

AXIOM 1

All human systems can be gamed. The more power, money, and fame that accrue from gaming the system, the more actively, cleverly, and successfully it will be gamed. The larger the population becomes, the more active the axiom.

This axiom can be seen at work in every human-created system. It is true in all government contracts and regulatory agencies, all government boards that oversee law implementation, schooling, all meritocratic systems, all licensure processes, science, medicine, peer review processes, journal publications, committees, corporations, NGOs, and social justice group structures. In short, in *every* human created system.

That this is not widely understood, and accounted for when designing human-created systems and organizations, leads to many of the problems all of us struggle with every day. Systems which are ostensibly for the benefit of the social body (e.g. licensure boards or meritocratic schooling) are, over time, corrupted and begin to benefit, more strongly as successful gaming becomes more sophisticated, those who see an opportunity in it to achieve money, fame, or power. The more power, fame, or money that is gained, the more that democracy and social welfare are undermined. The end result, sooner or later, is oligarchy, authoritarianism, and rule by an elite.

Eventually the systems fail, chaos to varying extents occurs, new systems are created which, for a time, work as intended. Then the process begins again. Regrettably, this is one of the integral aspects of the human tragedy that has replayed itself many times since the beginning of human history.

