

Organization Design Working Hypotheses

- Awareness of dependence (terrorism, pandemic, natural disaster, hacking, jobs), technological advances (smaller, faster, stronger, more embedded, integrated, and intelligent), and resilience (indigenous diversity, networks, communities)
- Deliverables focus on sufficiency, not necessary or nice to have
- Market is fixed by population density, not demographics
- System starts at the point of consumption and supplies as close as possible: surplus radiates out, needs spiral in
- Play is by integration across the production-to-consumption value chain, not function-by-function
- Parallel paths of food systems, green energy systems, and distributed manufacturing systems constitute the cornerstones of local economies
- Work openly, work in parallel, and work collaboratively
- Tripartite intervention strategy of education (way out of poverty), economics (jobs), and health (quality of life)