

Master-  
Table 41

Intentional processes in social life.  
All balanced processes are in italics. Note that balance is usually achieved by using two complementary channels. Direct influence across more than one level is not always possible; and direct influence across more than three levels is never appropriate. See text and the following Master Matrices for further details.

Being social: intra-level responsibility for participation			
UV	By distinguishing good and evil.		
VS	By preserving ideas — which depends on:	<i>Idealization</i>	L → E
SV	By recognizing needs — which depends on:	<i>Assimilation</i>	L → E
PO	By owning endeavours.		
IP	By allocating resources — which depends on:	<i>Assertion</i>	E → L
SO	By determining an outcome.		
TO	By setting tasks with deadlines.		
Encountering reality: cross-level influences			
UV → VS	<i>Revelation</i> of reality via:	<i>Illusion</i> B → E	<i>Illumination</i> B → L
VS → SV	<i>Socialization</i> into reality via:	<i>Exhortation</i> E → E	<i>Instruction</i> L → L
SV → PO	<i>Embodiment</i> within reality via:	<i>Instigation</i> E → B	<i>Institution</i> L → B
PO → IP	<i>Orientation</i> to reality via:	<i>Accommodation</i> B → E	<i>Clarification</i> B → L
IP → SO	<i>Decision</i> about reality via:	<i>Resolution</i> E → B	<i>Forecasting</i> L → B
SO → TO	<i>Implementation</i> in reality:	B → B	
Changing reality: using values to by-pass resistances			
UV → SV	N/A because influence must be mediated via value systems.		
VS → PO	<i>Dissemination</i> of values via:	<i>Demonstration</i> E → B	<i>Propagation</i> L → B
SV → IP	<i>Evolution</i> of values via:	<i>Innovation</i> E → L	<i>Conservation</i> L → E
PO → SO	<i>Maintenance</i> of values:	B → B	
IP → TO	<i>Re-assertion</i> of values via:	<i>Imposition</i> E → B	<i>Evaluation</i> L → B
Maintaining humanity: by-passing group pressures			
UV → PO	<i>Enlightenment</i>	B → B	
VS → IP	N/A because value systems cannot be situational and priorities must be.		
SV → SO	N/A because social values are too open-ended to guide useful results.		
PO → TO	N/A because objects are too general to guide time-targeted means.		