Angel Theory – Paradigm Shift

A More Creative Capitalism



Chapter 15

64 Reasons Why

64 Positive Growth Theory Externalities A Non-Zero-Sum Game

> Special Project 33 The Elephant in the Room

Growth Theory versus Climate Change

By Nick Ray Ball 24th November 2018 Nick@AngelTheory.org www.AngelTheory.org

Growth Theory Externalities



In the language of modern economists, 'externalities' are unintended consequences or effects of an action that was not the point of the exercise. There are many bad externalities, the plastic in our oceans is an externality of trade. No one puts any plastic in the oceans on purpose, but they say soon that there will be more plastic than fish. Climate change is another externality. No one drives from 'a' to 'b' or powers a factory to deliberately increase the carbon in the atmosphere. But it happens nearly every time, and now the math tells us this situation is past critical.

But there can also be good externalities, and this chapter presents 64 examples. Where unless one was a crook, a poacher, a carbon emitter, or an unbelievably corrupt politician; all are good, from conservation to advancing human potential, from cities built with carbonless footprints to equality, from global cooling to global knowledge and healthcare.

64 different externalities created as a result of our own blend of growth theory, philanthropy, technology, ecology, and science; the S-World Network. And if we can use the high-octane financial engineering product <u>the ŔÉŚ Equation</u> (Revenue x Efficiency x Spin), all can be spectacularly well-funded; and this leads to the end of many current problems, especially for the poorest 10% of the population. Which in turn is one of, if not the hardest, of the long-term problems facing climate change experts today.

In this article, I offer a brief description of all 64 externalities (the 64 Reasons why) before focusing on Reason 32. Growth Theory versus Climate Change.

A More Creative Capitalism

Chapter 15

64 Reasons Why

Special Project 7c. Reason 33:

Growth Theory versus Climate Change

How on Earth Can Growth Theory be Good for Climate Change?



By Nick Ray Ball and Sienna Skye - 24th November 2018

Addressing the Elephant in the Room: Future Global Warming by Future Emerging Markets

On the 8th of October 2018, the winners of the Sveriges Riksbank Prize in Economic Sciences in Memory of Alfred Nobel, also known as the Nobel Prize in Economics, were announced. The winners were Paul Romer, a university professor at <u>NYU</u> and former director of the <u>Marron Institute</u>; and William Nordhaus, Sterling Professor of Economics at <u>Yale</u> University; for their work in economic growth, technological change, and climate change.

See <u>www.nobelprize.org/uploads/2018/10/advanced-</u> economicsciencesprize2018.pdf.

ECONOMIC GROWTH, TECHNOLOGICAL CHANGE, AND CLIMATE CHANGE

"This year's prize rewards the design of models and methods to address some of the most fundamental and pressing questions of our time, involving the long-run development of the global economy and the welfare of its citizens. Paul M. Romer has given us new tools for understanding how long-run technological change is determined in a market economy, while William D. Nordhaus has pioneered a framework for understanding how the economy and climate of our planet are mutually dependent on each other.

In his focus on the fundamental endogeneity of technological change, Romer has emphasized how the economy can expand the boundaries – and thus the possibilities – of its future activities. In his focus on the fundamental challenges of climate change, Nordhaus has stressed important negative side effects – and thus the restrictions – of the endeavours to bring about future prosperity. Both Romer and Nordhaus emphasize that the market economy, while a powerful engine of human development, has important imperfections and their contributions have thus offered insights into how government policy could potentially enhance our long-run welfare."

The Committee for the Prize in Economic Sciences in Memory of Alfred Nobel

For me (Nick Ray Ball), this was a triple win. As nearly eight years before, after a series of eureka ideas, I set myself the challenge of creating EEE – The Ecological Experience Economy; with the 'Experience' coming from the 4 colossal technology/software projects: The TBS[™] – Total Business Systems and S-Web[™], S-World VSN[™] – Virtual Social Network, S-World Films[™], and the S-World UCS[™] Simulator.



Where after, the Ecology came from Growth Theory and the creation of what was originally titled as 'Cities of Science.' Which would be developed in such a way as to become an ecological improvement, and specifically the planet would have fewer carbon emissions than were emitted before after each development.

And lastly, the economy would be created in a radically different way, inspired by the laws of nature; or to be specific, analogies from chaos theory and M-theory, including supersymmetry, string theory, quantum mechanics, as well as special and general relativity.



What better way to create an ecological economic system than starting the economic software framework by simulating the laws of mother nature; and critically, having no prior knowledge of economic theory to cloud the process.

Nearly eight years later, having worked the theory full and with extra time since, the Nobel Committee choosing to emphasize; 'Economic Growth, Technological Change, and Climate Change,' was music to my ears.



Later on, the day when the 2018 Nobel Prizes in Economics were announced, both Nordhaus and Romer attended press conferences in their home universities; <u>Romer at</u> <u>NYU</u> and <u>Nordhaus at Yale</u>. And, as one would expect, each was asked their opinion of the other. Romer was genuinely pleased with Nordhaus as co-winner and it was clear he thought that Nordhaus was both deserving and a great guy. When Nordhaus was asked his opinion of Romer, Nordhaus was equally courteous; but a pause before he spoke was interrupted by a minor heckle from the audience. This brings us to the title of this special project – Global Cooling Part 3: **"How on Earth Can Growth Theory be Good for Climate Change?"**

<u>Officially</u>, Romer won his Nobel for *"integrating technological innovations into longrun macroeconomic analysis."* However, about 10 years ago, Romer started an ambitious project to create '<u>Charter Cities</u>' across the world. He made headway in Honduras but pulled out, disappointed with some unnamed, presumably corrupt individual or company within the process.

Romer established <u>the Marron Institute</u> in NYU to nurture and research the project (which continued after Romer's departure) and is now involved in expanding close to 20 cities in Ethiopia. But it would seem without a (or with a watered-down) 'Charter' concept, the Charter being better institutions.

Please see the following books: Why Nations Fail by Daron Acemoglu and James Robinson, Poor Economics by Esther Duflo and Abhijit V. Banerjee, and The Bottom Billion and The Plundered Planet by Paul Collier; for all, you need to know about Charters and better institutions.

So here's the thing, a thing that has been drilled into me since I was old enough to overhear and understand my father talking: Overpopulation versus the Environment is a zero-sum game. In general, the greater the population, the more it extracts from and damages the environment. First, as forests are cleared to make room for towns, cities, and infrastructure. Second, as nature is cleared for business interests, resource extraction, and farming. Third, the need for energy causes climate change.

To my father, demographic growth and GDP growth comes at a cost to nature. And, of course, I agree, it's a very difficult argument to disagree with. The only discrepancy is who cares and what can be done about it? So, I would hazard a guess that the minor heckle was not at Paul Romer per se, rather it was someone who cared a lot and disapproved at the Charter City or any other similar growth theory concept that would increase carbon emissions on the one hand and increase the global population on the other.



Moving to Paul Romer's post-Nobel announcement interview, when asked about the Charter City concept, Romer looked sad, like he had lost something precious. Like he had started to do good like Ben Kenobi but somewhere along the journey, the idea had turned into Darth Vader.

The potential damage to nature aside, if one knows the subject of Charter Cities just a little, and has read Poor Economics, The Fall of Nations, The Bottom Billion; one will know from a philanthropic perspective that the plan is good, and the only plan on the table to stop the suffering of the poorest 10% of countries. The trouble is most people have not read those books, and it just comes across as a new form of colonization. As Romer said, **"It's the worst idea that has come along, except for all the others!"** and **"It's not a great solution, nobody likes it, but you got to ask, compared to what?"** And lastly and maybe telling of primary motives, **"On this issue about migration, we don't have a backup plan."**

And you know what, he's right. Left unchecked and considering Europe and Africa, not the USA and countries to its south; with the population of Africa set to near double by 2050 (according to <u>Gates Foundation data</u>) and set to double again by the end of the century according to some models; with no new places to find work, in place of millions of economic refugees leaving Africa for Europe, there will be billions. Add to that the effects of extreme climate change, and the world we are creating for our children's children will be a dystopia, see <u>Angel City 5 – Movie Framework</u>.

If the only reason one has for backing a Grand Network – Charter City 2.0 plan is to stop the economic migration that will surely destroy Europe and the USA, that's fine. As Paul Krugman said, "economics is not a morality play," doing the right and clever thing purely for self-preservation is fine if it helps, which it would.

7



Feynman's Sum Over Histories

In Nordhaus's post-Nobel announcement press conference at Yale University, he made a comment about growth theory in the 1970s and 1980s: **"It was closed, you can't invent quantum mechanics a second time. It looked like everything had been pretty much done."**



This was convenient and opens the door to an introduction to my work in quantum economics, based on analogies from simple and sometimes complex areas of quantum mechanics, see points 10 to 14 on the S-World Angelwing Economic Framework.

This chapter, '64 Reasons Why,' was first started in 2012 as 8 Special Projects of philanthropic, ecological, and scientific merit in <u>www.americanbutterfly.org/S-World-UCS-</u>2012. Then, in 2017, was rewritten as <u>Angel City 5 - Special Projects</u>; which told of 16 'Special Projects' in January 2018, a breakthrough chapter called <u>Ripple Effects and</u> <u>Elephants</u> extended to 26 projects, and critically all were found to be created by ripple effects of creating a Grand Network in a location in extreme poverty.

Below, we go back in time to 2012, and the design for what was then called the PQS – Predictive Quantum Software. And please note in particular the BBS and Voyager Bubbles at the top right.



At the time of making the BBS (business book simulation) bubbles were future way stations to assist with the UCS[™] Voyager simulations. However, when later I heard of the Feynman Sum Over Histories via The Grand Design by Professors Stephen Hawking and Leonard Mlodinow, the BBS bubbles manifested into the main event, the reason for creating the software and the 64 Reasons Why. No complicated math was needed, just the principle, the idea.

The Feynman Sum Over Histories tells us that the past, as well as the future, is changeable; which gave precedent and so more importance to the economic time travel simulation software S-World UCS[™] Voyagers and the BBS future way stations/points in time (2020, 2024, 2032, 2048, 2080), now called 'Angel Cities 1, 2, 3, 4 & 5.' From when we create our own desired future in 2080, with say a temperature rise of no more than 2 or realistically 3 degrees, and a population less than 11 billion. And plan the growth theory including population growth backwards through the previous way stations back to 2020, and then go back and forth building the S-World Network accordingly, 'in omnia paratus.' (ready for anything)



For more on the above, see An Economic Theory of Everything – <u>Part 5 Quantum Time</u> and <u>www.angeltheory.org/the-S-World-UCS-Quantum-Systems.</u>

Of course, there's a lot more to it. Not the least of which will be Book 5. S-World VSN[™] - Virtual Social Network and Book 7. S-World UCS[™] Simulator. But in general, that's the basic idea. We start by choosing a desired future and then simulate it back and forth and change the way the world develops; thus, changing the past, relative to Angel City 5, and changing the future, relative to Angel City 1. Feynman's Sum Over Histories; analogized and applied to economic growth theory.

Albeit the idea was not originally based on Richard Feynman's essays rather Isaac Asimov's prescription.

"You may not predict what an individual may do, but you can put in motion things that will move the masses in a direction that is desired, thus shaping if not predicting the future."



Another important concept from 2012, which was originally a curiosity from quantum mechanics, is the high-octane financial engineered ŔÉŚ Equation. <u>www.AngelTheory.org/The-RES-Equation</u>

The ŔÉŚ Equation High-Octane Financial Engineering The Burning Question www.AngelTheory.org/The-RES-Equation



If the ŔÉŚ Equation is correct, it changes this book "<u>A More Creative Capitalism</u>" and the other 7 in the Angel Theory – Paradigm Shift volume; from useful and should be discussed, to a very important book indeed, as the ŔÉŚ Equation has the power to completely transform growth theory and the development of Africa, Asia, and Latin America. And in the process, due to the first law of S-World (that each development must be a carbon-emitting improvement), so solving the Growth Theory versus Climate Change conundrum.

Despite a rather complex start, the ŔÉŚ Equation is so very simple. My only reservation to its success is why has no one thought of it before? But sometimes math is like that, the obvious can stare us in the face but until it's written or observed, it's as far away as the stars.

And indeed, it was a thought experiment into space that rediscovered it. Because whilst <u>initially documented</u> in 2012, it was not until 2017 when I theorised MARS Resort 1, on the back of Elon Musk's ambitions to set up the transport network to Mars, and a Grand Network design I made – MARS Resort 1.

Because you know, MARS is the ultimate Charter City destination. It has no population at all, no institutions, and no government. On MARS, one could create things anew. And that environment so happened to be perfect for the ŔÉŚ Equation to flourish. Where after, to reverse engineer the concept on earth, so the thought experiment considered, one looks for the most similar country. And as Malawi was already on the table due to Angel POP (Grand Networks in Locations of Abject Poverty are Special Projects), the project changed to a full-time effort towards the Malawi Network and this book tells that story.



If we can use ŔÉŚ, we can do amazing things. For instance, the simulation shows that in 2024, Malawi could receive 5 times as much in Network Credits as it receives via tax receipts; Network Credits that can be spent on infrastructure, social housing and suburbs, welfare, healthcare, education, technology, software, luxury cars, goods and couture for the politicians and government workers, municipality worker salaries and bonuses, police, food, waterworks, solar infrastructures, and many other things.

If we can use ŔÉŚ, simulations suggest that by 2039, Malawi will enjoy between 0.35% to 1.29% of global GDP. And this is very important for population growth. As the way I see it, measures that affect free will, such as the China onechild policy aside; the best policy to slow demographic growth that simply is not on the table without **ŔÉŚ** is to turn poor countries into rich ones and focus on education; as for the most part, populations in rich countries are flatlining. And the more educated one is, the fewer children people seemed to have. Indeed, they even made a film about this notion a while back, the movie <u>Idiocracy</u> with Luke Wilson in 2006.

The 'bringing the poorest up to our level of prosperity' idea, is the only known solution that works, albeit considered completely impossible in this half of the century, until one factor's in ŔÉŚ high-octane financial engineering.

Consider this book as the fuel that powers the Angel Theory- Paradigm Shift vehicle, and the KÉŚ Equation is the nitrous oxide that makes the vehicle drive much faster.

See: <u>www.AngelTheory.org/The-RES-Equation</u>

However, for the rest of this article, Special Project 7c. **"How Can Growth Theory be Good for Climate Change?"-** I will continue without ŔÉŚ in part, in case somewhere I have had a sustained brain fart and I'm just wrong about it. But also, to show that the idea, the Charter City 2 & Angelwing Software idea, is a good plan all on its own; which can be greatly accelerated by ŔÉŚ but works independently to it.

Charter Cities 2.0



Let us start this consideration with the notion that Paul Romer and the Marron Institute team have created their Charter City designs in a way in which the economics work. The branding was terrible; but in principle, if Romer got the government to agree to the land and the charter and there was investment at hand, then Honduras and other Charter Cities would at the least have been an economic success.

In the few interviews that I could find, it seemed the main Charter City longterm return on investment was that once the city was established in maybe 100 square miles, the surrounding 10,000 square miles would be worth a fortune over time. This is the founding principle behind New Sparta and MARS Resort 1, the land value when sold. And it is the same for all very large-scale developments. It's not rocket science, it's just simple economics. So long as you can create jobs, the people will come. And for the Honduras Charter City project to have got so far, there must already be a jobs program that worked on paper, most likely in services.

S-World Grand Networks do consider land appreciation, but half of the land spread evenly is for suburbs, owned initially by the Malawian personnel. The average size of a property's plot is 400 square meters. And in each square km, half is returned as a nature reserve and a further quarter is for road and other. For only 625 houses per KM² in each suburb.

However, initial investors make greater returns over time from the business network. And this is very important because Grand Networks are more expensive than Charter Cities, due to the 1st Law of S-World, about the carbon footprint. A 300 square km city may need 20 or even 40 square miles of solar arrays to provide the power for the housing and industry, and 20 to 40 square miles of solar arrays is very expensive.

But here's the thing, the network would not buy the solar arrays, it would make them. And the companies that make them would in part be (usually half) owned by the initial investors, so there's money from the land, sure. But there's also money from the industry and after the service economy that is built upon it. But not so much as to make the global networks mostly owned by non-Malawians (see Special Project 5. Equality & The Poverty Gap).



In research on Paul Romer and Charter Cities, I came across an interview with Honduras presidential candidate 2017 Salvador Nasralla; which one should note was 4 years after Romer pulled out of the project in protest of one of the founders' intentions. Nasralla stated: "People will want to go live there because they will probably have a higher quality of life there. But what about the rest of the country? Is everyone else going to be left to die? These are areas of exploitation, all they want is to develop their area. They won't care about the rest."

In response, the current Malawi Network design is spread out across the country. 16 Grand Networks (Charter City 2.0s) of about 300 square km, developed one per year, started after 2024 with a long-term population target of just over half a million; and 265 Local Networks (Charter Towns) with a long-term population target of +/- 50,000. Creating homes for 20,800,000 Malawians by 2080 or a lot sooner, if we can use <u>the ŔÉŚ Equation</u> or alternate method to increase the money supply.

In general, the first Grand Network will be a collection of the S-World cofounders, started as soon as the simulation warrants. And the following 15 Grand Networks will be for collections of companies and organizations; from Facebook and SpaceX-Tesla to the Norwegian Sovereign Wealth fund, to a collection or even single Universities. Of course, the above are just ideas. But the first stage of the Malawi Network is the creation of the S-World UCS[™] Simulation of the Malawi Network that will provide the certainty, I hope before 2020.

Alongside POP, ŔÉŚ, and other financial engineering strategies; the S-World UCS[™] Simulation will work out the dynamic comparative advantage strategy which may suggest a deal with a company like Tesla and the creation of a Gigafactory and solar arrays, or several other specialist prime trading endeavours; which would be best served with a Foxconn City-like service environment. And maybe that's where 50% of the initial investment and aid goes (yes, aid too; why not, given the 64 Reasons Why).

However, one thing for sure is there will be a flourishing construction business; from infrastructure and Charter Cities to building schools and hospitals. I hope that we can create this network in such a way that we can spread out the construction supply companies across the whole country, in the Charter Towns, one per town. Maybe the transport logistics and the road network will make this hard, maybe not. I don't like to start like a broken record, but if we can use ŔÉŚ, we can build the transport corridors we and Malawi needs.

But before one gets the impression that ŔÉŚ is the only game in town, we need to appreciate that long before ŔÉŚ, came the software designs; which are the only game in town. Without the software, the S-World Network hypothesis simply could not be.

The TBS[™] and The Theory of Every Business



The Theory of Every Business is as it sounds, a theory for a large network of businesses that could, between them, produce every good and service the population desired. It was the name of American Butterfly <u>Book One -</u> circa 2012. And what was true then is largely true now; except now we need to create a dynamic comparative advantage strategy to complement the virtual trade network and produce some of what the people want, and trade for everything else.

This production and trade network will be coordinated and organised by complex software. To give some sort of scale relative to the work you are reading, you are reading Chapter 15. 64 Reasons Why, which is currently 158 pages. Where after, the complete Book 2. <u>A More Creative Capitalism</u> will be over 1000 pages for sure; and no-nonsense, each page is a necessity. And, in general, about a thousand pages would be the average size of an S-World <u>Angel Theory – Paradigm Shift</u> book. Where after, the software and networking is described in the following books:



Book 4. The TBS[™] – Total Business Systems and S-Web[™], Book 5. S-World VSN[™] – Virtual Social Network, Book 6. S-World Films and BES[™] – Behavioral Economic

Systems, and Book 7. S-World UCS[™] Simulator. And, in fact, one should include this book, and the next book, Book 3. The GDP Game, as extensions to the S-World UCS[™] Simulator book.

Currently, the most developed software and networking book is Book 4. S-World TBS[™] and S-Web[™]. Consider an average CRM program that has all the non-patented functions such as Outlook integration. Then add to it all the Nudge-CRM-Ai, new functionality, networking and business strategy found on <u>Network.VillaSecrets.com</u>, parts 1 to 10; and we would have better small business software than is currently available.



Add to that the S-Web functions, so the software and the websites are one and the same. And then break it down into the type of super ease of use advocated by Richard H. Thaler in Misbehaving: The Making of Behavioral Economics; one industry niche at a time, removing all the clutter that all industry solutions have, and apply expert and long-tested choice architecture and defaults.



Next, add the TFS[™] – Total Financial System, making admin as simple as the rest of the software, and making fraud very hard; and after, an advisory panel of experts from accounting to good business management, and one has better superior systems which can provide a two or four-person team with all that's needed to match and often best the most sophisticated large company in all areas. Where after, as the small team owns half of the business, they try infinitely harder than people paid by the hour working for the man.

The TBS[™] and S-Web help provide the greater network with real-time accurate accounts, stock, and other essential information; so that it has a complete and simple picture of the entire network, which is the essential ingredient for the theory of every business.

S-World VSN[™] - Virtual Social Network and the S-World UCS[™] Simulator

S-World VSN[™] – Virtual Social Network (Book 5) is the oldest software/system started in 2000, albeit put aside from 2004 to 2011; but not before coming up with similar technology that made Google Street View, 4 years before Google. Getting a TV offer to display the Virtual Experience, and in general being the first to create Virtual Experiences in the software Flash, all by 2004.



S-World VSN[™] is specified to create a virtual world that mirrors our own, made popular by the teleport to GPS function fist seen here: <u>www.AmericanButterfly.org/S-</u> <u>World-2012</u>. Relative to this chapter, Grand Networks and Charter Cities, the plan is to create many different renderings of any development we imagine. The simplest way to do this is to start with the games; The SIMS and Sim City by <u>Will Wright</u>, add new architectural and other details, such as elements from my favourite architect <u>Stefan Antoni</u>, then partner with Oculus to provide the 3-D experience, and over time improve all rendering and features. So, by 2024, we have an experience rich system to market the real estate, businesses, and the resort in general.



S-World VSN[™] meets S-World UCS[™] in the gamification of the Virtual Network. From single properties to entire cities, the MMO Game will let gamers, would-bearchitects, housewives and husbands, and many others become city planners and luxury real estate designers across the world; all creating their own versions of the Grand Network and all that sits within it. But, with a hook, that started as the idea for a game called Villa Mogul in 2003. S-World VSN[™] UCS[™] edition will be the game that pays a lot and frequently, as when a property is liked and purchased, or a city plan is adopted, the commission - 'the prize for winning' - will start in the thousands of dollars and end in the tens of millions.

And with S-World Films marketing the concept, this game will be very popular. And of course, the fun and money aside, there are the 64 Reasons Why. So, there's a big moral enticement as the 64 Reasons Why become 64 Super Nudges; each assisting us towards the preferred end of the Angel City 5 – Our Future in the 2080 movie. A future which we would be proud to provide for our children's children.



S-World UCS[™] is generally referred to as S-World UCS[™] Simulator, as its full name can be misinterpreted. UCS[™] stands for Universal Colonization Simulator which (at the time) was a marked improvement upon its then working title, 'The Tutorial Game.'



When naming a game/business sim that starts with one business and grew and grew until the players had made enough money to create a super project and to fly to the stars, Universal Colonization Simulator is fine, cool even. However, within a Charter City framework that is already dogged with the colonial tag, this title can be misinterpreted. So, in general, I call it the S-World UCS Simulator™, which is appropriate because that's exactly what it does.

Sitting high on top of the TBS[™], S-Web[™], and the S-World VSN[™] framework; the UCS[™] Simulator creates future predictions for just about everything. It is a pivotal part of S-World Virtual Education, making games of almost every lesson, and training and recruiting future generations of S-World personnel. It is also the system from which the Feynman Sum Over Histories UCS[™] Voyagers and Angel Cities are launched. Both systems are an extension of the simulator.

In terms of logistics in Charter Cities 2.0, S-World UCS[™] and its 'hopefully' millions of game players but definitely its quadrillions of Monte Carlo N-Particle transport code quantum simulations (software used to create the most powerful of nuclear reactions and bombs) adapted to our needs, by the time 2024 arrives, the entire years' trading will and have been simulated millions upon millions of times; so that each deviation from the initial plan sees an exact other pre-made plan take its place. Not dissimilar to how physicists explain the quantum mechanics mantra: **"Everything that can happen does"**

Conclusion



About climate change, soon after winning the Nobel Prize in Economics, in his address, Yale University Professor William D. Nordhaus said: **"I think we understand the** science, we understand the economics of abatement. We understand pretty much the damages. But we don't understand enough how to bring countries together. That is where the real frontier work is going on today."

In chapter 15 of my book "A More Creative Capitatim," I present 64 Reasons Why, each a positive externality (ripple effect) of the S-World Network hypothesis; most of which are externalities created by Grand Networks, large business networks created within new towns and cities in locations of extreme poverty. Not dissimilar to Paul Romer's Charter City idea/project but more inclusive of all citizens, in a more popular format.

At much the same time as Nordhaus's Nobel address, Paul Romer made his own Nobel address to NYU – Marron Institute. And on the subject of Charter Cities, Romer said: **"It's the worst idea that has come along, except for all the others!"** and **"It's not a great solution, nobody likes it, but you got to ask, compared to what?"**

To understand Romer's answer, it helps to read the following books: Why Nations Fail, Poor Economics, and The Bottom Billion. It's really very hard for the poorest 10% of the world to catch up, it's not an automatic process. And this brings me to the crux of this article, re climate change, which looks directly at this problem. But instead of focusing on the rest of the world, the richer 90%, focuses on the world's poorest who are least likely to be able to enforce any kind of global treaty, and who are typically burning coal and other high emitting fuels.

The problem for the poorest 10% is that they live in completely different worlds to the rest of us. A couple of years ago, I saw Mark Zuckerberg talk of increasing internet coverage from a few billion users to six-and-a-half to seven billion users; making the

point that due to lack of infrastructure, getting connectivity to the last billion people would be a different changeling entirely. And I dare say the same will be true for the introduction of a carbon tax and global treaties. And because the atmosphere is already saturated, and it takes at least 100 years to clear, if the bottom 10% created 10% of today's current emissions for 100 years, that's not going to be bad news.

So, to the title of this article, "Reason 32. How on Earth Can Growth Theory be Good for Climate Change?"; in general, growth theory in locations of extreme poverty increases the carbon footprint where the development is located; and the more people, the more the demand for energy and resources.

In 2011, I set myself the challenge of creating a new type of economy called EEE – The Ecological Experience Economy. And soon after, I theorised a 'City of Science' in Southern Greece which was ecologically an improvement on the existing arid landscape that was not creating much in the way of O²; which would be powered by wind and solar energy.

Nearly 8 years later, my book 'A More Creative Capitalism' describes this same City of Science concept, but in Malawi, Africa. And about half a year ago, on reading 'Poor Economics' by MIT Professors Esther Duflo and Abhijit Banerjee, I was introduced to the Charter City concept by Paul Romer, which gave well-received precedent for the Grand Network (Charter City 2.0) concept.



Whilst the Charter City idea may have proved unpopular with people who do not understand the why, one can be confident that the economics were such that if the idea had proved popular, it was a worthy investment, and would have created jobs and opportunities currently not available to most of the population of the host country. We can also assume that Romer and the Marron Institute have excellent figures on infrastructure and construction costs in Honduras and Ethiopia. This data or lack thereof is a definite weak point in the S-World Malawi Network concept. Albeit a weak point that would not be a problem, if we can use the high-octane financial engineering product - the ŔÉŚ Equation.

Putting ŔÉŚ to the side for a moment, I would give long odds on the chances of creating a successful Malawi model based on all research, and a cherry-picking of concepts from the Romer-Marron Charter City Honduras and city expansion in Ethiopia projects. All research and a cherry-picking of concepts from S-World Grand Networks and the Theory of Every Business conducted by the S-World Angelwing software (the catch-all name for all S-World software projects including the TBS[™], BES[™] Film, VSN[™] and UCS[™]). The Virtual Network, a cherry-picking of S-World chaos and M-theory financial engineering, and critically the 64 Reasons Why; which turns a project that is currently described as **"The worst idea that has come along, except for all the others!"** to a universally popular idea. That as a result of its externalities, creates not just philanthropy, equality, and provides for the population; but does so in such a way that leaves no carbon footprint. And if we can use ŔÉŚ as prescribed, has a solid and logical case that suggests overall population growth can be contained.



So, right now, the 64 Reasons Why, are focused on 64 reasons why economists and students of economy should read the ŔÉŚ Equation: <u>www.AngelTheory.org/The-RES-Equation</u>. If it's wrong, it will likely lead to an alternate method of increasing the money supply, and in any case, presents the environment. If it's right, then every one of the 64 Reasons Why will have an unfathomably large capital inflow over time. It will not change the world in the way you heard on the TV or Facebook. It will change everything for everyone because things need to change if we are to develop a world, we can be proud of to our children's children.

Welcome to S-World – Sienna's World. And the Sienna Foundation.

Nanos gigantum humeris insidentes (commonly known by the letters of Isaac Newton: "If I have seen further it is by standing on the shoulders of giants") and I must thank.

Add Long List of Influence's

Ex animo (from the heart -- thus, "sincerely") Nick Ray Ball

The Sienna Foundation



"A winner is a dreamer who never gives up"

By Nelson Mandala