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ISODYNAMIC*:THE AUTHENTIC PLAY-ETHOLOGY; A RELEASER INDUCED UNIVERSAL PROBLEM- SOLVING ALGORITHM OF COMMUNICATION

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ISODYNAMIC* is a simple, practical result from the Double Niche Transition (DNT-) Theory of our hominid Double-Culture (M. Bujatti-Narbeshuber). It is a natural, auto-paedagogic mind-game with inner monologue & its communication (L.S.Wygotski).

Isodynamic* utilises Rest and Fulfilment induced play-dream ethology stabilised by attention on any inner locus of control (authenticity) for drive, appetite, memory clearing and improved (creative) data processing by syntactic communication: the universal problem solving homo-algorithm of psycho hygiene.

Isodynamic* by improving authentic and creative communication in dyads or groups thus becomes a technique for conflict mediation. It should help pedagogy to overcome a failing social strategy of rank, intolerance, prejudice, isolation, aggression, to handle the basis of culture - according to Terror Management-Theory of anthropology - the terror of death (Ernest Becker).

In DNT such terror is only the characteristic for an archo-cratic Inverted Rank Order in Neolithic Impact Cults as IRONIC-Pathosocialisation. Orthosocialisation, hedonic-agonic rank order in primates, is determined by the locus of attention (M. Chance).

Isodynamic*, in order to replace cycles of pedagogic, political, religious rites of rebounding violence (M. Bloch) and resultant higher order cycles of rise and decline observed in present and past Holocene societies (A. Toynbee), allows for homo specific, hagio-sophic socialisation and ranking: By easier switch of attention from any outer terrorising locus of control to any inner locus of control, finally holistic teleonomy of transcendental (pure) consciousness. It is induced by symbols in the paleolithic, Play-Dive double-ethology of hagio-sophic shamanistic Initiatory Double-Culture, lost since End-Pleistocene Koefels-comet Impact Series Scenario (A.Tollmann) according to DNT. (*TM).