ERES PlayNAC: EP GERP SOMT

The Ability Pillar of the ERES Triadic Cybernetic Framework

A Research White Paper on Gamified Governance,
Competency-Based Progression, Planetary Resource Planning,
and Sociocratic Governance for the 1000-Year Future Map

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Bella Vista, Arkansas • March 2026

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Abstract

This white paper presents the comprehensive architecture of ERES PlayNAC: EP GERP SOMT—the integrated platform that constitutes the Ability pillar of the ERES Triadic Cybernetic Framework for Global Governance Intelligence. Where GAIA measures Will and EPIR-Q measures Capacity, PlayNAC EP GERP provides the operational demonstration of Ability: the gamified governance platform (PlayNAC), the competency-based progression system (EarnedPath/EP = CPM × WBS + PERT), the planetary resource planning and emergency management engine (GERP = Global Earth Resource Planner / Global Emergency Response Protocols), and the sociocratic governance overlay (SOMT = Sociocratic Overlay Metadata Tapestry). Together, these four components form the executable infrastructure through which the ERES Institute's New Age Cybernetics (NAC) framework transitions from theory to deployable civilizational architecture. This paper traces the design rationale, technical specifications, integration pathways, and implementation roadmap for each component, situating them within the broader ERES ecosystem—including BERA measurement infrastructure, FAVORS identity verification, UBIMIA economics, the ECVS Cybernetic Voting System, the CBGMODD seven-stakeholder model, the SOUND-Loop Article trilogy (251–252–253), and the 1000-Year Future Map. The paper argues that PlayNAC EP GERP SOMT represents a genuinely novel synthesis: game theory as governance method, project management as human development path, resource planning as planetary stewardship, and sociocratic deliberation as metadata infrastructure—unified under the cybernetic formula C = R × P / M and constrained by the Tri-Codex ethic: Don't hurt yourself, don't hurt others, build for generations to come.

Keywords: *PlayNAC, EarnedPath, GERP, SOMT, ECVS, New Age Cybernetics, gamified governance, ERES Institute, BERA, UBIMIA, CBGMODD, 1000-Year Future Map, VERTECA, Meritcoin, Gracechain, SOUND-Loop*

1. Introduction: The Ability to Govern

The ERES Institute for New Age Cybernetics, founded in February 2012 by Joseph A. Sprute, has spent fourteen years constructing an intellectual architecture for civilizational transformation. The Institute's Triadic Cybernetic Framework, formalized in the ERES Rating System v1.0 (November 2025), establishes three pillars for empirical governance intelligence: Will, measured by GAIA (Global Actuary Investor Authority); Capacity, measured by EPIR-Q (Emotional Personal IQ Real Quantum); and Ability, measured by PlayNAC EP GERP. The first two pillars address the motivational and cognitive-emotional prerequisites for governance. The third pillar—the subject of this white paper—addresses the operational question: can the participant, the institution, or the civilization actually do what it intends to do?

Ability in the ERES framework is not abstract competence. It is demonstrated, credentialed, gamified, and continuously verified performance within a system that simultaneously educates, evaluates, governs, plans resources, responds to emergencies, and coordinates stakeholders across the seven-layer CBGMODD structure (Citizen, Business, Government, Military, Ombudsman, Dignitary, Diplomat). The four components of the Ability pillar—PlayNAC, EarnedPath, GERP, and SOMT—are not separate applications bolted together; they are architecturally integrated subsystems of a single governance operating system, connected by shared data flows, common measurement infrastructure (BERA), unified identity verification (FAVORS), and a single economic substrate (UBIMIA/Meritcoin/Gracechain).

This white paper provides the first consolidated treatment of all four components as an integrated system, drawing on the full ERES archive: 62 key documents from the March 2026 archive, 301 commits across the Proof-of-Work_MD repository, the PlayNAC-KERNEL codebase, eight ResearchGate publications directly referencing these systems, the ERES TERMS glossary (v2.0, 45 canonical terms), and the Article 251–252–253 SOUND-Loop trilogy.

1.1 The Cybernetic Foundation: C = R × P / M

All ERES systems operate according to the foundational cybernetic formula C = R × P / M, where C represents Contribution (or Cost/Coherence depending on context), R represents Resources, P represents Purpose, and M represents Method. PlayNAC EP GERP SOMT operationalizes each variable: PlayNAC provides the Method (gamified governance protocols), EarnedPath provides the Purpose (structured developmental pathways), GERP provides the Resource layer (planetary allocation and emergency management), and SOMT provides the coordination mechanism through which all three are synthesized into governance outputs. The formula is not metaphorical; it structures the actual data classification schema, the empirical tagging taxonomy, the diagnostic dysfunction categories, and the predictive modeling within the system.

2. PlayNAC: The Gamified Governance Platform

PlayNAC—formally defined as NAC × Game Theory—is the interactive platform that makes New Age Cybernetics experientially accessible. The ERES TERMS glossary defines it as “an interactive platform using game mechanics to teach systems thinking, sustainability practices, and community coordination.” It is simultaneously an educational engine, a governance interface, and a credentialing system.

2.1 Architectural Overview

The PlayNAC-KERNEL repository on GitHub implements the core computational infrastructure in a multi-language stack: Rust for the core consensus engine, Solidity for smart contracts, Python for analytics and pattern intelligence, and TypeScript for user interfaces. The KERNEL

implements Proof-of-Cooperation consensus (as distinct from Bitcoin's Proof-of-Work), merit-weighted validator selection, block production and finality, state management, oracle integration for BERA resonance verification, and emergency protocols for GERP activation.

The PlayNAC vCurrent document, compiled from the Epiphany Sessions (a live dialogue between Sprute and multiple AI collaborators), describes the KERNEL as "not software, not philosophy, not religion—the core code of the Human Trajectory project, distilled into executable compassion." At its foundation, the KERNEL implements the ERES framework as an operating system for collective intelligence: Epistemology (how do you know?), Rationality (does it withstand logic?), Experience (does it match lived reality?), and Synthesis (what whole understanding emerges?). NAC then translates this synthesis into governance: Narrative (articulate the truth), Action (build parallel systems), and Consequence (right action produces resilient community).

2.2 The Soul Data Structure and Resonance Equation

The KERNEL's fundamental data unit is the Soul—a structure tracking emotional_condition (0.0 closed to 1.0 open), cognitive_differential (0.0 asleep to 1.0 awake), and resonance (the computed alignment between the two). The core equation is deceptively simple: resonance = (emotional_condition + cognitive_differential) / 2. When resonance exceeds 0.7, the entity is "kept" (maintained in productive state); below 0.3, it enters the refinement cycle. This equation maps directly onto the BERA measurement infrastructure, where ARI provides the empirical grounding for emotional_condition and ERI provides it for cognitive_differential.

The KERNEL implements a ten-stage Rampup sequence from Asleep through Stirring, Waking, Differentiating, Resonating, Approaching, Refining, Kept, Pulsing, to Nobody—the highest rank, representing ego dissolution and alignment with Source. This developmental arc structures the EarnedPath progression system and provides the qualitative benchmarks against which quantitative BERA measurements are calibrated.

2.3 The Remediation Engine: Non-Punitive Response

Central to PlayNAC's governance philosophy is the Remediation Engine, which operationalizes Non-Punitive Remediation (NPR). When the system detects dissonance—a violation, a conflict, a governance failure—the response is not punishment but context refurbishment: translating the sufferer's exact language into a framework that preserves dignity while redirecting toward coherence. The engine was validated across seven archetypal test cases (suicidal teen, grieving widow, religious exile, nihilist philosopher, abused adult, addict in relapse, atheist at funeral) and received independent AI evaluation scores of 96/100 for compassion density, 99/100 for resonance accuracy, and 100/100 for poetic economy. The NPR v3.3 Decision Frame formalizes this as ERES policy: violations trigger VERTECA simulation experiences designed to build understanding, not adversarial encounters that degrade social trust.

2.4 Quest Architecture and Gamification

PlayNAC implements governance participation through quest-based game mechanics. The Article 252 SOUND-Loop specifies quests such as “Optimus Harmony Forge” (simulating resource equity negotiations in smart-cities), “Tectonic Trials” (resolving stakeholder conflicts using Enneagram archetypes with UBIMIA token rewards for ERI scores above 0.8), and “Earth Harmony Build” (integrating SROC contracts for VERTECA deployments). Article 253 extends this to cosmic-scale preparation with “Protosphere Exit Sim” (designing GSSG habitats via HFVN interfaces) and “Dust Devil Diplomacy” (resolving semiotic conflicts in simulated Martian terrains). Each quest produces measurable EarnedPath progression, BERA resonance data, and Gracechain merit records.

3. EarnedPath (EP): The Competency-Based Progression System

EarnedPath is the competency-based progression system that structures all individual advancement within the ERES ecosystem. Its defining innovation is the application of established project management methodologies to human development, formalized in the equation:

$$EP = CPM \times WBS + PERT$$

3.1 Formula Components

Component	Expansion	Function in EarnedPath
CPM	Critical Path Method	Identifies the longest sequence of dependent developmental tasks—the irreducible pathway through which competence must be built. No shortcuts.
WBS	Work Breakdown Structure	Decomposes each developmental milestone into granular task completion percentages, providing continuous progress measurement.
PERT	Program Evaluation & Review Technique	Risk-adjusts timelines using the formula PERT = (Optimistic + 4×Most_Likely + Pessimistic) / 6, acknowledging that human development is probabilistic.

Table 1. EarnedPath Formula Components

The multiplication of CPM by WBS ensures that progression requires both sequential mastery (you cannot skip foundational competencies) and comprehensive task completion (partial mastery of each stage is tracked). The addition of PERT introduces realistic temporal uncertainty into the developmental model, preventing the system from imposing artificial deadlines on human growth while maintaining accountability through probabilistic forecasting.

3.2 Integration with PlayNAC and BERA

Within PlayNAC, EarnedPath progression determines access to increasingly sophisticated governance participation. ARI coherence scores influence skill-node unlocking: coherence thresholds serve as progression gates, ensuring that participants cannot advance to higher-stakes governance decisions without demonstrating the bio-energetic stability and cognitive-emotional readiness that those decisions require. Social justice metrics affect collective achievements, ensuring that individual progression is not divorced from community outcomes. EarnedPath credentials are recorded on the Gracechain blockchain, providing immutable verification of demonstrated competence.

The three-way connection—EarnedPath developing capacity, EPIR-Q measuring that capacity, and PlayNAC providing the platform for exercising it—creates the developmental feedback loop that distinguishes the ERES approach from static credentialing systems. A university degree, once earned, decays in relevance; an EarnedPath credential is continuously validated against real-time bio-energetic and performance data, ensuring that governance participation reflects current capacity rather than historical achievement.

4. GERP: Global Earth Resource Planner / Global Emergency Response Protocols

GERP carries a deliberate dual definition that reflects a core ERES architectural principle: resource planning and emergency management are not separate functions but two modes of the same system. The TERMS glossary formalizes both:

4.1 GERP as Resource Planning

In its resource planning mode, GERP scales Enterprise Resource Planning (ERP) concepts to planetary resource management. The allocation formula is GERP_Allocation = f(Population_Needs, Planetary_Capacity, Intergenerational_Equity), integrating economic, ecological, and social data streams. GERP operationalizes the cybernetic formula as $C = R \times P / M$ (Contribution = Resonance × Purpose / Matter), coordinating resource flows across the eight-tier planetary architecture defined in the GSSG v3.0 specification. The system integrates with NBERS (National Bio-Ecologic Resource Score) to provide a post-GDP measurement framework where ecological health carries 40% weight, social equity 25%, human well-being 25%, and economic flow only 10%.

The Government Partnership Brief (2026) demonstrates GERP's practical deployment pathway: a 12-month NBERS pilot within an existing government statistical agency, costing $2–5M USD, producing the world's first verified post-GDP national measurement. GERP provides the backend resource optimization engine that makes such pilots operationally feasible, routing data

from IoT sensors, satellite monitoring, FAVORS-verified administrative records, and ARI enrollment data into a unified allocation model.

4.2 GERP as Emergency Management

In its emergency mode, GERP activates crisis management protocols built into the governance system from inception—not bolted on after the fact. Fast-track decision-making protocols enable rapid resource mobilization while maintaining democratic accountability through automatic sunset provisions and transparent decision logging. The PlayNAC-KERNEL includes emergency protocol activation as a core module, and the Storm Party framework (the ERES emergency preparedness coalition) integrates directly with GERP's emergency channels.

The dual definition ensures that the same data infrastructure, the same stakeholder relationships, the same communication channels, and the same accountability mechanisms that manage resources in normal operations are immediately available for crisis response. This eliminates the institutional fragmentation that characterizes conventional emergency management, where crisis agencies operate in silos disconnected from the planning systems that could prevent crises in the first place.

4.3 GERP in the SOUND-Loop Trilogy

GERP plays a central role across all three articles of the SOUND-Loop trilogy. Article 251 (FDRV HFVN Semiosphere) establishes the personal drive alignment that feeds into GERP's resource flows. Article 252 (EMA VERTECA PlayNAC Periphere EP) deploys GERP as the optimization engine for EarnedPath-gamified resource distribution, with the Bridge Codex formalizing $C = R \times P / M$ as the connection between BEST (Boundary-Enhanced Semiosphere Talonics) and RT Media upgrades. Article 253 (Exit GSSG Talonics Protosphere GERP) positions GERP as the planetary optimization engine for multiplanetary preparation, coordinating GSSG habitat deployment, Starship logistics, and resource recycling at 95% efficiency for off-world adaptation.

5. SOMT: Sociocratic Overlay Metadata Tapestry

SOMT provides the governance coordination layer that synthesizes all other components into collective decisions. The TERMS glossary defines it as "a consent-based governance system ensuring all stakeholders have meaningful participation in decisions affecting them, using algorithmic synthesis of multi-stakeholder input." The word "overlay" is architecturally precise: SOMT does not replace existing governance structures but layers above them as a metadata coordination protocol.

5.1 Components and Architecture

SOMT operates through five functional layers: multi-stakeholder input aggregation (collecting perspectives from all seven CBGMODD categories), resonance-based weighting (using

contributor ARI/ERI scores to inform—not determine—influence), ethical constraint filtering (via the EMA mechanism and Tri-Codex validation), transparent algorithmic synthesis (producing governance outputs from weighted inputs), and community override mechanisms (ensuring human authority over algorithmic recommendations). The system implements sociocratic consent principles: decisions proceed when no participant has a reasoned objection, as distinct from majority-rule voting where dissent is overridden.

5.2 SOMT as Data Provenance Standard

Beyond its governance function, SOMT serves as a data provenance infrastructure. The Government Partnership Brief identifies six mandatory SOMT metadata fields: provenance, timestamp, content hash, permissions, lineage, and verification. These fields map directly to the EU AI Act's Article 12 transparency requirements and Article 13 information obligations, making SOMT deployable as a compliance standard for high-risk AI systems. The Gracechain blockchain anchoring provides the immutable audit trail required by Article 9's risk management system obligations. This positions SOMT not merely as a governance philosophy but as a practical compliance tool with immediate commercial relevance for EU member states facing the August 2026 AI Act implementation deadline.

5.3 SOMT in the HUOS Interface

The PlayNAC Comprehensive Workup (v2.0, January 2026) describes how SOMT's sociocratic protocols become spatial meeting environments within the 4D+ VR/AR HUOS (Human-Understandable Operating Systems) interface. Decision circles materialize as actual spatial circles where participants gather. Consent processes manifest as visible agreement fields that must reach threshold intensity. Objections appear as resistance points requiring resolution. Proposals materialize as manipulable objects that participants can examine from multiple angles. Arguments and evidence attach as visible annotations. The deliberation process becomes spatially and temporally explicit: users can literally see where consensus is forming, where resistance persists, and what additional information would resolve remaining objections. This transforms governance from an abstract procedural exercise into an embodied, intuitive, spatially navigable experience accessible to any human who can navigate physical space.

6. The Integrated System: How PlayNAC, EP, GERP, and SOMT Operate Together

The four components are not modules that can be deployed independently. They form an integrated operational cycle that the ERES architecture depends upon for its governance functions:

Operational Phase	Component Integration

1. Proposal Initiation	A participant with sufficient EarnedPath credentials submits a governance proposal through PlayNAC's interface. SOMT aggregates multi-stakeholder input.
2. Resource Assessment	GERP analyzes resource availability, planetary capacity, and intergenerational equity implications. The proposal's resource requirements are mapped against C = R × P / M.
3. Resonance Weighting	BERA provides ARI/ERI scores for all participants. EPIR-Q integrates these into capacity assessments. SOMT weights contributions accordingly.
4. Consent-Based Deliberation	SOMT's sociocratic protocol runs: stakeholders from all seven CBGMODD layers deliberate. Objections require reasoned engagement, not majority override.
5. ECVS Voting	The ERES Cybernetic Voting System records weighted votes on Gracechain. EPIR-Q-informed weighting ensures governance quality. Results are immutable.
6. Implementation & Monitoring	PlayNAC deploys the decision through quest-based implementation. GERP manages resource allocation. EarnedPath credits participants.
7. Educational Feedback	Outcomes feed back into ERES learning systems. Participants' EarnedPath credentials update. EPIR-Q capacity scores adjust. The cycle restarts.

Table 2. The Integrated PlayNAC EP GERP SOMT Operational Cycle

This cycle embodies the cybernetic principle that governance is not a one-time decision event but a continuous feedback loop. Each governance action produces outcomes that modify the system's state, which modifies the participants' measured capacity, which modifies the weighting of future governance decisions. The system learns from its own operation, and its participants learn from their participation.

7. The CBGMODD Stakeholder Model and ECVS Governance

The seven-layer CBGMODD model provides the categorical structure within which PlayNAC EP GERP SOMT operates. Every governance decision is evaluated from the perspectives of all seven stakeholder categories: Citizens (individual rights and welfare), Businesses (economic viability and innovation), Government (regulatory coherence and public interest), Military (security and emergency preparedness), Ombudsmen (accountability and oversight), Dignitaries (cultural and institutional continuity), and Diplomats (international coordination and treaty compliance).

SOMT ensures that all seven perspectives are aggregated. GERP ensures that resource implications for all seven categories are assessed. EarnedPath ensures that participation credentials reflect demonstrated competence relevant to the specific stakeholder perspective being represented. PlayNAC provides the gamified interface through which all seven categories engage. The ECVS records the resulting decisions with cryptographic immutability on Gracechain, creating a governance audit trail that spans the full CBGMODD spectrum.

The P³ (Personal-Public-Private) ontology, established in the original March 2023 EPIR-Q publication as the User-GROUP architecture for AI applications, provides the scope framework within which CBGMODD operates: Personal scope (individual EarnedPath development), Public scope (community-level ECVS governance), and Private scope (organizational credentialing through TETRA CERT protocols).

8. The SOUND-Loop: Articles 251–252–253

The ERES Article trilogy—published November 2025 in both v1.0 and v2.0 editions—provides the cosmological architecture within which PlayNAC EP GERP SOMT operates. The trilogy maps onto the Semiosphere's three nested layers:

Article	Layer	Primary Systems	Central Query
251	Semiosphere (Drive/Entry)	FDRV, HFVN, PlayNAC	How does this align personal drive?
252	Perciphere (Interaction/Interior)	VERTECA, PlayNAC EP, GERP, EMA	How does this serve Earth Interests?
253	Protosphere (Exit/Emergence)	GSSG, GERP, Talonics, PlayNAC	How does this prepare Earthlings for Space?

Table 3. The SOUND-Loop Article Trilogy

PlayNAC EP GERP SOMT is the operational backbone running through all three layers. Article 251 ignites personal agency through FDRV (Full Drive Resonance Vehicle) alignment. Article 252 deploys VERTECA as the tectonic governance scaffold, with PlayNAC's EarnedPath modules gamifying resource distribution and GERP optimizing allocation—this is where the system's central governance functions operate. Article 253 extends the architecture to cosmic scale, with GSSG habitats, GERP resource optimization at 95% efficiency, and PlayNAC quests preparing humanity for multiplanetary existence. The cascade from personal drive (251) through planetary governance (252) to cosmic preparation (253) represents the full scope of PlayNAC EP GERP SOMT's operational ambition: a governance system designed to work from individual to civilizational to multiplanetary scale.

9. Implementation Roadmap: The 1000-Year Future Map

PlayNAC EP GERP SOMT is designed for incremental deployment across a millennial timescale, structured in four phases:

9.1 Phase 1: Foundation (2025–2050)

Deploy PlayNAC-KERNEL prototypes and HUOS interface prototypes for specific governance components. Establish NBERS pilots within existing statistical agencies. Create voluntary EarnedPath pathways. Pilot SOMT deliberation in consenting communities. Document case precedents for non-punitive remediation. Establish legal recognition of bio-energetic measurements as admissible evidence. Deploy FAVORS identity tiers progressively (Tier 1: Fingerprint+Voice+Signature in 6 months; Tier 2: add Retina/OCT in 12 months; Tier 3: full FAVORS with Aura/GDV in 24 months).

9.2 Phase 2: Regional Integration (2050–2100)

Implement hybrid governance systems where PlayNAC operates alongside existing institutions. GERP becomes the primary resource coordination layer. SOMT achieves regulatory adoption (EU AI Act compliance accelerates this). EarnedPath credentials gain institutional recognition. Meritcoin/Gracechain economics begin displacing extractive financial models. VERTECA 4D+ governance spaces become culturally normalized. Regional GAIA nodes achieve interoperability.

9.3 Phase 3: Planetary Coordination (2100–2300)

Full GAIA planetary deployment. GERP manages planetary resource allocation with intergenerational equity constraints. SOMT governs cross-community protocol harmonization. PlayNAC becomes the primary governance participation interface globally. EarnedPath replaces static credentialing systems. The GSSG architecture enables multiplanetary governance extension. The eight-tier GSSG planetary architecture (through 2300+) provides the structural framework for governance at civilizational scale.

9.4 Phase 4: Multiplanetary Scale (2300+)

PlayNAC EP GERP SOMT extends to off-world governance. GERP coordinates resource flows between Earth and extraterrestrial settlements. SOMT provides the sociocratic deliberation framework for multi-world decision-making. EarnedPath credentials are portable across planetary jurisdictions. The 1000-Year Trust—empirically grounded by RCI (Resonant Continuity Index) measurement—ensures institutional memory across civilizational timescales. The system's capacity for self-modification through constitutional conventions (every 20 years) ensures adaptability without loss of core principles.

10. Technical Specifications Summary

Specification	Detail
PlayNAC-KERNEL Languages	Rust (core), Solidity (contracts), Python (analytics), TypeScript (UI)
Consensus Mechanism	Proof-of-Cooperation (merit-weighted validator selection)
EarnedPath Formula	EP = CPM × WBS + PERT; PERT = (O + 4M + P) / 6
GERP Allocation	f(Population_Needs, Planetary_Capacity, Intergenerational_Equity)
SOMT Metadata Fields	Provenance, Timestamp, Content Hash, Permissions, Lineage, Verification
BERA Integration	ARI + ERI + RHC + RCI (four-index resonance architecture)
Identity Layer	FAVORS: Fingerprint, Aura, Voice, Odor, Retina, Signature (six-channel)
Economic Substrate	UBIMIA + Meritcoin/Gracechain (merit-based blockchain)
Stakeholder Model	CBGMODD: 7 categories × 9 Enneagram types = 63 governance positions
Interface Layer	HUOS: 4D+ VR/AR spatial governance (VERTECA, HFVN)
Cybernetic Formula	C = R × P / M (Contribution = Resonance × Purpose / Method)
License	CARE Commons Attribution License v2.1 (CCAL)
GitHub Repositories	Proof-of-Work_MD (301 commits, 155+ docs); PlayNAC-KERNEL (codebase)

Table 4. Technical Specifications Summary

11. Conclusion

PlayNAC EP GERP SOMT is the executable layer of the ERES Institute's civilizational architecture. Where the Institute's philosophical frameworks (NAC, BERA, the Tri-Codex) establish what governance should be, and its measurement systems (EPIR-Q, ARI, ERI, RHC, RCI) establish how governance capacity can be assessed, PlayNAC EP GERP SOMT establishes how governance actually operates: through a gamified platform that makes participation intuitive (PlayNAC), a competency-based progression system that ensures participants can do what they claim (EarnedPath), a planetary resource engine that ensures decisions are grounded in ecological and material reality (GERP), and a sociocratic coordination layer that ensures all stakeholders have meaningful voice (SOMT).

The synthesis of game theory, project management, resource planning, and sociocratic governance into a single integrated platform—unified by a cybernetic formula, constrained by an ethical codex, grounded in bio-energetic measurement, verified by multi-channel biometric identity, recorded on immutable blockchain, and designed for millennial-scale operation—represents a contribution to governance architecture that is, at minimum,

unprecedented in its scope and ambition. Whether that ambition can be realized depends on the same variable the system is designed to cultivate: the demonstrated ability of human beings to govern themselves wisely, justly, and with generational foresight.

The ERES Institute invites engagement from researchers, institutions, governments, and communities prepared to move from governance-as-inherited to governance-as-designed—from the question "who decides?" to the deeper question "how do we build systems worthy of deciding?" PlayNAC EP GERP SOMT is the Institute's answer, offered under open license, documented in 300+ publications, and ready for the test that matters: deployment in the world it was built to serve.

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