rumor-abundance(s)

... the era of economic abundance and incipient population decline calls for the work of men whose tool is symbolism and whose aim is some observable response from people ...

life(s) / narrative(s) / reflect(s) / fight(s) / lonely crowd

rumor-affluence(s)

... **growth of affluence** ... – ... it is the malaise of the priviliged, rather than the underpriviliged that becomes increasingly relevant ...

life(s) / narrative(s) / reflect(s) / fight(s) / lonely crowd

rumor-again(s)

... **teacher, today again do we have to do what we want to do?** ... – yes, create ... moodboard(s)

life(s) / narrative(s) / reflect(s) / fight(s) / lonely crowd

rumor-agent(s)

... movies ... in many unexpected ways ... are liberating agents ... and ... they need defense against indiscriminate highbrow criticism ...

life(s) / narrative(s) / reflect(s) / fight(s) / lonely crowd

rumor-anxiety(s)

... child learns from parents ... – **anxiety** – ... emotional tuning approprite to other-directed adjustment ... – personal methods – ... reasoning, rationalizing ...

life(s) / narrative(s) / reflect(s) / fight(s) / lonely crowd

rumor-apathy(s)

... **apathy** ... – ... in many sectors of inner or outer life is felt as underemployment of characterological resources ...

life(s) / narrative(s) / reflect(s) / fight(s) / lonely crowd

rumor-autonomous(s)

... autonomous type of social character ... – ... remove the barriers of false personalization and enforced privatization ...

life(s) / narrative(s) / reflect(s) / fight(s) / lonely crowd

rumor-autonomy(s)

... autonomy ... – ... depends not upon the ease with which he may deny or disguise his emotions but, on the contrary, upon the success of his effort to recognize and respect his own feelings, his own potentialities, his own limitations ...

life(s) / narrative(s) / reflect(s) / fight(s) / lonely crowd

rumor-awareness(s)

... self-awareness evolved because it helps self-regulation ...

life(s) / narrative(s) / reflect(s) / fight(s) / willpower

rumor-behavior(s)

... since a revolution is a large change in a short time ... a **moral revolution** has to involve a rapid transformation in **moral behavior**, not just **moral sentiments** ...

life(s) / tool(s) / closure(s) / reflect(s) / fight(s) / honor code []

rumor-body(s)

... amazing that I depend for my well-being¡a¿ on my body ...

life(s) / closure(s) / reflect(s) / fight(s) / mysterious flame

rumor-character(s)

... **character** ... – ... is increasingly formed for leisure and during leisure ... – ... and both leisure and means of consumption are widely distributed ...

life(s) / narrative(s) / reflect(s) / fight(s) / lonely crowd

rumor-charm(s)

... those who are nothing but charming never charm very much ...

life(s) / narrative(s) / reflect(s) / fight(s) / influence & cure

rumor-childhood(s)

... it is childhood experience that will be most important in making possible true adult competence at play ... – ... experimental creation of model consumer economies amomg children ...

life(s) / narrative(s) / reflect(s) / fight(s) / lonely crowd

rumor-choice(s)

... **every time you make a choice you're stepping in an existential void** ...

life(s) / narrative(s) / reflect(s) / fight(s) / willpower

rumor-code(s)

... our societies create **codes** that are sustained by such patterns of behavior and of feeling ... – ... the heart of the **psychology of honor** ... – **giving and receiving respect** – ... is already in you as it is, it is in every human being ...

life(s) / tool(s) / closure(s) / reflect(s) / fight(s) / honor code []

rumor-competence(s)

... it looks as if the task of restoring competence to play is almost, if not quite, as difficult as that of restoring it to work ...

life(s) / narrative(s) / reflect(s) / fight(s) / lonely crowd

rumor-conscious(s)

... we need others to recognize us as **conscious beings** and to acknowledge that we recognize them ...

life(s) / tool(s) / closure(s) / reflect(s) / fight(s) / honor code []

rumor-consumption(s)

... **skill of consumption** ... – ... but of course ... captains of consumption are not leaders ...

life(s) / narrative(s) / reflect(s) / fight(s) / lonely crowd

rumor-control(s)

... even though the influence of religion is waning in some place, people are learning other ways to outsource self-control ... – ... to friends, and to smartphones, to web sites that monitor behavior and enforce bets, to neighbours meeting in (church) basements and to **social networks**, linked electronically ...

life(s) / narrative(s) / reflect(s) / fight(s) / willpower

rumor-conviction(s)

... men of conviction have not disappeared ... – ... they matter very much at present ... precisely, because they are relatively rare ...

life(s) / narrative(s) / reflect(s) / fight(s) / lonely crowd

rumor-creativity(s)

... could there be intelligent planning by an organism that was never conscious ... – ... all of whose planning went on in an unconscious mind ... – ... **does creativity require consciousness ?** ...

life(s) / closure(s) / reflect(s) / fight(s) / mysterious flame

rumor-crowd(s)

... people should discover how much needless work they do ... – ... they no more assuage their loneliness in a crowd of peers than one can assuage one's thirst by drinking sea water ... – ... more attentive to their own feelings and aspirations ...

life(s) / narrative(s) / reflect(s) / fight(s) / lonely crowd

rumor-culture(s)

... the whole idea that autonomy in the post-industrial culture was to be found in play and leisure ...

life(s) / narrative(s) / reflect(s) / fight(s) / lonely crowd

rumor-decision(s)

... decision making depletes your willpower, and once your willpower is depleted, you're less able to make decisions ...

life(s) / narrative(s) / reflect(s) / fight(s) / willpower

rumor-dignity(s)

... **dignity** ... – ... every human being has, other things being equal, a fundamental right to respect ... – ... dignity is a form of honor ... – ... its code is part of **morality** ... – ... you can lose it if you fail to meet the code ...

life(s) / tool(s) / closure(s) / reflect(s) / fight(s) / honor code []

rumor-discipline(s)

... self-control ... – ... turned out to be most effective when people used it to establish good habits and break bad ones ...

life(s) / narrative(s) / reflect(s) / fight(s) / willpower

rumor-education(s)

... **makers if the media** ... – ... are always impatient to get to the point where in addition to entertaining they are ... in terms of topic ... – ... educating and improving ...

life(s) / narrative(s) / reflect(s) / fight(s) / lonely crowd

rumor-empathy(s)

... **hot-cold empathy gap** ... – ... one of the most common challenges in self-control ...

life(s) / narrative(s) / reflect(s) / fight(s) / willpower

rumor-energy(s)

... **ego depletion** ... – ... people's diminished capacity to regulate their thoughts, feelings and actions ...

life(s) / narrative(s) / reflect(s) / fight(s) / willpower

rumor-engineer(s)

... we very much need ... – ... a new type of engineer whose job it is to remove psychic hazards springing from false personalization ...

<div align="right">life(s) / narrative(s) / reflect(s) / fight(s) / lonely crowd</div>

rumor-escape(s)

... **escape** ... – ... as we use it here means a shift of pace and attitude from the nearly all embracing domain of work ...

<div align="right">life(s) / narrative(s) / reflect(s) / fight(s) / lonely crowd</div>

rumor-esteem(s)

... **self-esteem?** – (asian) minority – ... clear goals / enforce rules / punish failure / reward excellence – ... forget about self-esteen, work on **self-control!** ...

<div align="right">life(s) / narrative(s) / reflect(s) / fight(s) / willpower</div>

rumor-ethic(s)

... to grasp why honor matters to ethics is to recognize the relation between honor and respect ...

<div align="right">life(s) / tool(s) / closure(s) / reflect(s) / fight(s) / honor code []</div>

rumor-face(s)

... **it is through the face above all else that we see what others are feeling** ...

<div align="right">life(s) / tool(s) / closure(s) / reflect(s) / fight(s) / honor code []</div>

rumor-fashion(s)

... it is possible to look upon a change in fashion in clothing as a substitute for travelling ...

<div align="right">life(s) / narrative(s) / reflect(s) / fight(s) / influence & cure</div>

rumor-feature(s)

... one of the distinguishing features of the last centuries has been a growing appreciation of the obligations each of us has towards other people ...

<div align="right">life(s) / tool(s) / closure(s) / reflect(s) / fight(s) / honor code []</div>

rumor-fiction(s)

... **biography / fiction** ... – ... allow children to move – in imagination – away from home and into a rationalized world ... – ... cooperating in this way with the parental installation of internal, self-piloting processes ...

<div align="right">life(s) / narrative(s) / reflect(s) / fight(s) / lonely crowd</div>

rumor-fight(s)

... we fight not only for food and sex but also for honor ...

<div align="right">life(s) / tool(s) / closure(s) / reflect(s) / fight(s) / honor code []</div>

rumor-free(s)

... the idea that man are created free and equal is both true and misleading: ... men are created different ... – ... they loose their social freedom and individual autonomy in seeking to become like eachother ...

<div align="right">life(s) / narrative(s) / reflect(s) / fight(s) / lonely crowd</div>

rumor-game(s)

... **exploit techniques from game developers** ... – basic steps of self-control – ... setting clear and attainable goals / giving instantaneous feedback / offering enough encouragement for people to keep practicing and improving ...

life(s) / narrative(s) / reflect(s) / fight(s) / willpower

rumor-glamor(s)

... whenever we see glamor in the object of attention, we must suspect a basic apathy in the spectator ...

life(s) / narrative(s) / reflect(s) / fight(s) / lonely crowd

rumor-goal(s)

... result of conflicting goals is unhappiness ... – worry a lot / get less done / health suffers – ... price for too much brooding ... – ... **proximal goals** produced improvements in learning, self-efficacy, and performance ...

life(s) / narrative(s) / reflect(s) / fight(s) / willpower

rumor-grade(s)

... **distal goals** ... – high school students – ... focussing on far-off goals seemed to be more effective than focussing on intermediate goals, like getting good grades, going on holiday, or earning a diploma ...

life(s) / narrative(s) / reflect(s) / fight(s) / willpower

rumor-group(s)

... honor is intimately associated in many ways with those aspects of your identity that derive from membership in social groups ... – ... conformity is a code that makes quite specific demands ...

life(s) / tool(s) / closure(s) / reflect(s) / fight(s) / honor code []

rumor-guard(s)

... **economy of esteem** ... – ... esteem, as a way of shaping our behavior, is in effect policed by everybody in the honor world ... – ... **all of us are its guards** ...

life(s) / tool(s) / closure(s) / reflect(s) / fight(s) / honor code []

rumor-habit(s)

... people with good self-control mainly use it not for rescue in emergencies but rather to develop effective habits and routines in school and work ...

life(s) / narrative(s) / reflect(s) / fight(s) / willpower

rumor-home(s)

... if the parents in the home take their duties seriously, they will lay the basis of good education by developing moral energy and stability in their children ...

life(s) / narrative(s) / reflect(s) / fight(s) / influence & cure

rumor-honor(s)

... **honor** ... – ... inhabits a **honor world** ... – ... a group of people who acknowledge the same codes, and whose respect is sought ...

life(s) / tool(s) / closure(s) / reflect(s) / fight(s) / honor code []

rumor-identity(s)

... **role of our social identity** ... − ... − in shaping our **sentiments** and our **choice(s)** ...

life(s) / tool(s) / closure(s) / reflect(s) / fight(s) / honor code []

rumor-job(s)

... when the moral engineers have power to move people from job to job and to change team-patterns, they accomplish a lot ...

life(s) / narrative(s) / reflect(s) / fight(s) / lonely crowd

rumor-know(s)

... inability to know what one wants, while being pteoccupied with what one likes ...

life(s) / narrative(s) / reflect(s) / fight(s) / lonely crowd

rumor-labor(s)

... **dignity of labor** ... − ... talk of honor ... − ... it is the self-respect of those seeking honor as much as respect of others that matters ...

life(s) / tool(s) / closure(s) / reflect(s) / fight(s) / honor code []

rumor-language(s)

... today the child's language may be used to put across the advertiser's and storyteller's idea of what children are like ...

life(s) / narrative(s) / reflect(s) / fight(s) / lonely crowd

rumor-leisure(s)

... the burden put on leisure by the disintegration of work is too huge to be coped with ...

life(s) / narrative(s) / reflect(s) / fight(s) / lonely crowd

rumor-life(s)

... if life on earth is basically about *feeding, fleeting* and *fornicating*, then our awareness of space will be geared to serving these particular activities ...

life(s) / closure(s) / reflect(s) / fight(s) / mysterious flame

rumor-literacy(s)

... a wide-spread hunger for the press and for books ... − ... a hunger that the technology and distribution facilities arouse but do not entirely satisfy ...

life(s) / narrative(s) / reflect(s) / fight(s) / lonely crowd

rumor-location(s)

... it is all a matter of where to be when ... − location, location, location − ... it is as true of life as of real estate ... − ... life is a series of locations, as the body traces its path through space ...

life(s) / closure(s) / reflect(s) / fight(s) / mysterious flame

rumor-market(s)

... market research has for many years seemed (to me) one of the most promising channels for democratic control of our economy ...

life(s) / narrative(s) / reflect(s) / fight(s) / lonely crowd

rumor-master(s)

... who decides what the food shall be is master in the house ...

life(s) / narrative(s) / reflect(s) / fight(s) / influence & cure

rumor-math(s)

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life(s) / tool(s) / closure(s) / reflect(s) / fight(s) / honor code []

rumor-media(s)

... good mass-media artists are quite as important, and perhaps even scarcer, than responsible, anti-escapist commentators ...

life(s) / narrative(s) / reflect(s) / fight(s) / lonely crowd

rumor-mind(s)

... human knowledge depend on the right kind of mediation between world and mind ... – ... the world has to be so arranged that the mind can take in its properties ...

life(s) / closure(s) / reflect(s) / fight(s) / mysterious flame

rumor-monitor(s)

... **monitoring of behavior** ... – ... one of the central steps to self-control.html¿self-control ...

life(s) / narrative(s) / reflect(s) / fight(s) / willpower

rumor-morality(s)

... **morality tends to become an inference from winning...**

life(s) / **narrative(s) / reflect(s) / fight(s) / lonely crowd**

rumor-paradox(s)

... **the self is a paradox** ... – ... **it is the best known thing in the world but also the least known thing ...**

life(s) / **closure(s) / reflect(s) / fight(s) / mysterious flame**

rumor-peace(s)

... **the child soon learns** ... – ... **behavioral conformity is the price of peace ... ... – ... conformity as evidence of characterological fitness and self-discipline**

life(s) / **narrative(s) / reflect(s) / fight(s) / lonely crowd**

rumor-place(s)

... **inspiration leads man to paradise, influence keeps him in his place ...**

life(s) / **narrative(s) / reflect(s) / fight(s) / influence & cure**

rumor-play(s)

... **idle rich** ... – ... **we may have a great number who more or less unconsciously feel some uneasiness in play ... – ... because by cultural definition the right to play belongs to those who work ...**

life(s) / **narrative(s) / reflect(s) / fight(s) / lonely crowd**

rumor-politic(s)

... politics is more high class than sex ...

life(s) / narrative(s) / reflect(s) / fight(s) / lonely crowd

rumor-power(s)

... why, in the war of classes, man quarrel so much over money, and so little over leisure? ... − ... money is power, of course, but leisure gives you the chance to mold the direction in which money and power will be used ...

life(s) / narrative(s) / reflect(s) / fight(s) / influence & cure

rumor-product(s)

... the product now in demand is neither a staple nor a machine ... − ... it is a personality...

life(s) / narrative(s) / reflect(s) / fight(s) / lonely crowd

rumor-professional(s)

... city planners ... − ... perhaps the most important professional group to become reasonably weary of the cultural definitions that are systematically trotted out to rationalize the inadequacies of city life today, ..., for the well-to-do as for the poor ...

life(s) / narrative(s) / reflect(s) / fight(s) / lonely crowd

rumor-property(s)

... property ... − ... became an extended part, a kind of exoskeleton, for the individual self ...

life(s) / narrative(s) / reflect(s) / fight(s) / lonely crowd

rumor-quality(s)

... personal quality ... − ... intelligence & self-control ... − ... most major problems, personal and social, center on failure of self-control ... − ... self-regulation ...

life(s) / narrative(s) / reflect(s) / fight(s) / willpower

rumor-question(s)

... the autonomous of all time have been questioners ...

life(s) / narrative(s) / reflect(s) / fight(s) / lonely crowd

rumor-reason(s)

... there always is and there must always be a reason for consuming anything ... − ... one reason is that the commodity of cinsumption is ... − ... the best... in its line ...

life(s) / narrative(s) / reflect(s) / fight(s) / lonely crowd

rumor-relax(s)

... energy model(s) ... − ... self-control lets you relax because it removes stress and enables you to conserve willpower for the important challengers ...

life(s) / narrative(s) / reflect(s) / fight(s) / willpower

rumor-respect(s)

... respect ... − ... having honor means being entitled to respect ... − appraisal respect / recognition respect − ... a great variety of emotional tones ... − ... positive & negative ...

life(s) / tool(s) / closure(s) / reflect(s) / fight(s) / honor code []

rumor-revolution(s)

... moral revolutions ... − ... in each of these transitions something that was naturally called honor played a central role ...

life(s) / tool(s) / closure(s) / reflect(s) / fight(s) / honor code []

rumor-safety(s)

... peer group ... − ... safety consists not in mastering a difficult craft but in mastering a battery of consumer preferences and the mode of their expression ... − ... training in consumer taste has replaced training in etiquette ...

life(s) / narrative(s) / reflect(s) / fight(s) / lonely crowd

rumor-school(s)

... goal(s) & grade(s) − warehousing? − ... to borrow a term from sociology to explain what high school does ... − ... benefits come less from what happens in the classroom than what doesn't happen elsewhere ...

life(s) / narrative(s) / reflect(s) / fight(s) / willpower

rumor-science(s)

... the driving spirit of science is not to change the world but to understand it ...

life(s) / tool(s) / closure(s) / reflect(s) / fight(s) / honor code []

rumor-screen(s)

... screen of words... − ... relations with the outer world and oneself are mediated by the flow of mass communication ...

life(s) / narrative(s) / reflect(s) / fight(s) / lonely crowd

rumor-self(s)

... consciousness ... − ... our ignorance here is an ignorance of the hidden architecture of the self ...

life(s) / closure(s) / reflect(s) / fight(s) / mysterious flame

rumor-shame(s)

... tool(s) ... − ... reshape honor ... − ... shame and sometimes even carefully calibrated ridicule may be the tools we need ... − ... rather than morality ... − ... weakness is a source of shame ...

life(s) / tool(s) / closure(s) / reflect(s) / fight(s) / honor code []

rumor-skill(s)

... play ... − ... far from having to be the residual sphere left over from work-time and work-feeling, ... can increasingly become the sphere for the development of skill and competence in the art of living ...

life(s) / narrative(s) / reflect(s) / fight(s) / lonely crowd

rumor-social(s)

... storytellers are indispensable agents of social ...

life(s) / narrative(s) / reflect(s) / fight(s) / lonely crowd

rumor-standard(s)

... honor peers are equal in an important way ... – ... competitive honor is intrinsically hierarchical, because it ranks people against a standard ...

life(s) / tool(s) / closure(s) / reflect(s) / fight(s) / honor code []

rumor-status(s)

... our deep concern with status¡/a¡M/b¿ and respect ...

life(s) / tool(s) / closure(s) / reflect(s) / fight(s) / honor code []

rumor-strategy(s)

... strategy in self-control ... – ... pre-commitment ... – ... link between external order and inner self-discipline ...

life(s) / narrative(s) / reflect(s) / fight(s) / willpower

rumor-style(s)

... what survives is neither artistic craft nor artistic fantasy but the socialization of taste and interest that can already be seen in process in the stylization of perception in the children's paintings and stories ...

life(s) / narrative(s) / reflect(s) / fight(s) / lonely crowd

rumor-support(s)

... to support oneself is not, as people think, a hardship, it's an education ... – ... perhaps it's the only education, pleasant though the bypaths of cultural entertainment may be in school or college ...

life(s) / narrative(s) / reflect(s) / fight(s) / influence & cure

rumor-technology(s)

... self-regulation technology ... – quantifiedself.com / www.rescuetime.com / stickk.com / mint.com / 43folders.com / fatbet.net

life(s) / narrative(s) / reflect(s) / fight(s) / willpower

rumor-tolerance(s)

... media ... – by their very sensitivity to pressure – ... have a stake in tolerance ... – ... not in terms of content, but in terms of the sincerity of the presentation ...

life(s) / narrative(s) / reflect(s) / fight(s) / lonely crowd

rumor-tool(s)

... self-regulation ... – ... silicon valley's engineers ... – ... create nineteenth century values ...

life(s) / narrative(s) / reflect(s) / fight(s) / willpower

rumor-word(s)

... words ... – ... do not only affect us temporarily: ... they change us, they socialize or unsocialize us ... – ... social coercion ...

life(s) / narrative(s) / reflect(s) / fight(s) / lonely crowd