The Me-We game-building-game | A game about building governance | define: community knowledge |Me-We-World 2023

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K05 .....
K11 .....
K23 .....
K17 .....

F01 .....
F02 .....

CONDITION 01 SAFETY VALUE: AUTONOMY

K16 .....
K10 .....
K04 .....
K22 .....

F03 .....
F04 .....

CONDITION 02 TRUST VALUE: IDENTITY

K18 .....
K06 .....
K12 .....
K24 .....

F05 .....
F06 .....

CONDITION 03 UNDERSTANDING VALUE: KNOWLEDGE

K21 .....
K15 .....
K03 .....
K09 .....

F07 .....
F08 .....

CONDITION 04 AWARENESS VALUE: RESPONSIBILITY

K19 .....
K07 .....
K01 .....
K13 .....

F09 .....
F10 .....

CONDITION 05 RELAXATION VALUE: ACCEPTANCE

K20 .....
K02 .....
K08 .....
K14 .....

F11 .....
F12 .....

CONDITION 06 TENDERNESS VALUE: INTERDEPENDENCE

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K05 WASTE PROCESSING
K11 ADMINISTRATING
K23 SHARING
K17 GOVERNING

F01 LIVEABILITY ADMINISTRATION
F02 LIVEABILITY DESIGN

CONDITION 01 SAFETY VALUE: AUTONOMY

K16 RECYCLING
K10 TRADING
K04 STRATAGISING
K22 MORAL COMPASS

F03 ENVIRONMENTAL ADMINISTRATION
F04 ENVIRONMENTAL REGULATION

CONDITION 02 TRUST VALUE: IDENTITY

K18 IMAGINING
K06 INFO MANAGEMENT
K12 CONVERSATION SKILLS
K24 FOSTERING

F05 INTERACTION ADMINISTRATION
F06 SKILLS MANAGEMENT

CONDITION 03 UNDERSTANDING VALUE: KNOWLEDGE

K21 DRAMATURGING
K15 ARCHITECTURE
K03 MECHANISING
K09 DESIGNING

F07 MEANING MANAGEMENT
F08 USABILITY MANAGEMENT

CONDITION 04 AWARENESS VALUE: RESPONSIBILITY

K19 RITUALISING
K07 CONCEPTUALISING
K01 LOGISTICS
K13 COMPOSTING

F09 SPIRITUALITY
F10 LIVELIHOOD CARE

CONDITION 05 RELAXATION VALUE: ACCEPTANCE

K20 NURSING
K02 SOCIALISING
K08 HYGIENE
K14 CONSERVATING

F11 CARE INTERACTION
F12 CARE AWARENESS

CONDITION 06 TENDERNESS VALUE: INTERDEPENDENCE