

Chapter XIV

CBM Elements VIII & Training

This chapter continues with CBM Elements and the design factors related to the science of culture. The following design factors are covered in this chapter: Cultural infinities and Cultural nature. Also, the final area of CBM Training is covered in its entirety.

CULTURAL INFINITIES

E24. Cultural Infinities - Those things without limits: time, space, distance.

Cultural infinities are those things without limits such as time, space, distance, dimension, speed, and numbers. They are unending entities. The term “entity” within this context means something that functions on its own. They pre-exist and pre-date human beings. Human beings have little control over cultural infinities. Time, space, distance and dimension are discussed as Cultural infinities.¹ Time and space are discussed based on their practical applications with human beings. Distance is examined for its mathematical and practical properties. Two perspec-

tives on dimension are presented the polaric dimension and spirit world. The polaric dimension is seen as a universal law to human existence. The spirit world is explored as an alternative universe.

Time

Time is a preexisting entity that humans have been forced to adopt and adapt to as part of our existence. Time affects how humans experience our world. Humans participate in time as they do things such as eat, sleep, play, travel, work, and attend events (Hall, 1983). In this case, time is examined for its physical versus mathematical properties. Time is defined for how it functions, how it is oriented, and how it is paced.

How Time Functions

Every culture is bound by human-made time frames. This means that, in practice, time functions as humans direct it; in theory, time is really against human beings and our existence. Time runs counter to humans because, as humans age, we cannot regain time or beat time. Humans manipulate time to best utilize this entity during one's lifetime. These time frames direct what period of time to work, how fast to work, how long to work, and how to be idle. These functions of time have been described as clock time, event time, and wait time.

- **Clock Time:** Much of the modern world is ruled by clock time. With clock time,² individuals, groups, and societies are bound by the mechanical clock and have schedules with beginning and ending periods. The pace of existence is regulated, monitored, guided, and controlled by clock time. The speed at which people move and perform is dictated by the obligation to meet a scheduled time. The tempo of clock time is fast, because it is monitored by the second, minute, and hour. A meeting starts at 9 a.m. and ends at 10 a.m.; a task is started and ended within a specific time period.³ School bells in U.S. public schools signal the start of the school year; however, these bells are heard through the day to signal the change of classes, the beginning or end of lunch, and the end of the school day. School bells are holdovers from the factory bell system used during the Industrial Revolution. Clock time is very much engrained in the American structure, and early indoctrination conditions humans to be clock oriented.
- **Event Time:** Event time is driven by activities more so than time. An activity ends when there is mutual agreement that the activity is over. The schedule is spontaneous, allowing the freedom to determine one's behavior. People oper-

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