

# New Model For Decision Making: New Model For Decision Making

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It All Starts With Citizen Satisfaction :: *Facilitated Thinking Guide ... MindShift* (/FindPage?SearchFor=MindShift) (memetics)

- You Manage What You Measure (Realtime)
- Qualitative and Quantitative (Zen And The Art of Motorcycle Maintenance)
- Accountability (TRACE) Timeliness, Reliability, Accuracy, Cost, Effectiveness
  - Realtime Feedback
  - Service Level Agreements (The 95th Percentile)
- Sustainable
- All Resources/Time Spent Reflect Your Values/Ethics



Reflecting Eagle on *Prairie Passage Flyway* "Corridor of Influence"

- The Infrastructure -vs- INFOstructure (memetics) ... *StoryTelling*
  - The Global Brain Awakens
  - Accessible To Everyone ...

- Bottoms Up Process Includes Everyone (*Everyone Can Make a Difference*)

July 5, 2010

**"HISTORICAL and FUTURE PERSPECTIVES on WAR and PEACE"** (Historical-and-Future-Perspectives-on-War-and-Peace) a new essay by **Bill Peter** (/FindPage?SearchFor=Bill+Peter)

**FutureThought Plausible-Denial-FAQ X813am.pdf** (/f/FutureThought Plausible-Denial-FAQ X813am.pdf) by Bob-RJ Burkhart, LCDR-USNR, Ret.

- It All Starts With Citizen Satisfaction :: Facilitated Thinking Guide ... MindShift (memetics)  
(#ItAllStartsWithCitizenSatisfactionnbsFacilitatedThinkingGuideMindShiftmemetics)
- Social Capital Conservancy (7804am) ... SE4P2T MindShifting  
(#SocialCapitalConservancy7804amSE4P2TMindShifting)
- Leading in a Time of Change: Insights for the Future - Flash ...  
(#LeadinginaTimeofChangeInsightsfortheFutureFlash)
- Why Games Are the Killer App for Social Networks:  
(#WhyGamesAretheKillerAppforSocialNetworks)

**Social Capital Conservancy** (<http://furtherthought.blogspot.com/>) (7804am) ... **SE4P2T MindShifting** ([http://www.accts.com/WhatsAhead/MOMMatrix/revisioning-mindshifts\\_43\\_files/netspionage-futurethought-4313\\_1.htm](http://www.accts.com/WhatsAhead/MOMMatrix/revisioning-mindshifts_43_files/netspionage-futurethought-4313_1.htm))

Where:

**SC:** Sustainable Change

**D:** Dissatisfaction [ [remove highlighting](#) ]

**V:** Vision of future state or condition

**F:** FIRST/Next steps to desired state

**R:** Resistance to change (inertia)

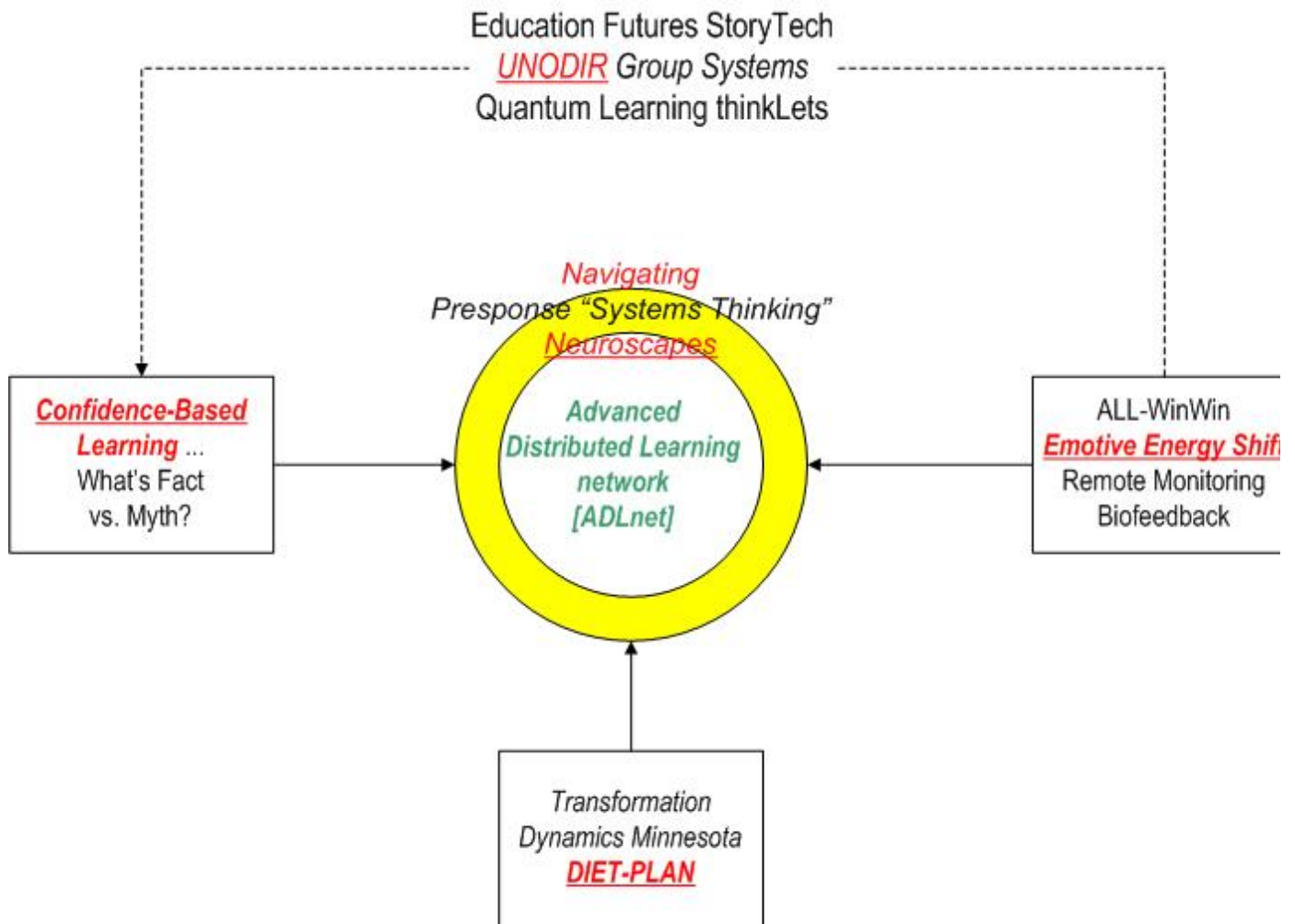
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Then: **SC** (<http://futurethought.pbworks.com/StoryChasing?SearchFor=dissatisfaction&sp=7#foradaptiveoutdoorrecreationEcoChallenges>) =  $D \times V \times F > R$

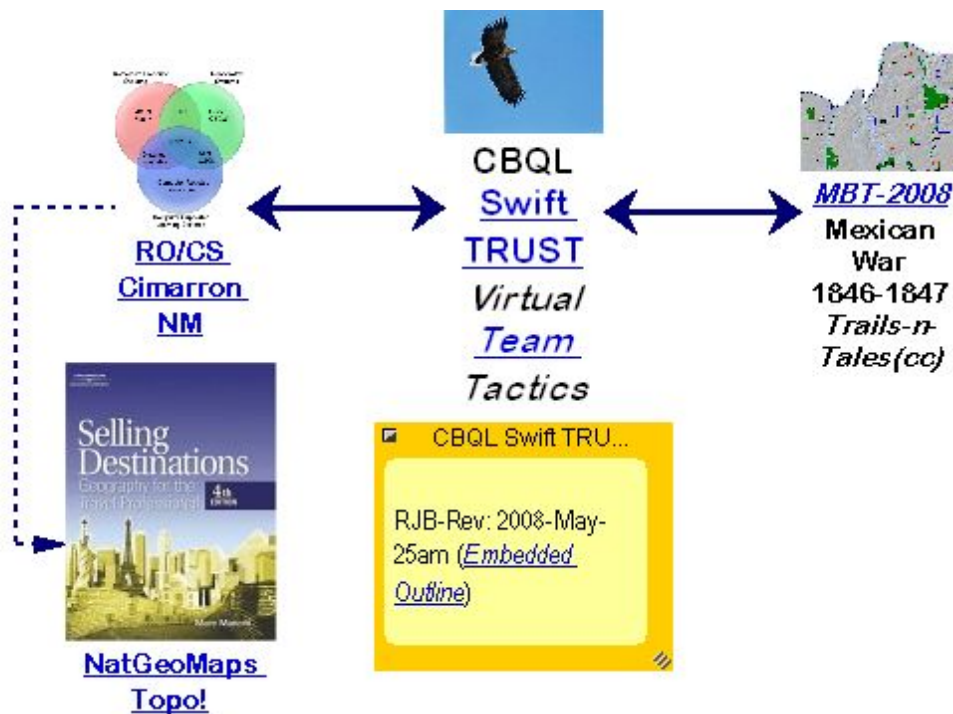
**Leading in a Time of Change: Insights for the Future - Flash ...**  
([http://www.powershow.com/view/a4041-ZjM0N/Leading in a Time of Change Insights for the Future](http://www.powershow.com/view/a4041-ZjM0N/Leading_in_a_Time_of_Change_Insights_for_the_Future))

Sep 26, 2009 ... Learn more at: <<http://www.accts.com/Eco-Futures/kmol-thinklets>> .

Presentation added: 26 September ... Native American *Proverb*. Recommended ...  
[www.powershow.com/.../Leading\\_in\\_a\\_Time\\_of\\_Change\\_Insights\\_for\\_the\\_Future](http://www.powershow.com/.../Leading_in_a_Time_of_Change_Insights_for_the_Future)



Modern Social Change Theories (<http://futurethought.pbworks.com/Modern-Social-Change-Theories>)  
*(thinkLets)*



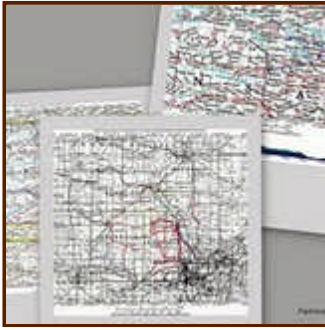
**ALL-WinWin Peopware (<http://www.accts.com/opkansas/>) : Computing innovations (C2P: Click-to-Pause) ...**



**WindmillHillOutpostAncientVoices19692009?feat=embedwebsite)**

**Windmill Hill Outpost Ancient Voices (1969-2009) (<http://picasaweb.google.com/GeoVenturing/WindmillHillOutpostAncientVoices19692009?feat=embedwebsite>)**

**KU's School of Business launched interdisciplinary management science graduate studies in operations research during Fall Semester 1965. This innovative program provided the foundation for decision science applications supporting NASA Project Apollo Command Capsule Recovery Operations. via [http://en.wikipedia.org/wiki/University\\_of\\_Kansas#Computing\\_innovations](http://en.wikipedia.org/wiki/University_of_Kansas#Computing_innovations) ([http://en.wikipedia.org/wiki/University\\_of\\_Kansas#Computing\\_innovations](http://en.wikipedia.org/wiki/University_of_Kansas#Computing_innovations))**



(<http://picasaweb.google.com>

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Exploritas-KVHAdventuring High-TEK LNTreks (<http://picasaweb.google.com>  
[/GeoVenturing/ExploritasKVHAdventuringHighTEKLNTreks?feat=embedwebsite\)](#)

**Why Games Are the *Killer App* (<http://mashable.com/2010/08/11/social-gaming-business/>) for Social Networks:**

**>>Crafting an initial portfolio is often more challenging than expected.**

**Great content takes significant skill and resources to build, and attracting quality developers can be difficult for smaller sites. In addition, it's important to realize that many games have a limited shelf life, so new content must be continually added in order to keep a site's social gaming ecosystem vibrant. For these reasons, content acquisition is a critical step that requires ongoing focus and commitment.<<**