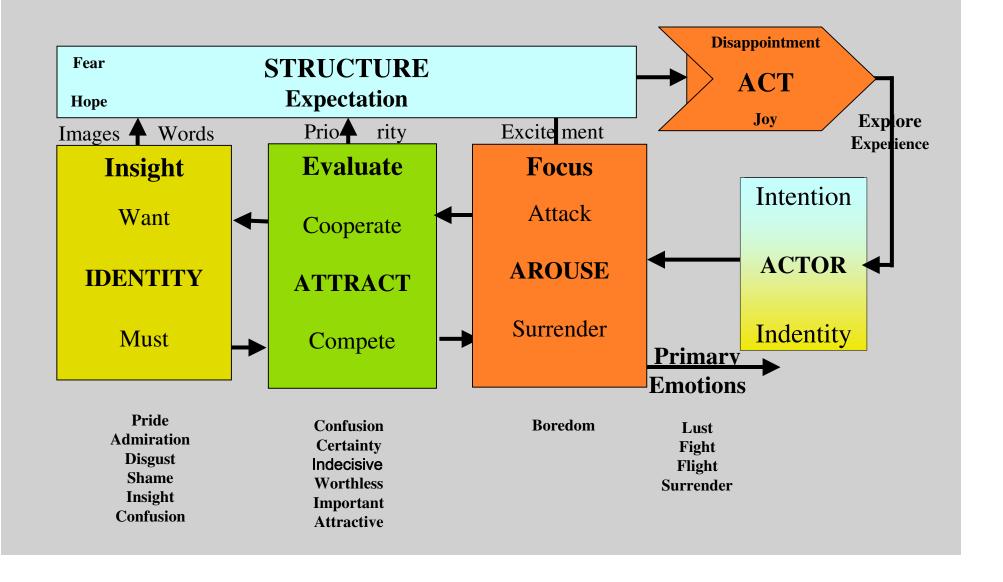
CONSTABLE RESEARCH BV

Restructuring Social Security

© 2004 Hans Konstapel

LEAVE NO STONE UNTURNED

The Internal Process



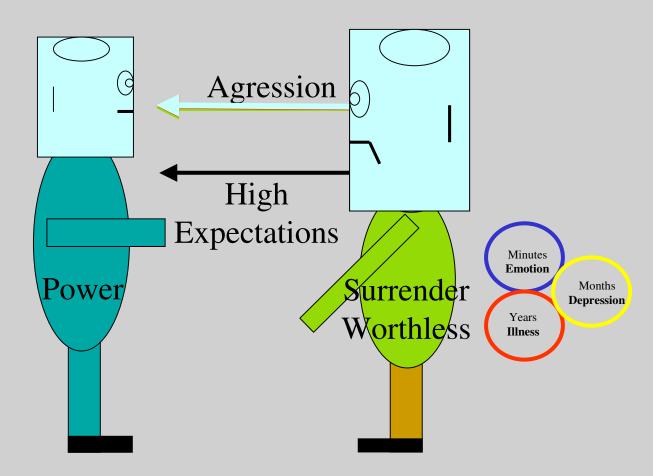
The Emotional Process

- Arousal too Low (Boredom) -> No Focus (Goals)
- Too Many Choices -> Confusion
- When People are Forced -> Creativity Stops
- Bad Expectation -> Fear
- Fear, No Hope, Confusion -> Exploration Stops
- Experience is Aquired by Exploration
- Without Experience Personal Growth Stops
- Without Personal Growth -> Worthless

BEAT The System

The System

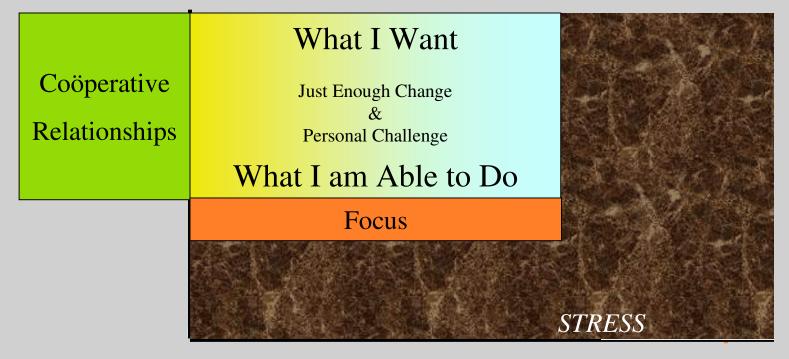
- Not Interactive
- Incomprehensible
- Not Empathic
- Stereotype Language
- Procedures
- Never Angry
- Not Adaptable



The System

- Legislation is Very Complex
- Too Many Non Cooperative Actors
- Long Complex Procedures
- Information is Difficult to Find
- People Give Up and Get Depressed
- 80 % of new Entrants are Young Adolecents!
- People get Isolated (Alcohol, Drugs, Suicide)

The Conditions of Life



Arousal

Conditions

- A Personal Coöperative Network
 - People need Attention and Praise
 - A little Help of Partner, Family, Friends can do Wonders
 - Everybody can Act as a Coach, Therapist, Expert, ...
 - Too much Focus on External Specialists
- Just Enough Focus
 - External Push is not bad, too much Push is killing
- Balance between the Will and the Personal Competency
 - People want too Much in a Short Time (Perfection, Planning)
 - Unreal Expectations of Society and Business (Career)
 - Parents have "spoiled" their Children (Everything is Possible)

The Process

Destiny

People believe in External Forces
controlling their lives.

Their Focus narrows. The only thing
they see is Problems.
In the end they react with their
Primary Emotions

The Journey

People believe that they are able to control their own lives.

They see and share many Opportunities.

They are exited and curious

The Zone

The Fall

People need the Support of Others.
Their self-confidence is very low.
The body shows signs of very high levels of stress

The Pitt

People have reached the deepest level.

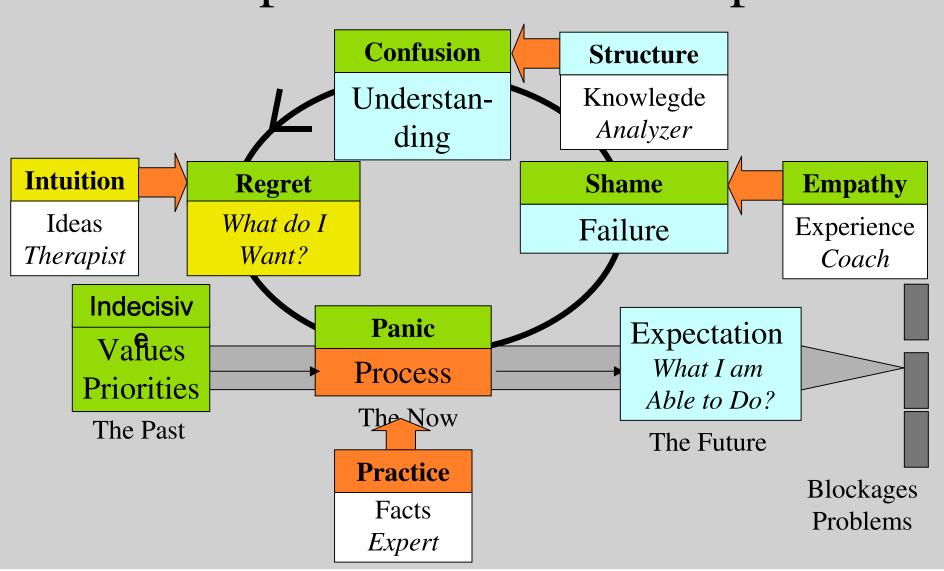
The only thing that is left is their bare Identity

The ladder

The Process

- Destiny
 - People let others control their lives. They accept external causes.
- The Zone
 - People need help of the others.
- The Fall
 - People do not accept help and fell left al-one.
- The Pitt
 - People do not see a way out. They think they are a victim.
- The Ladder
 - People find a way out by exploring new opportunities
- The Journey
 - People start to experiment and experience

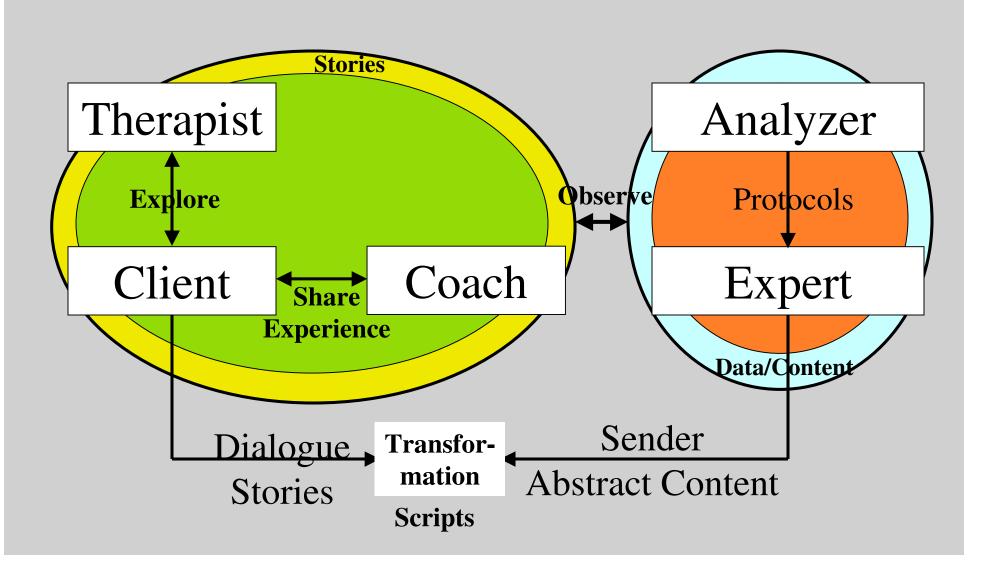
Coöperative Relationships



Cooperation

- When People are Isolated They Depend on External Support
- The External Support System is very Complex
- A Coherent Support Network of Specialists is very Expensive
 - Self Help Groups are much Cheaper
- Not every Specialist is doing a good Job
 - Matching Experts with the need of the Client
- Helping to Create a Personal Support Network
 - People are Afraid to ask Help (Shame)
 - Internet makes it possible to Hide the original Identity
- Use of Internet Technology
 - Finding appropriate Work and Training

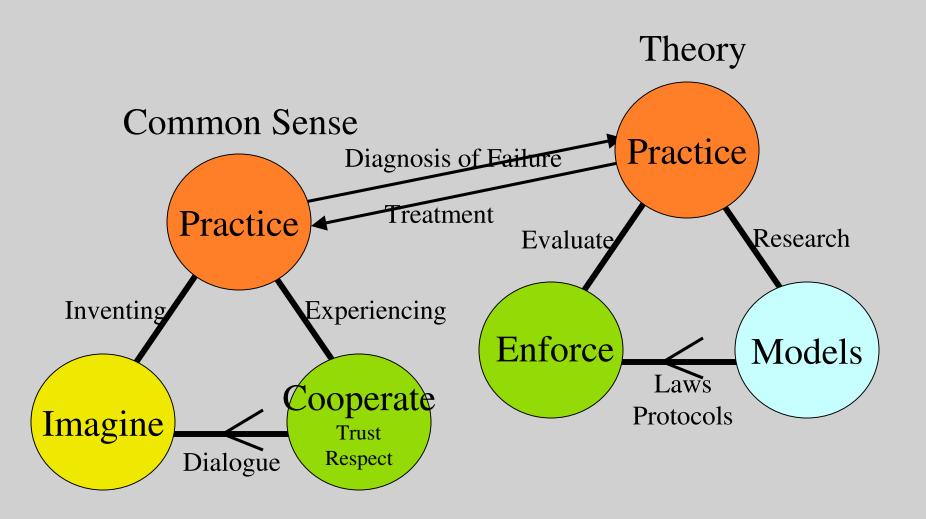
Communication



Communication

- Specialists use Specialized Language
- Specialists Communicate Structurized (Content)
- Many Specialists do not have Empathy or are forbidden to show empathy
- People use Specialist When they have Failed
- Specialists are in a Dominant Position (Power)
- Their Methods are highly Standardized (Protocols)
- Specialist can Learn from the Experience of Their Clients

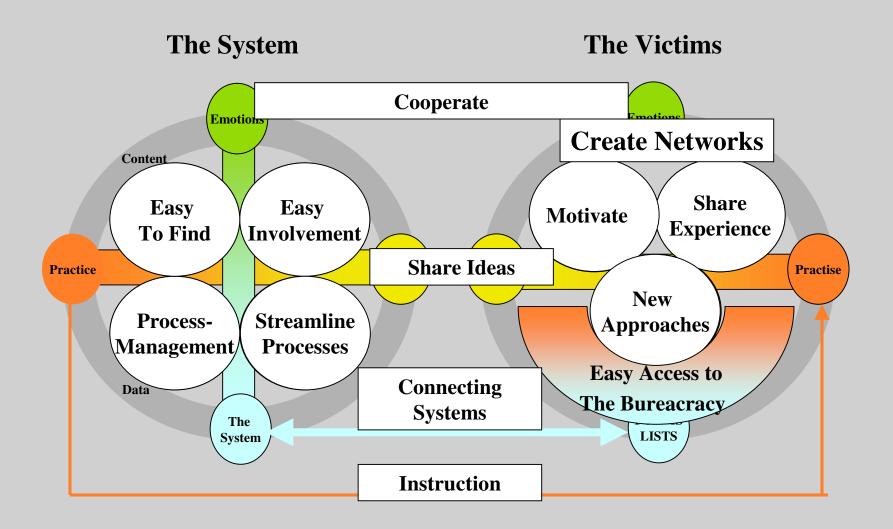
Using Common Sense



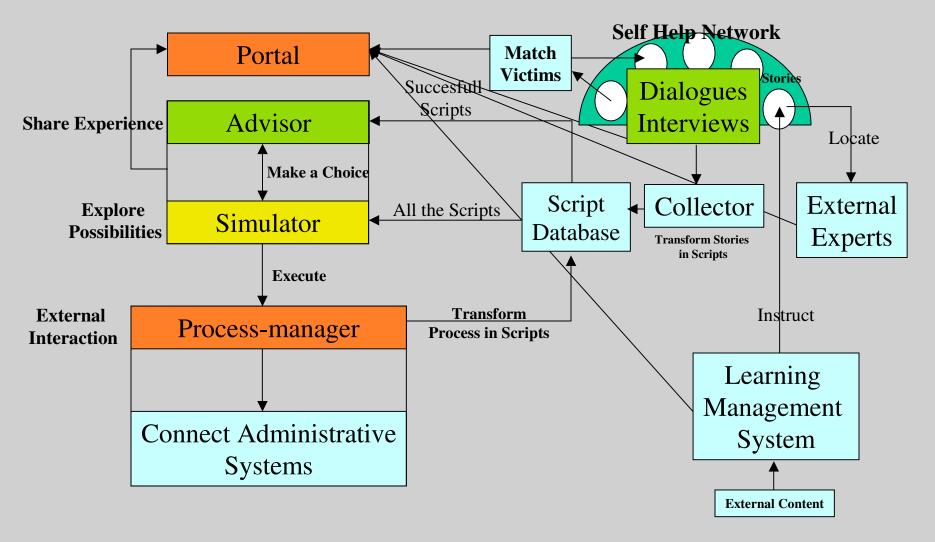
Using Common Sense

- People Explore many Possibilities and Find Unexpected Solutions for their Problems
- They Share the Solution with their Peers
- People Communicate Verbal (Stories)
- Transforming Stories in Structured Content
 - Scripts, Case Based Learing, Roger Schank
- Share the Experience (The Scripts) with Others
 - Advisor (Share the Succesfull Scripts)
 - Simulator (Explore All the Possible Scripts)

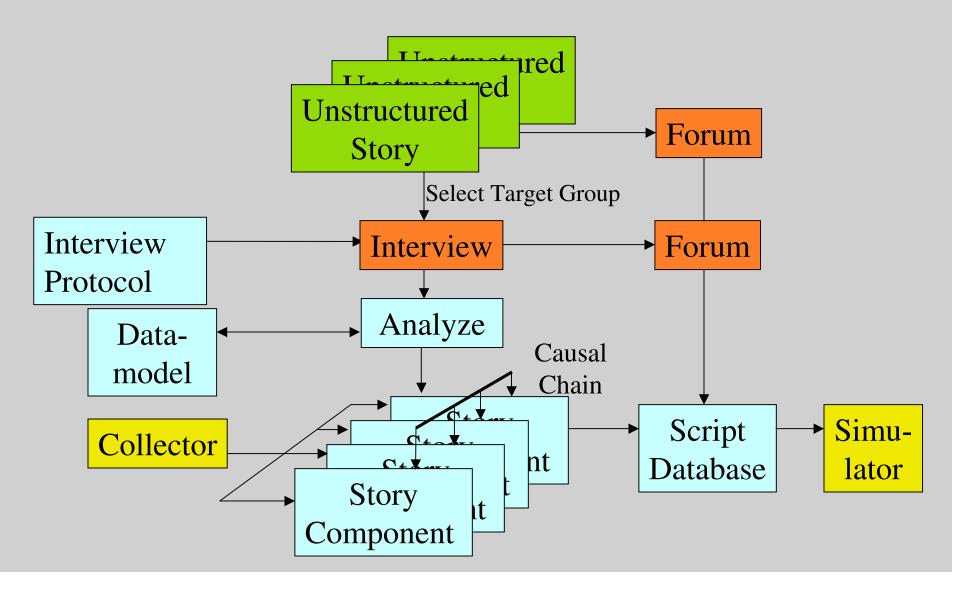
Our Aim



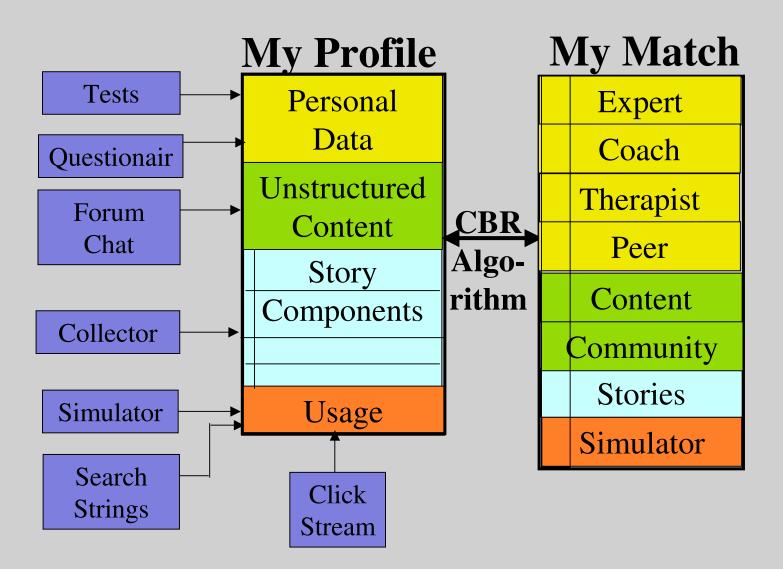
Using Internet Technology



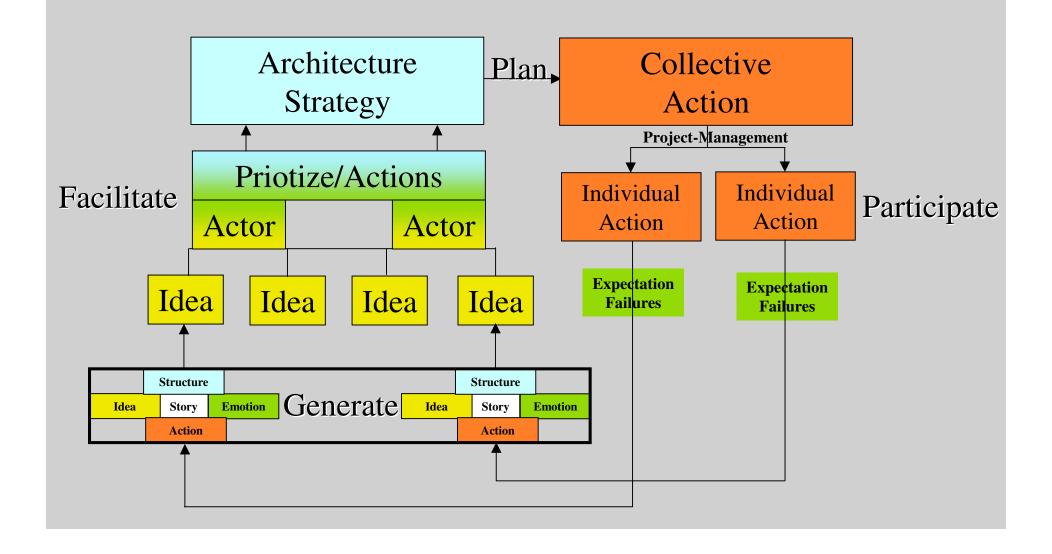
Collector & Simulator



The Matcher



Story-Based Management



Story Based Management

- Generate
 - Telling Stories Generates Ideas to Resolve Failures
- Facilitate
 - Transform Ideas into Actions
 - Priotize Actions
- Plan
 - Combine Actions in a Strategy
 - Design Architecture to support Strategy
- Participate
 - Start and Manage Projects
 - Collect Individual Expectation Failures (Stories)