



STRATEGIC VISION

Experiments in new ways of being human

From the end of one era toward thought, play, salons, retreat, practice, art, technics, and living experiments that help people learn to live differently together.

*“An old dream is dying.
A new one is trying to be born.”*

*Beyond
Between
Becoming*

The work is not to defend fragments, but to midwife forms of life equal to the world now arriving.



Welcome to the Metanexus.



What is the Metanexus?

The Metanexus is not a bridge between separate things. It is the recognition that separateness was never the deepest truth in the first place. Reality is relation, process, emergence, play, eros, technics, and transformation all the way down.

“Meta” suggests beyond, across, through, and after. “Nexus” suggests crossing, entanglement, convergence, and living interweaving. Together they name a generative crossing-place where worlds meet, transform one another, and become something new.

Relation

Not objects first, then links. Relation is primary.

Becoming

Reality is developmental, unfinished, adaptive, and alive.

Technics

The born and the made recursively shape one another.

Play + eros

World-making is affective, creative, embodied, and participatory.

Experiments

Metanexus tests new forms of thought, life, and collective practice.

Crossing-place

Not a static brand, but a living zone of contact, transformation, and emergence.

Infinite play, well-played worlds

The current board cohered in a Covid-era reading group formed around James P. Carse's *Finite and Infinite Games* and then related works, including Bernard DeKoven's *The Well-Played Game*. That origin story matters: it names the ethos.

The point is not to win a terminal argument. It is to create the conditions for richer play, deeper practice, shared experimentation, and ongoing becoming.

James P. Carse

Finite games aim at victory, closure, and fixed roles. Infinite games exist to continue the play. Metanexus should be built in that second spirit.

Bernard DeKoven

The well-played game adds joy, flexibility, participation, and mutual transformation. The mission should feel lived, not merely argued.

Strategic implication

Metanexus should convene, yes, but also create playful, artful, and participatory forms that genuinely change people.

Purpose: not merely to host discourse, but to keep the play alive and deepen what human beings can become together.

Why this moment demands experiment

We are living through the end of an era. Fragmentation, distress, exhaustion, and disorientation are not just failures of messaging or policy. They signal that inherited forms of life can no longer hold the world they helped create.

Metanexus exists to answer that moment with bold, artful, spiritually serious experiments in living differently together.

Modernity broke

It delivered power, knowledge, and scale, but also alienation, flattening, mechanization, and ways of life too thin for the human animal.

Postmodernity shifted the frame

It exposed the fractures and dissolved false certainty, but it could not finally teach us how to live, trust, build, and belong again.

The Metanexus response

Not nostalgia, not endless critique. Purposeful experiments in relation, play, practice, technics, art, and spiritual imagination.

The task is to midwife forms of life equal to the world now arriving.

The topoi of the next Metanexus

These are not scattered interests. They are facets of one underlying intuition: reality is relational, unfinished, creative, and open.

Complexity + evolution

A universe still producing novelty, emergence, adaptability, and layered intelligibility.

Process + open-system dialectics

Reality as relation, tension, inheritance, and unfinished development.

Metamodernism

Reconstruction after irony. Sincerity after exhaustion. Oscillation with purpose.

Infinite play + spirituality

Continuation over closure. Communities of practice, ritual, experimentation, and joy.

Technics + self-making

The recursive play between nature and design, the born and the made.

Eros + interiority

Desire, value, prehension, depth, and responsiveness inside the real.

Strategic implication: Metanexus should be a living crossing-place for inquiry, practice, art, and transformation.

How the vision incarnates

Metanexus is not only an intellectual organization. It must think, gather, practice, make, and transform.

Gather

Salons and charged encounters that put people in live relation.

Publish

Essays, dossiers, interviews, and media with a distinct voice and canon.

Practice

Exercises, rituals, games, and forms of lived experimentation.

Make

Art, media, and commissions that let the vision be seen and felt.

Prototype

Labs, fellows, and collaborative experiments on frontier questions.

Retreat

An annual retreat that deepens community, memory, and transformed practice.

Pattern: ideas → encounters → practices → experiments → changed people → durable organism.



What to actually build

Flagship programs should make the philosophy tangible, social, artful, and repeatable.

Essay + dossier line

The editorial engine: defining essays, themed dossiers, and interviews that name the vision clearly.

Salons

Smaller charged gatherings through the year that convene the nucleus in live relation.

Retreat

An annual retreat rather than a generic summit: slower, deeper, initiatory, memorable.

Play + practice formats

Reading circles, exercises, ritualized conversations, games, and designed experiences that enact the mission.

Labs + fellows

Collaborative experiments on a frontier at a time: AI and spirit, queer self-making, complexity and education, or new socialities.

Art + media commissions

Podcast or film conversations, artist commissions, visual culture, and performative formats that let Metanexus be seen and felt.

Every flagship should leave people changed: how they think, play, believe, and engage the world.

A 12-month build

Start with coherence, then convene, then practice and publish at velocity, then institutionalize what changes people.

Q1 Clarify the thesis

Publish the defining essay, tighten site language, incorporate the visual system, and articulate the canon and core topoi.

Q2 Gather the nucleus

Launch a salon series, make the reading-circle ethos public, and recruit thinkers, builders, artists, and spiritual experimenters.

Q3 Launch signature formats

Roll out dossiers, media conversations, play/practice formats, and a fellows or lab pilot on one frontier theme.

Q4 Deepen and retreat

Convert audience into participants, secure donor support, and culminate the year in an annual retreat.

Rule of thumb: coherence first, encounters second, transformation third, scale fourth.

Transformation, not just attention

Success is not merely traffic or prestige. It is whether people and communities leave the Metanexus altered.

People change

Participants think differently, play differently, believe differently, and engage the world differently. The mission is a new way of being human.

Culture forms

Readers become participants, circles become communities, and the work feels like a living organism rather than a static brand.

Experiences endure

Essays, salons, practice formats, commissions, labs, and the annual retreat become the moments where this vision gathers force and memory.

Welcome to the Metanexus.

Not a museum of prior syntheses. A living crossing-place for experiments in the next human horizon.