2P) dynamics in society.

**People & Planet** ([peopleandplanet.org](http://peopleandplanet.org)). Student network in UK for social and environmental justice.

**Precious Plastic** ([preciousplastic.com](http://preciousplastic.com)). Alternative open-source recycling system run by people around the world.

**ReGen Villages** ([regenvillages.com](http://regenvillages.com)). Technology-enabled, bio-regenerative, and resilient communities, with critical life support systems of food, water, energy, and circular waste/resource management at the neighborhood scale.

**The Seasteading Institute** ([seasteading.org](http://seasteading.org)). Nonprofit think tank promoting the creation of floating ocean cities as a solution to some of the world's most pressing problems, such as rising sea levels, overpopulation, and poor governance.

**Sharebay** ([sharebay.org](http://sharebay.org)). Global online network for free sharing of goods and services.

**The Society Library** ([societylibrary.org](http://societylibrary.org)). Organization dedicated to archiving ideas, ideologies, and worldviews to create a fully intentional, collaborative humanity that maximizes freedom through access to information.

**Solidarity Economy** ([solidarityeconomics.org](http://solidarityeconomics.org)). Collaboration using data and analysis to contribute to a more powerful, well-resourced, intersectional, and intersectoral

movement for equity.

**The Story of Stuff Project** ([storyofstuff.org](http://storyofstuff.org)). Organization whose mission is to transform the way we make, use, and throw away “stuff” so that it is healthy, sustainable, and fair.

**Sustainable Human** ([sustainablehuman.org](http://sustainablehuman.org)). Nonprofit that creates educational and inspiring video stories that evolve human consciousness by addressing the roots of our many sustainability crises.

**The Systems Thinker** ([thesystemsthinker.com](http://thesystemsthinker.com)). Website for thinking in terms of systems theory.

**Tamera** ([tamera.org](http://tamera.org)). Organization developing Healing Biotores—decentralized, autonomous community models—as a foundation for a culture free of fear and violence.

**Technocracy** ([technocracyinc.org](http://technocracyinc.org)). Organization that advocates scientifically objective functional decision-making to mitigate harmful effects on humans and the environment.

**Transition Network** ([transitionnetwork.org](http://transitionnetwork.org)). A movement of communities coming together to reimagine and rebuild our world.

**Transition US** ([transitionus.org](http://transitionus.org)). Large grassroots organization and network seeking to build community resilience; US hub of the Transition Network.

**TROM** ([tromsite.com](http://tromsite.com)). Organization and educational project that showcases how trade creates most of the world’s problems and advocates social change.

**The Venus Project** ([thevenusproject.com](http://thevenusproject.com)). Organization that proposes a holistic approach called a resource-based economy, utilizing the most current technological and scientific advances to provide the highest possible living standard for all people on Earth.

**World Socialist Movement** ([worldsocialism.org](http://worldsocialism.org)). International organization of socialist parties.

**The Zeitgeist Movement** ([thezeitgeistmovement.com](http://thezeitgeistmovement.com)). Global grassroots movement with chapters in over seventy countries; advocates transitioning to a resource-based economy and, like The Venus Project, recommends implementation of sustainable ecology and the scientific administration of society.

## APPENDIX B: Glossary

**Agroecology.** An approach to agriculture that takes into account the entire ecosystem and impacts on it. It includes numerous methodologies and techniques, such as soil/environmental regeneration, holistic grazing practices, silvopasture, desert-greening, carbon farming/sequestration, and permaculture; it also entails a focus on specific cultures and how they relate to food and agriculture, and how soil health and agricultural practices affect the nutritional qualities of foods. See also *regenerative agriculture*.

**Analysis.** The taking apart of something to understand the pieces. Compare to *synthesis* and *emergence*.

**Anarcho-Syndicalism.** Philosophy that views labor unions and the syndication of workers as a tactic for gaining control and influence in a capitalist society and as a catalyst for social change.

**Antifragility.** A concept coined by Nicolas Taleb in his 2008 book of the same name; describes a property of systems that enables them to adapt and become more resilient when confronted with adversity, shock, or disorder.

**Archetype.** A commonly existing pattern in *systems thinking*. See also *conflicting goals*, *fixes that fail*, *success to the successful*, and *tragedy of the commons*.

**Artificial Scarcity.** When things are purposely withheld or restricted for use so they can be sold for profit. Compare to *chaotic scarcity*.

**Balancing Feedback Loop.** When the outcome of a certain action is one that keeps bringing something back to a certain level or equilibrium; also called *negative feedback loop*. Compare to *reinforcing feedback loop*.

**BIPOC.** Acronym for Black, Indigenous, and People of Color.

**Capitalism.** A socioeconomic system whereby the means of production are held by private interests (as opposed to the state, the public, or the workers) and controlled for the purpose of generating profit and wealth for those private interests. Compare to *communism* and *socialism*.

**Cascade (Cascading) Effects.** Outcomes or events that occur in a chain, with one occurrence affecting something else, which in turn affects something else, and so on and so forth; a chain reaction.

**Causality.** The recognition and relationship of cause and effect.

**Chaotic Production.** Production systems that lack proper accountability, communication, or management protocols with respect to manufacturing requirements, consumer demand, distribution systems, or externalities regarding resources, human, or environmental effects.

**Chaotic Scarcity.** A lack of items or services created as an unintentional side effect of manufacturing, production, and distribution being managed in a disconnected, unorganized, and chaotic manner. Compare to *artificial scarcity*.

**Circular Economy.** See *closed-loop economy*.

**Climate Change.** A change in the average weather patterns of a region over time, including warming temperatures, increased or decreased rainfall, and more frequent extreme weather.

**Closed-Loop Economy.** An economic system by which all “waste” outputs are utilized as inputs for other purposes; recycling, reusing, upgrading, upcycling, repurposing, and retrofitting are all techniques that help achieve this goal. Also called *circular economy*.

**Co-op.** See *cooperative*.

**Commodification.** The process by which most everyday goods, services, and necessities have been turned into commodities that can be procured only through purchase.

**Commodity.** Any “product” that is created primarily for sale on the open market, or anything that is regularly bought or sold.

**Commons.** Land or other property that is held in common, usually equally, by a group or community.

**Communism.** A political and economic system in which the means of production are owned or controlled by the public or working class. Contemporary communism is often defined as the political philosophy that Marx described in the mid-1800s, which advocates the revolutionary overthrow of the wealthy, or “bourgeoisie,” and the transfer of power to the working class, or “proletariat.” Compare to *capitalism* and *socialism*.

**Conflicting Goals.** An archetype in systems thinking that occurs when the pursuit of two goals at odds with one another results in decisions that contribute to the success

of one goal to the detriment of the other. See also *fixes that fail*, *success to the successful*, and *tragedy of the commons*.

**Cooperative.** A legal and business structure that codifies equitable/equal ownership and democratic decision-making structures into accessible, practical business practices. Also called *co-op*.

**Counterintuitive Results.** Expecting one outcome and getting the opposite; unexpected results.

**Degrowth.** See *post growth*.

**Derivatives.** Financial instruments that are essentially bets or contracts based on various types of underlying financial assets.

**Dystopia.** A society in which people lead wretched, dehumanized, fearful lives. Compare to *protopia* and *utopia*.

**Ecological Balance.** A broad principle that encompasses the myriad relationships between our environment, the biosphere, and our socioeconomic system, and involves the sustainable management and regeneration of resources, along with other interactions with and investments in our biosphere.

**Ecological Impact.** The effect an action or cause has on the environment; for example, pollution as a result of product manufacturing or the clearing of forests for agricultural purposes.

**Ecological Value.** The value something (such as a tree, lake, or insect) holds with respect to being part of the natural environment. Compare to *exchange value* and *use value*.

**Emergence.** The outcome of synergy, the process of things coming together in a self-organizing way and forming something new that takes on properties not found in any of its constituent parts. Compare to *analysis* and *synthesis*.

**Enclosure Acts.** Specific laws related to *enclosures*.

**Enclosures.** A period or process by which commonly held land was fenced in and enclosed in England and then other parts of the world. Facilitated and enforced by the *Enclosure Acts*.

**Equality.** In the context of this book, refers to the distribution of resources or responsibilities evenly, regardless of past or current circumstances or inequities. Compare to *equity*, *inequality*, and *social justice*.



**Equity.** In the context of this book, refers to the distribution of resources in a manner that reflects past inequities or inequalities, so the outcome is fairer though it often leaves the system that created the dysfunction intact. Compare to *equality*, *inequality*, and *social justice*.

**Exchange Value.** The value of a commodity when it is traded, or the price of an item when it is bought or sold; the price a buyer is willing to pay and a seller is willing to sell an item for on an open market. Compare to *ecological value* and *use value*.

**Exploitation.** Refers to the use of a person, place, resource, animal, or other thing for some sort of benefit; can refer to the general use of something for a purpose, or in the capitalist system, it mainly refers to people or things being employed or used in the pursuit of profit.

**Externalities.** Side effects or consequences of the extraction of resources or manufacturing and distribution of items, or other effects of the capitalist system that are not reflected in the price of an item or service.

**Feedback Loop.** The sequence in a cause-and-effect relationship where the output of the process is returned as an input. See also *balancing feedback loop* and *reinforcing feedback loop*.

**Fiat Currency.** A currency that is not fixed in value; a currency whose value can increase or decrease relative to commodities or other currencies.

**Fixes That Fail.** An archetype in systems thinking whereby the short-term solution to a problem inadvertently causes the original problem to become worse in the long term. See also *conflicting goals*, *success to the successful*, and *tragedy of the commons*.

**Flow.** In systems thinking, the rate at which a stock builds and/or depletes. Compare to *stock*.

**Highest Good of All.** The idea of acting in a manner that is in the best interest of everyone; common-sense approach that advocates empathy, communication, transparency, and working through differences to create positive transformation for all life on Earth, with the overarching theme of stewardship for one another and the environment.

**Hoarding.** Accumulating or storing more than one needs.

**Inequality.** In the context of this book, refers to the unevenness of wealth/resource

distribution and the disparity of opportunities and conditions in and between groups of people and regions around the world. Compare to *equality*, *equity*, and *social justice*.

**Interconnectedness.** A principle that states that everything affects everything else to some degree, however small.

**Internet of Things (IoT).** A network that enables sensors and devices to communicate with each other.

**Interoperability.** The ability of items or technologies to work with one another in compatible ways.

**Leverage Points.** Specific places or areas of focus where we can make changes in systems that will influence the outcome in different ways; stronger leverage points allow changes to be made more easily.

**Localization.** The practice of deriving resources and manufacturing goods and services as close to the end user as possible to eliminate unnecessary travel and waste.

**Means of Production.** Property, machines, land, factories, buildings, intellectual property, and so on that are used to manufacture and deliver products and services.

**Modularity.** The ability to put things together or take them apart in standardized pieces.

**Negative Feedback Loop.** See *balancing feedback loop*.

**Open Source.** Refers to information, designs, software, data, and digital or other property that is freely accessible, viewable, or editable by the public; public information, often held without copyrights or patents.

**Operant Conditioning.** A learning process by which humans and animals behave in such a way as to obtain rewards and avoid punishments; the paradigm or study of such. See also *positive reinforcement*.

**Overton Window.** The range of political or social ideas that are reasonably acceptable in the public's point of view at a given point in time. Also called the *window of discourse*.

**Personal Property.** Items that are designated and designed for one's own use, such as one's clothing, furniture, residence, or other personal possessions. Compare to *private property*, *public property*, and *real property*.

**Planned Obsolescence.** The intentional future nonfunctionality of goods due to lack

of replacement parts, noncompatibility with upgrades or new technology, or the use of less-than-optimal designs or materials.

**Positive Feedback Loop.** See *reinforcing feedback loop*.

**Positive Reinforcement.** A principle that means people or animals are more likely to continue doing things for which they are rewarded; rewarding people or animals for performing the desired behavior. See also *operant conditioning*.

**Post Growth.** A phase or era of controlled economic contraction intended to curtail much of the unnecessary activity generated by the capitalist market system, thereby more effectively addressing resource overshoot and climate change; also called *degrowth*.

**Post-Scarcity Economy.** A society or economy in which there is no longer a need for money or profit because necessities (and “luxuries”) are abundant and provided to everyone for free through automation and environmentally friendly regenerative systems and technologies. Also called *post-scarcity society*.

**Post-Scarcity Society.** See *post-scarcity economy*.

**Private Property.** In the context of this book, private property refers to property that is owned or controlled by private interests for the purpose of obtaining profits on a commercial basis. Compare to *personal property*, *public property*, and *real property*.

**Profit.** Any excess money or wealth that a company, person, or institution procures through the course of business and is left after all expenses are paid.

**Protopia.** A society that moves in a positive direction by functioning with balance and synergy; in opposition to the idea of *dystopia*; a realistic alternative to the concept of a *utopia*.

**Public Property.** Property that is owned or controlled by the government or public in general. Compare to *personal property*, *private property*, and *real property*.

**Real Property.** Property that is immovable, such as land, buildings, and factories. Compare to *personal property*, *private property*, and *public property*.

**Regenerative Agriculture.** A type of agriculture that focuses on restoring soil health, sequestering carbon, healing the environment, increasing biodiversity, and fighting climate change through a variety of natural, technological, and restorative practices. See also *agroecology*.

**Reinforcing Feedback Loop.** When the outcome of a certain action perpetuates conditions that produce more of the same result, creating a self-reinforcing loop of cause and effect; also called a *positive feedback loop*. Compare to *balancing feedback loop*.

**Resource Overshoot.** An amount of environmental impact or consumption that pushes a natural system past the point of sustainability; includes overextraction of resources as well as putting too much waste into the environment.

**Sharing Economy.** An economy or society wherein many goods and services are shared or provided on an as-needed basis; an access-based economy rather than ownership-based economy.

**Silvopasture.** The practice of integrating trees and foraging livestock on the same land.

**Social Justice.** The fair treatment of all people, including those who have been marginalized or mistreated in the past; the fundamental restructuring of systems to repair dysfunctional relationships and outcomes within the economy and society so that all have equal access to resources and opportunities in the future. Compare to *equality, equity, and inequality*.

**Socialism.** A political and economic system in which the means of production are owned or controlled by the public/workers. The term can also refer to the distribution (or redistribution) of income/wealth more equitably throughout society. Compare to *capitalism* and *communism*.

**Sociocracy.** A governance model that emphasizes the creation of psychologically safe environments and productive organizations; focuses on the use of consent and decision-making by people who have shared goals or work processes.

**Stock.** In systems thinking, how much of something there is in some definable measure, or how much has built up over time. Compare to *flow*.

**Stranded Asset.** An asset, such as a building or equipment, that no longer provides an economic return based on its original intent.

**Success to the Successful.** An archetype in systems thinking that means when one is already successful, it becomes easier to gain more success. See also *conflicting goals, fixes that fail, and tragedy of the commons*.

**Surplus.** The amount of something that is left after needs have been satisfied; for

example, what is left over from a harvest after storing enough food for one's family and enough seeds for the next crop.

**Surplus Value.** The excess value (monetary or otherwise) that is extracted by the owners of the means of production after the workers are paid.

**Synthesis.** The combination of multiple elements to create something new; the act of understanding the whole and recognizing how individual elements relate to and interact with one another. Compare to *analysis* and *emergence*.

**Systemic Reciprocity.** When items and necessities are provided through voluntary participation in an economic system without the necessity for trade or transactions; the reciprocal system proposed in this book eliminates unnecessary human labor and provides an abundance of goods and services through cooperation, technology, and ecological stewardship in return for voluntary contributions. Compare to *transactional reciprocity*.

**Systems Theory.** See *systems thinking*.

**Systems Thinking.** A methodological approach to analysis and problem solving that examines the causes, effects, relationships, and feedback loops between different elements in our world, and how they interact and compound with one another over time to produce various results. Also called *systems theory*.

**Tragedy of the Commons.** An archetype in systems thinking that occurs when individuals act in their own interest and, as a result, collectively the population causes damage to or plunders a common resource. See also *conflicting goals*, *fixes that fail*, and *success to the successful*.

**Trade-Based Reciprocity.** See *transactional reciprocity*.

**Transactional Reciprocity.** When items and necessities are procured through trade or transactions. Also called *trade-based reciprocity*. Compare to *systemic reciprocity*.

**Universal Basic Goods and Services (UBGS) System.** A system designed to provide the general public with all goods and services deemed necessary for everyday operation in society. Compare to *universal basic income system*.

**Universal Basic Income (UBI) System.** A system in which people receive money to purchase basic goods and services. Compare to *universal basic goods and services system*.

**Use Value.** An item's use, or what it can be used for. Also called *utility*. Compare to *exchange value* and *ecological value*.

**Utility.** See *use value*.

**Utopia.** A place of perfection, especially regarding laws, governance, and social conditions. Compare to *dystopia* and *protopia*.

**Window of Discourse.** See *Overton window*.

# Figures

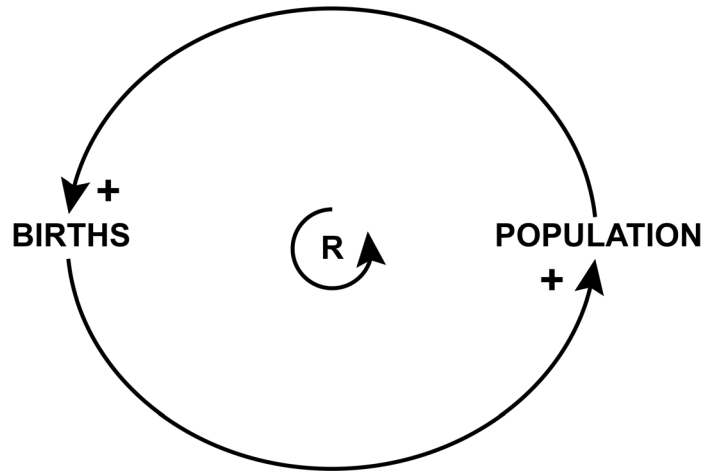


Figure 1: Causal Loop Diagram of Human Population (Births)

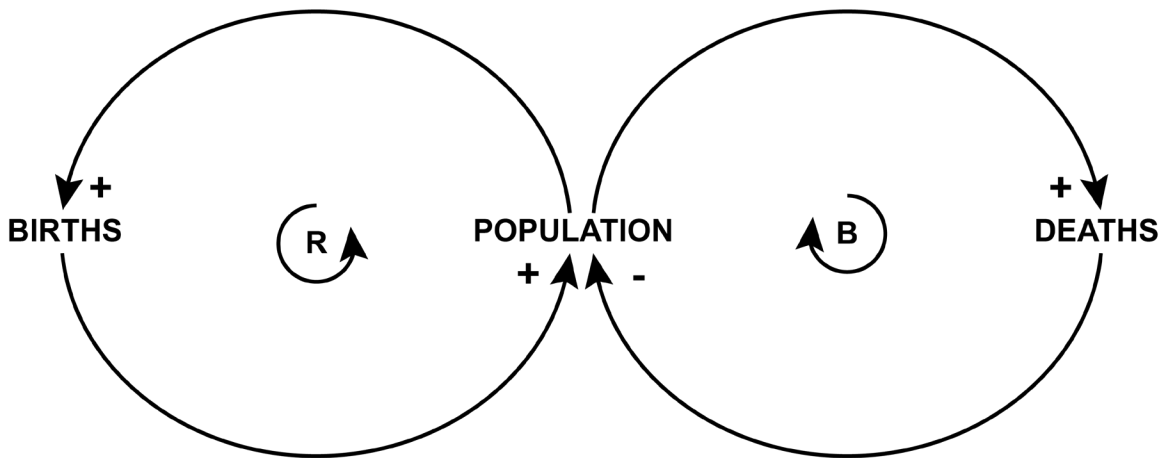


Figure 2: Causal Loop Diagram of Human Population (Births & Deaths)

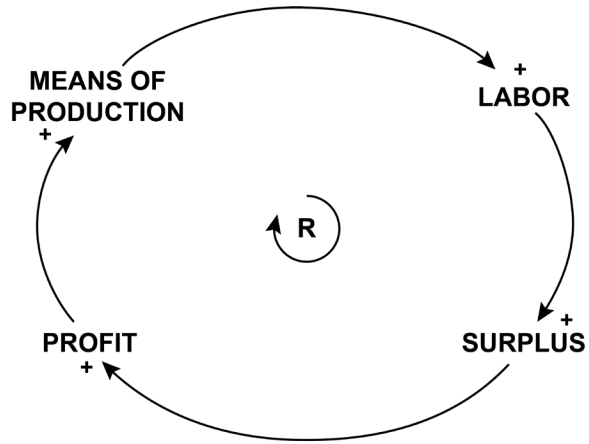


Figure 3: Causal Loop Diagram of Market Economy

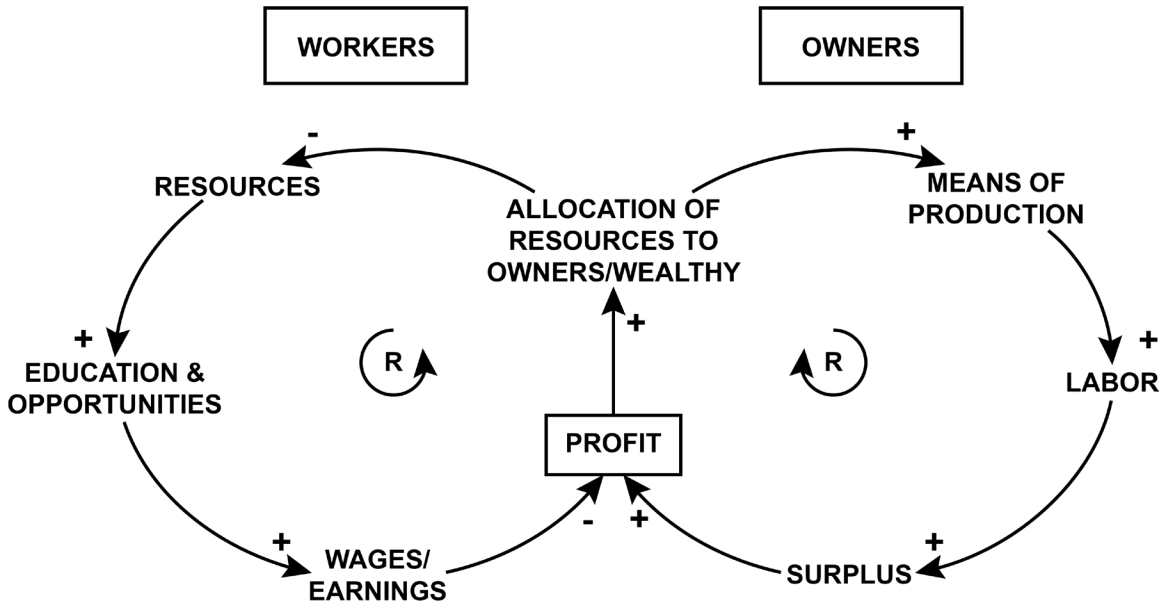


Figure 4: Causal Loop Diagram of Labor Market



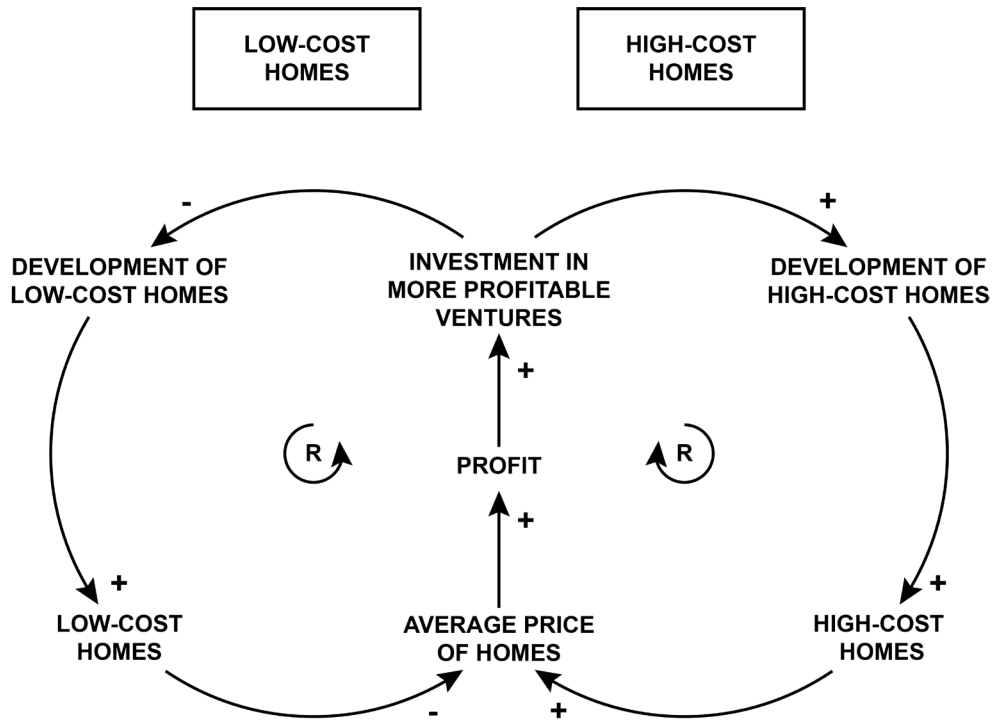


Figure 5: Causal Loop Diagram of Housing Market

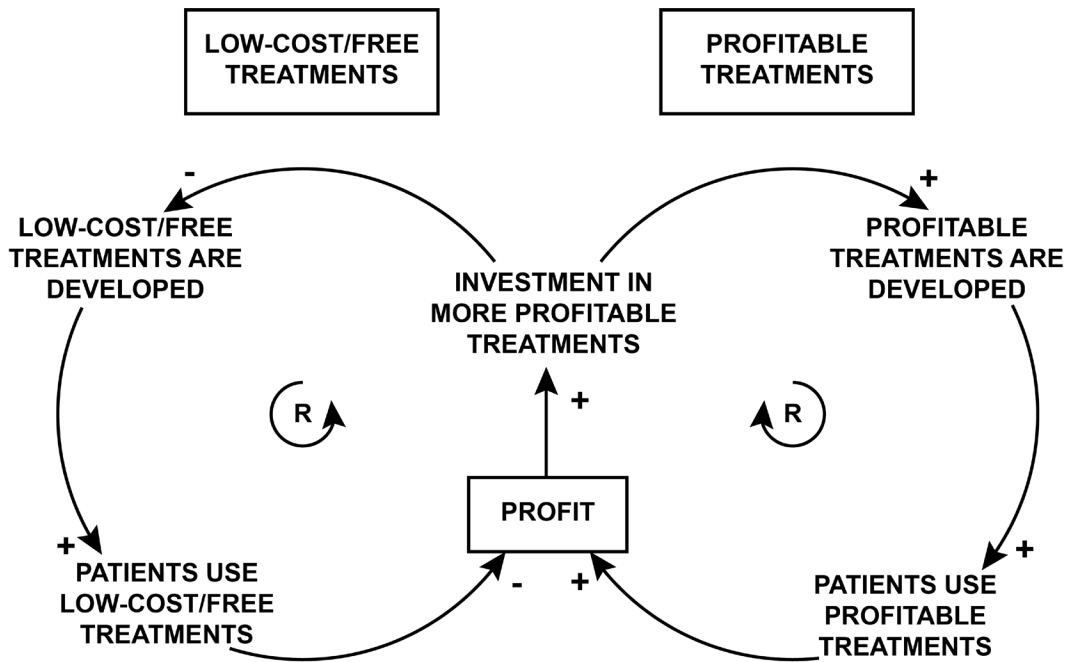


Figure 6: Causal Loop Diagram of Healthcare System

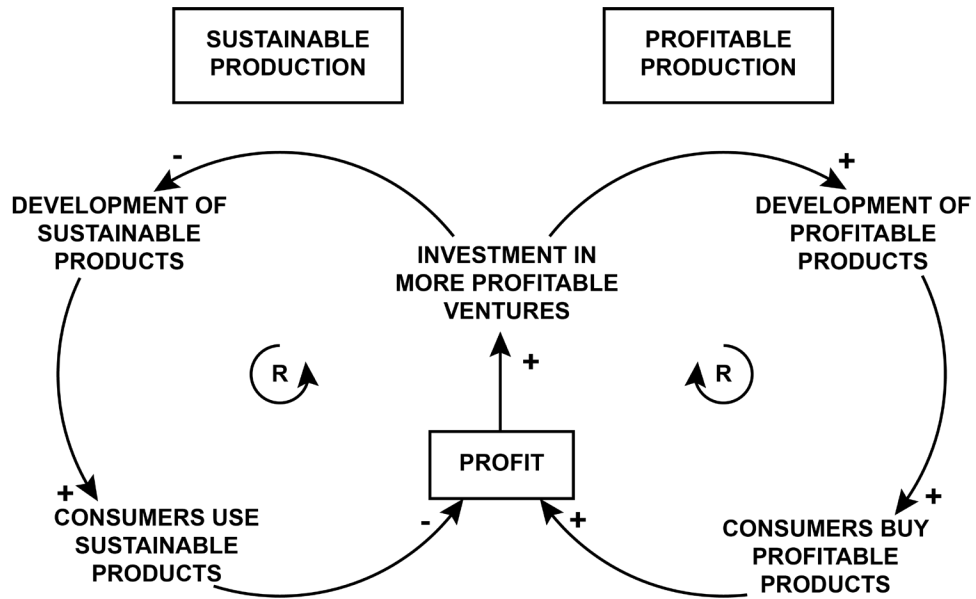


Figure 7: Causal Loop Diagram of Industrial Sector

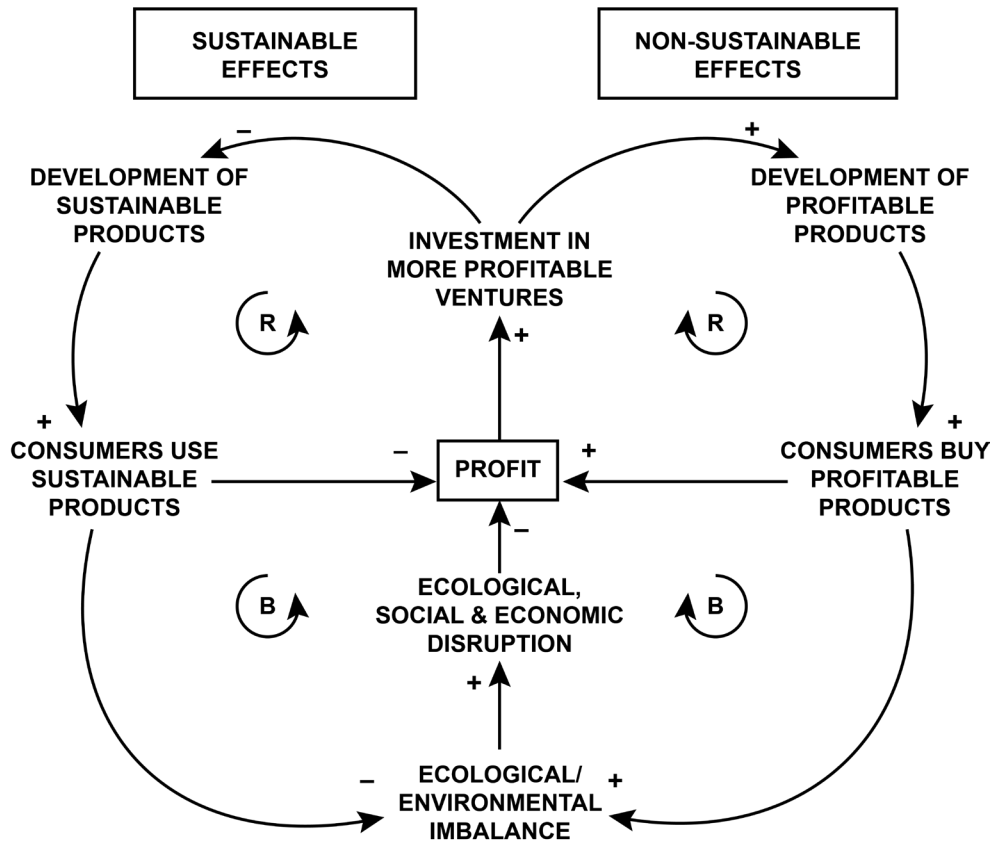


Figure 8: Causal Loop Diagram of Industrial Sector with Balancing Loops

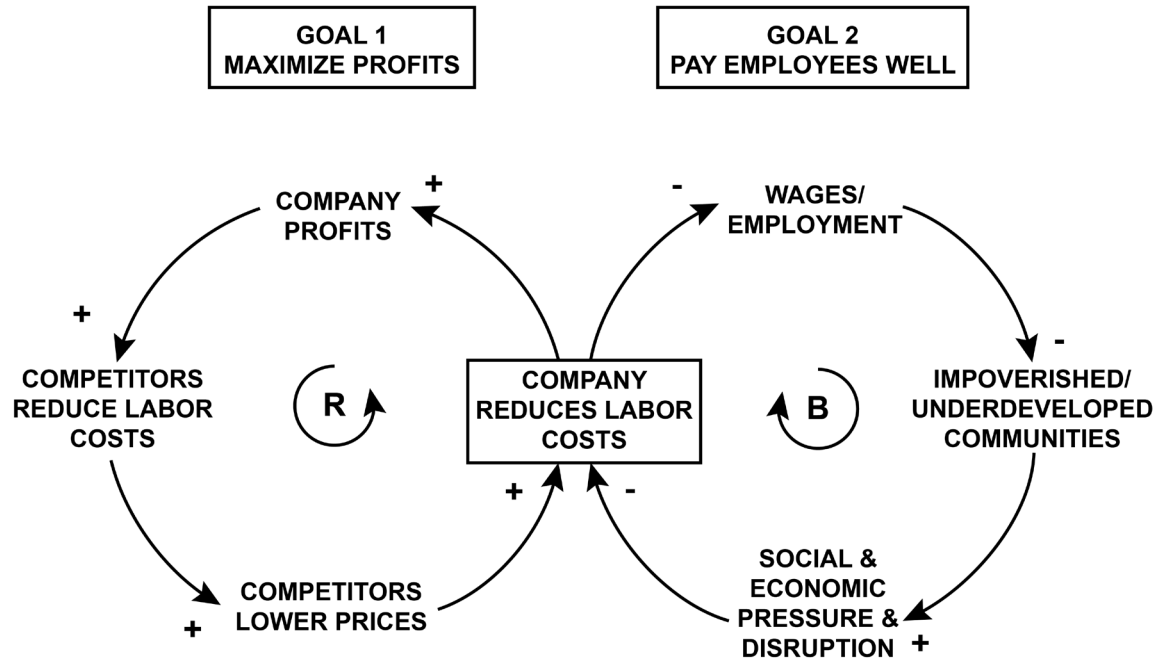


Figure 9: Causal Loop Diagram of Conflicting-Goals Archetype

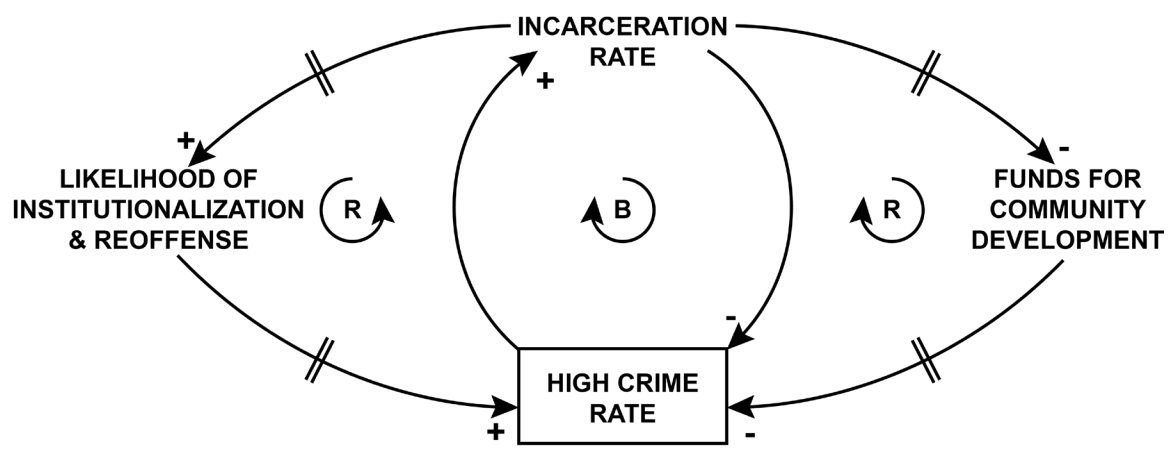


Figure 10: Causal Loop Diagram of Fixes-That-Fail Archetype (Incarceration)

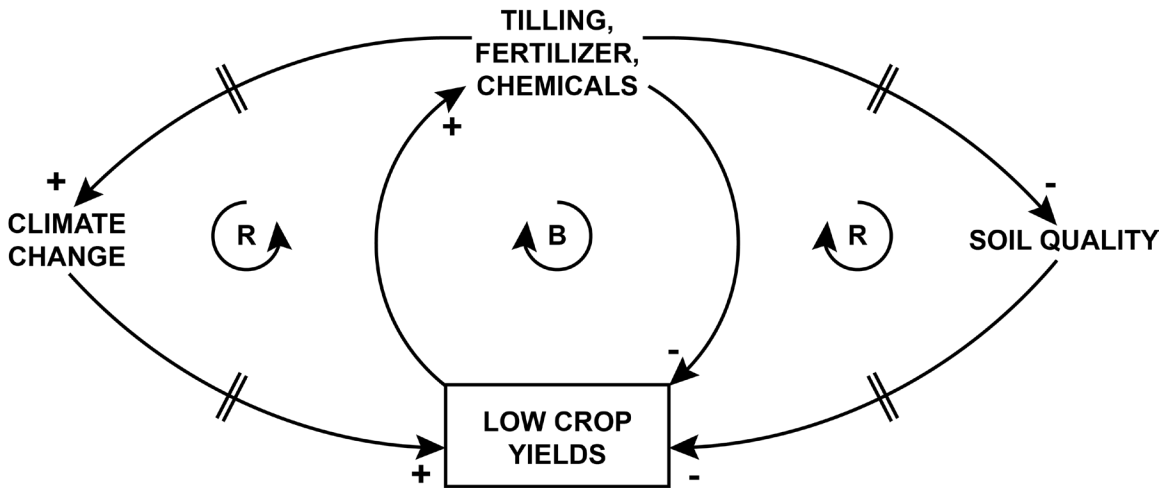


Figure 11: Causal Loop Diagram of Fixes-That-Fail Archetype (Conventional Agriculture)

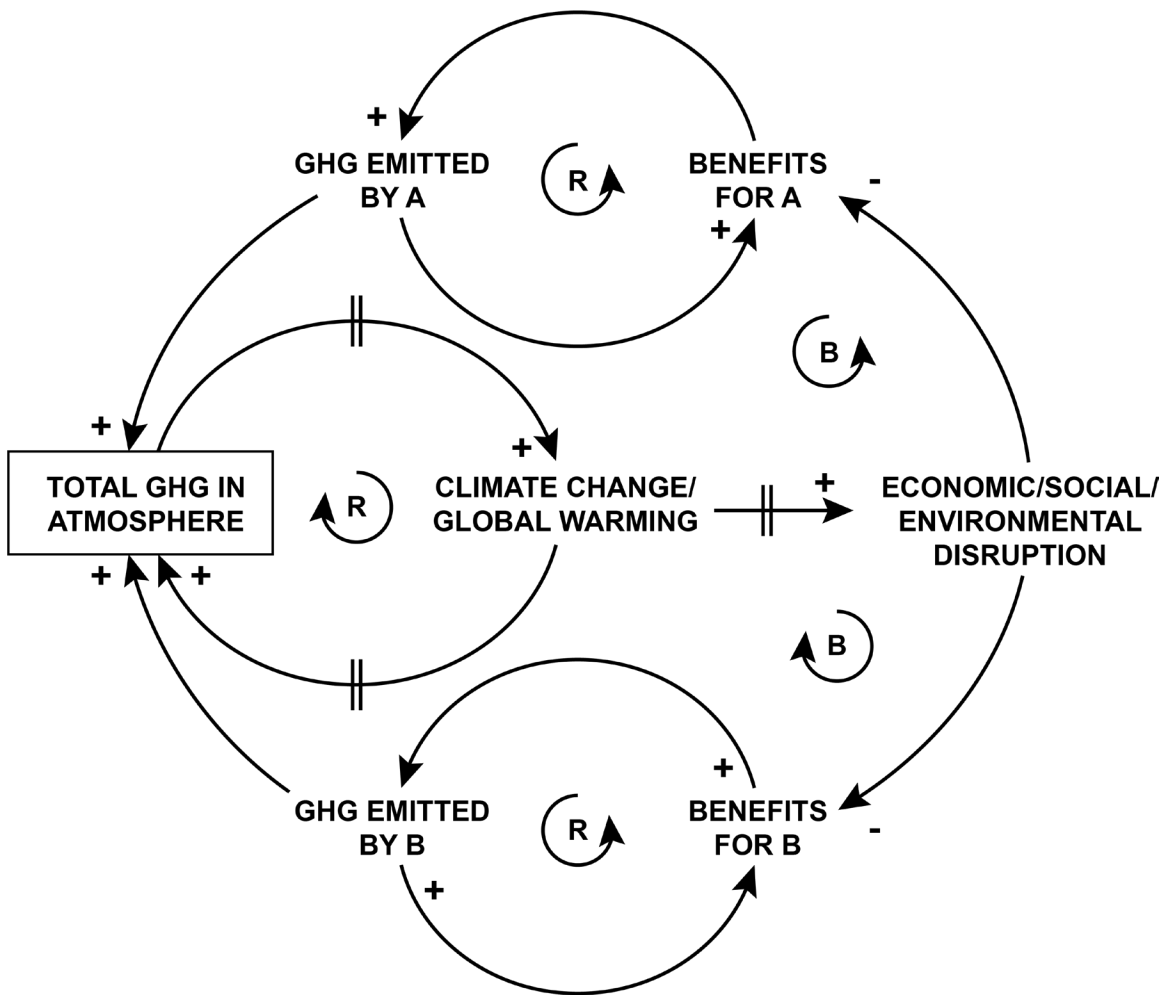


Figure 12: Causal Loop Diagram of Tragedy-of-the-Commons Archetype (GHGs and Climate Change)

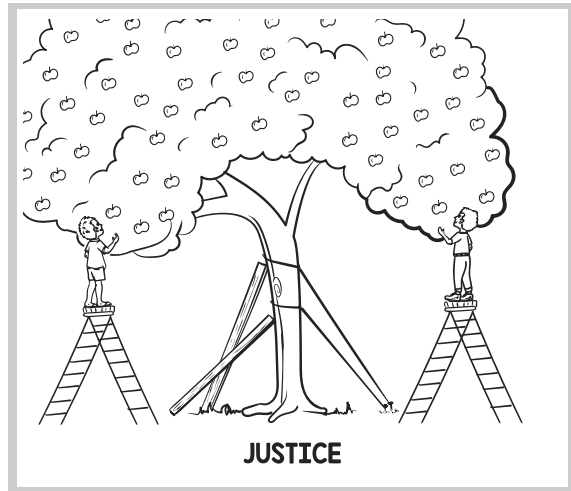
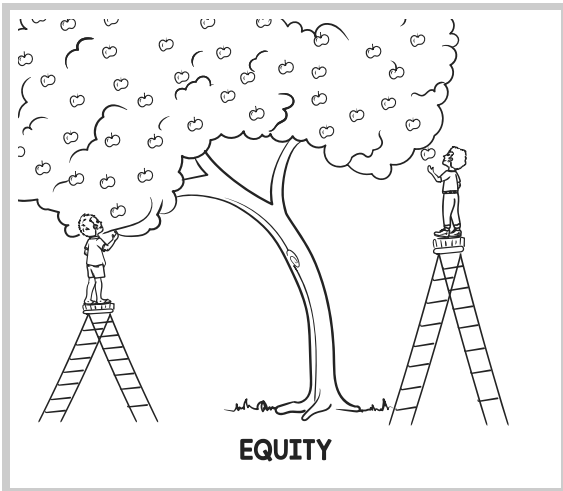
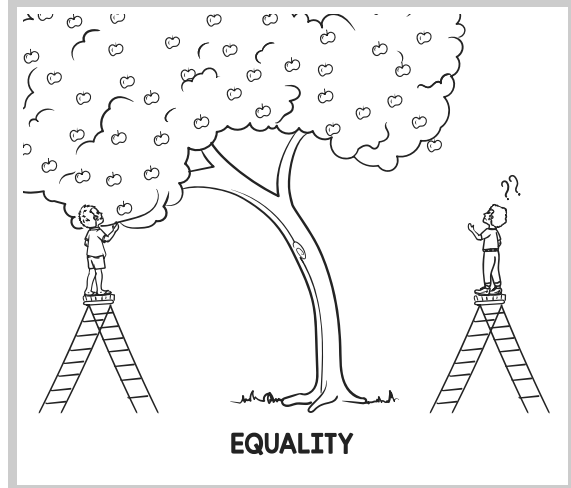
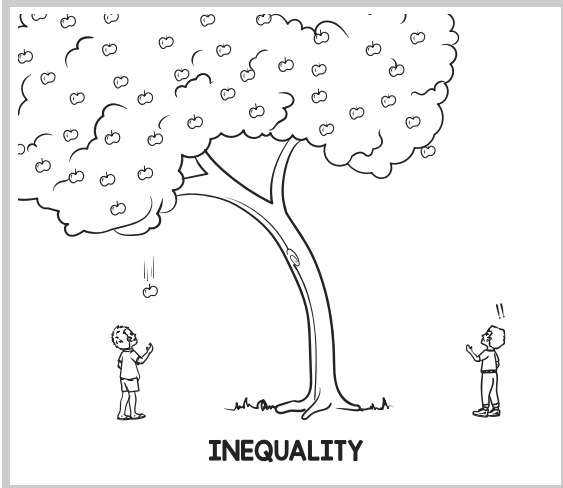


Figure 13: Illustration of Social Justice (Crooked Apple Tree)

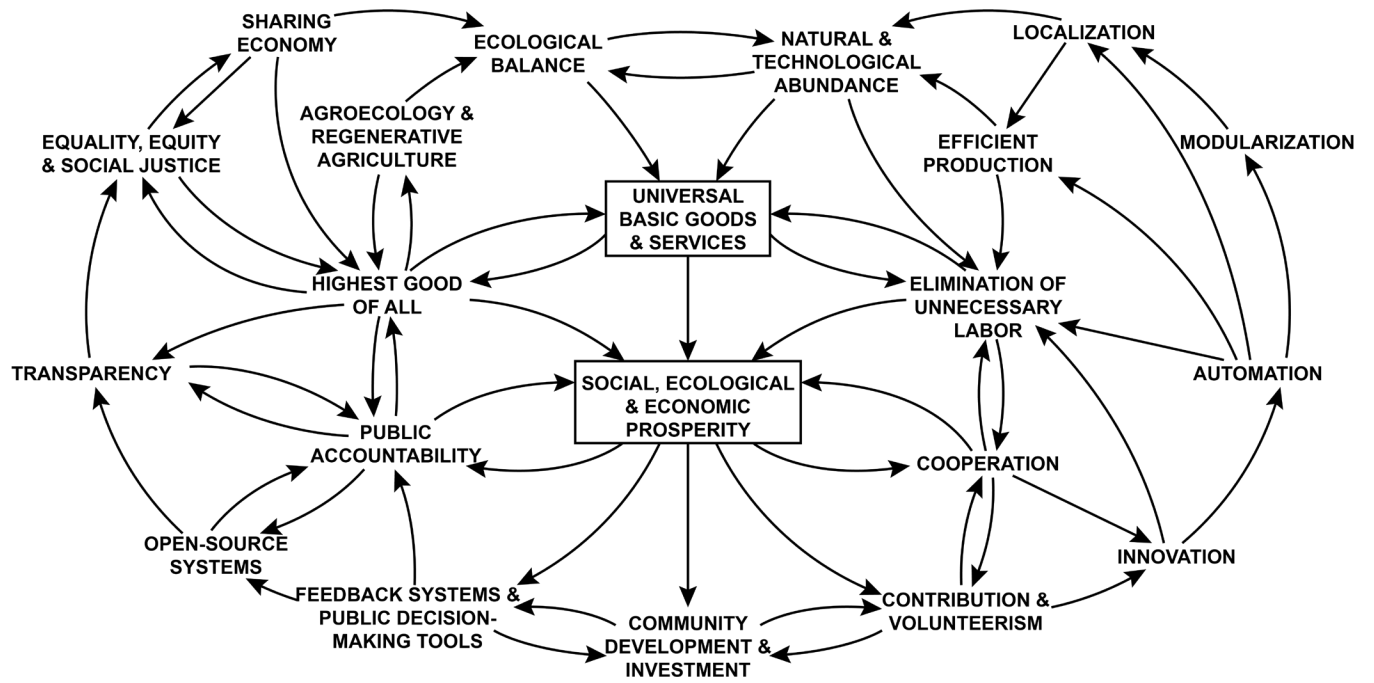


Figure 14: Components of an Equitable, Operational Moneyless Society

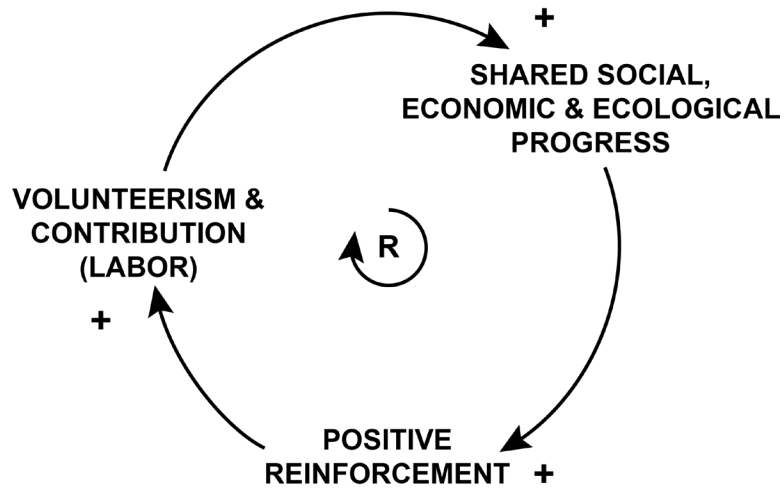


Figure 15: Causal Loop Diagram of Labor Market without Profit

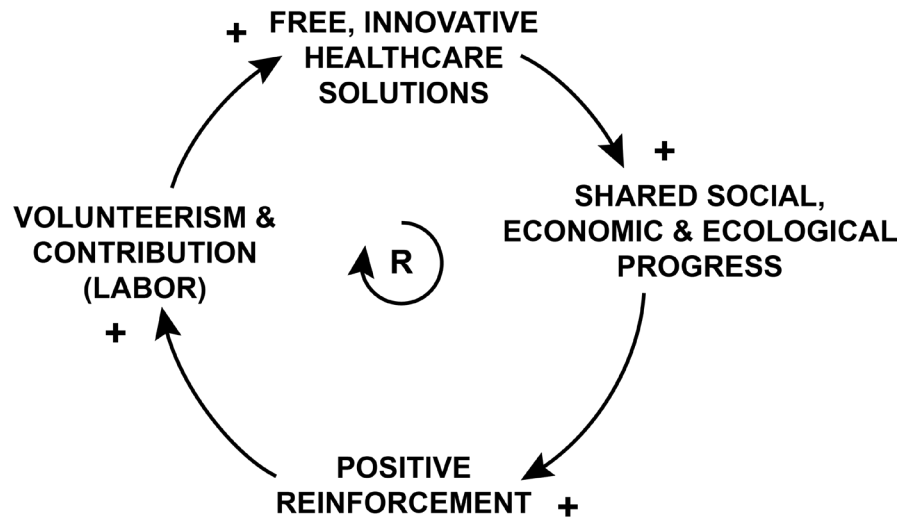


Figure 16: Causal Loop Diagram of Healthcare Labor Market without Profit

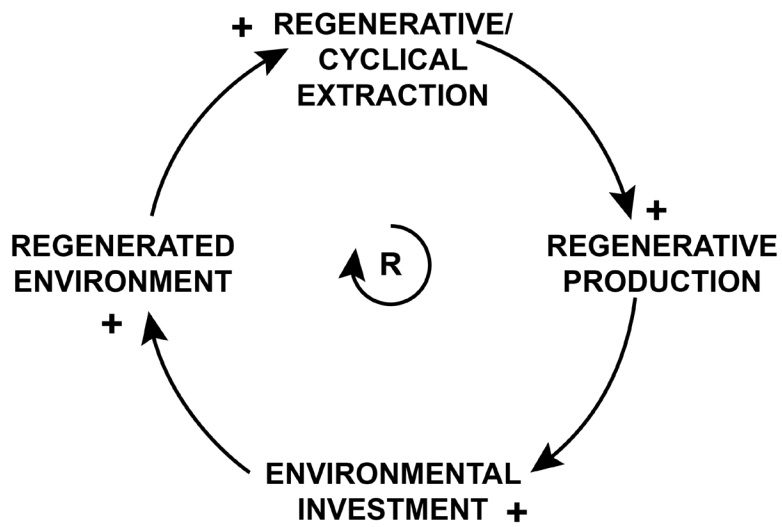


Figure 17: Causal Loop Diagram of Circular Production Model