

## Charles CAMERON

Currently in S. California but expect to move shortly – if interested, please contact by email: <hipbone@earthlink.net>

### ANALYTIC and RELATED EXPERIENCE:

**SENIOR ANALYST / DESIGNER**, The Arlington Institute, Arlington VA. Nov. 1998 - Nov. 2000.

**Assisted in design** of TAI's high tech **Fusion Center** ("war room") for retrieval and display of open source intelligence on a wide variety of potential future surprises. **Led TAI's team** in analysis and presentation of significant indicators, working closely with TAI's associates.

**Our mandate** was to understand potential social fall-out of the Y2K computer event and related millennial events. Essentially, this was a dry run for failures in the intricately cross-connected world we now inhabit, and even though Y2K was a "non-event" in terms of computer disruptions, it was an education for those of us who tracked it. As Thomas Barnett put it in his recent book, *The Pentagon's New Map*:

*Whether Y2K turned out to be nothing or a complete disaster was less important, research-wise, than the thinking we pursued as we tried to imagine – in advance – what a terrible shock to the system would do to the United States and the world in this day and age.*

**Apocalyptic violence** (my area of specialization) and **global interconnection** (another area of keen interest) were the two sides of this coin: and both are more important than ever in the post 9/11 world.

**During the course of my duties** at TAI, I co-wrote and co-hosted a live action role play game for civic leaders presented at the **Center for Strategic and International Studies**, contributed to a report for the **National Association of Broadcasters**, wrote a seminar on Y2K preparedness published in the **Dow Jones Investment Advisor** magazine, participant in Dr Barnett's first scenario planning event for Y2K at the **Naval War College**, attended a **White House Millennium Evening** honoring work in genetics and information tech, was briefed by the authors on the **FBI's Project Megiddo Report** at a dinner for Federal law enforcement personnel and millennial scholars, presented papers to the **American Psychological Association**, the **Center for Millennial Studies at Boston University** and the **National Communications Association**, and was interviewed by Brian Williams on **MSNBC's New Year's Eve / New Millennium Special**.

**ASSOCIATE / PRINCIPAL RESEARCHER**, Center for Millennial Studies at Boston University, 1997 to present.

CMS is an acknowledged world leader in the scholarship of **apocalyptic / messianic movements**. Messianic or Mahdist "end times" expectation typically intensifies religious sentiments, and may permit adherents to adopt extreme measures in the light of impending judgment. It is, however, an under-appreciated area of religious scholarship, despite that fact that such groups as the (Waco) Branch Davidians, (Japanese) Aum Shinrikyo, (Chinese) Falun Gong, (Sunni) al Qaida and (Shiite) Mahdi's Army all hold apocalyptic beliefs.

I spearheaded the Center's Y2K coverage with founder Richard Landes, and addressed CMS conferences on topics ranging from **Y2K as a millennial event** to the **role of FEMA in apocalyptic rhetoric**.

### OTHER:

**Associate**, Rheingold Associates. **Contributor of HipBone learning games** to this cutting edge consultancy providing businesses with tools to build social cohesion via Internet, 2000 - present. Accredited **online facilitator**. **Invited Participant**, Science and Technology Foresight Pilot Project Workshop, National Research Council of Canada, online conference, 2003. **Moderator and host**, Social Edge, the Skoll Foundation's online conference for social entrepreneurs, 2003-present. **FT Monitor**, Financial Times online forums, 2002-2004.

**Author**, "Flinging Open the Doors to Intelligence Gathering", *Online Journalism Review*, October 2004; follow up **interview**, "Spies Like Us", on NPR's *On the Media*, November 2004.

## APPRECIATIONS and REFERENCES:

I run a private, high-quality online knowledge community that has benefited spectacularly from the regular participation of Charles Cameron. His erudition, broad scope of interests, ability to remain even-tempered, have multiplied the value of our knowledge commons. His HipBone games turned out to be highly attractive instruments, bringing the kind of minds I seek to the Brainstorms community, giving them a reason to return, and providing a platform for them to share their knowledge with others. When the World Trade Center was attacked, Charles provided information and knowledge and, most importantly, perspective, regarding the history of religious-related violence. In a professional capacity I run a consulting organization, Rheingold Associates, and found Charles and his HipBone Games to be an extraordinarily useful addition to our commercial online event, "Online Social Networks 2001."

-- **Howard Rheingold**, author, *Smart Mobs, The Virtual Community, Tools for Thought, etc*

You're one of the most stunningly erudite people I've ever encountered, and you've got perhaps the most fascinating style of coming at a problem from an unexpected intellectual angle that I've seen. I'm not quite sure how to categorize you, though--you could reasonably claim competencies in international affairs, religion, philosophy, cognitive science and many other fields.

-- **Timothy Burke**, Dept of History, *Swarthmore*

Charles Cameron is one of the most astute analysts of millennial phenomena active today. This is the result of both his deep understanding of the dynamics of the millennialism, but also his indefatigable persistence in monitoring its expressions on the internet. He has participated in 4 of the 6 annual conferences in millennial studies that we've held at Boston University, and his contributions, both in terms of his presentations and in terms of his comments on other papers and in panels have been so valuable that we regularly include him among those few scholars for whom we pay to have them attend. Cameron is sui generis. Few people have his scope, his attention to detail, his capacious mind.

-- **Richard Landes**, Director, *Center for Millennial Studies at Boston University*

We were very pleased to have Charles Cameron work as a senior analyst for The Arlington Institute for two years during which time he excelled in specialized research, writing and out-of-the-box thinking. Charles is a very creative and expansive thinker with a very broad background of knowledge to draw from. He is an exceptional researcher, able to find and identify important items and trends from a wide variety of open sources. He was the senior member of our analytical staff and could always be counted on to encourage and help the others that he worked with. Charles' particular strength is in thinking about things in creative and unusual ways. He could always be counted upon to view the task at hand from a fresh new perspective, a characteristic I took advantage of regularly for the speeches that I had to compile, the new analytical tools we designed together, and when I needed insights into particular issues. The Arlington Institute, which I founded, established an international reputation for thinking about the future during Charles' tenure with us. He was a significant contributor to that reputation.

-- **John Petersen**, President, *The Arlington Institute*

Intelligence enhancement therefore involves creating as many neuronal linkages as possible. But in order to do this we have to extricate ourselves from the confining and limiting idea that knowledge can be broken down into separate "disciplines" that bear little relation to one another. Instead, according to contemporary game theorist Charles Cameron, "the entire range of ideas can legitimately be brought into play: and this means not only that ideas from different disciplines can be juxtaposed, but also that ideas expressed in 'languages' as diverse as music, painting, sculpture, dance, mathematics, and philosophy can be juxtaposed, without first being 'translated' into a common language." The ideas expressed by Cameron, Hesse, and Adler on intelligence and knowledge can be traced at least as far back as the Renaissance. Indeed, we describe a person possessing varied and far-reaching knowledge as a "Renaissance" person. That is the model we should all strive to achieve.

-- **Richard Restak MD**, author, in his book *Mozart's Brain and the Fighter Pilot*, Harmony Books, 2001

## PUBLICATIONS:

### Multimedia:

**Nile**, Document Architect for this Simon and Schuster Interactive / Metropolitan Museum egyptology game featuring Kelly McGillis and Brian Eno, 96-97.

**Multimedia Shakespeare As You Like It**. Wrote and edited all text for interactive "Cliff's Notes" style study guide for CD-ROM presentation which includes complete text of the play with 1 hr MPEG video starring Lawrence Olivier. BassWorks MultiMedia, Hollywood Select Video, 1994.

### Books:

**The Mastery of Music**. Barry Green. Broadway, 2003. Explores the impact of character and "soul" in music education, privately edited the final draft.

Then I was reunited with my Inner Game of Music partner and private editor Charles Cameron. He has served as the spokesperson for everyone who doesn't play the double bass! Charles takes what I write and rephrases it with a touch of Mozart. ... Charles, you are the voice behind my voice, and know what I mean better than I know myself! – **Barry Green**

**The Inner Game of Music**. Barry Green and W Timothy Gallwey. Application of Inner Game principles to coaching and learning of music, privately edited final version. Doubleday, 1986. Also series of Inner Game of Music workbooks, GIA Publications.

**Control Your High Blood Pressure -- Without Drugs!** With Cleaves Bennett MD, Doubleday, 1984, paperback, 1986. Alternate Selection, Book of the Month Club.

A book as useful as it is important... demystifies the entire subject... able to bridge the gap between physician and public with genuine artistry. – **Norman Cousins**

## TEACHING:

Guest lecturer, Annenberg School of Communication, **University of Southern California**:

Charles Cameron has appeared as a guest lecturer in four of my classes at The University of Southern California, speaking on diverse topics such as internet community, game theory, and religious violence. He is a dynamic speaker whose analytic and poetic skills challenged my students to think in unfamiliar and productive ways. One student described Mr. Cameron's visit to our class as "the intellectual high point of my college experience." He is a gifted poet, a keen observer and analyst of culture, religion, and technology, and a person of absolute integrity. He has the inspirational gift of a true teacher, and any school will be enriched by his presence. -- **Stephen O'Leary**, Annenberg School, USC.

Faculty, **Bruchion School**, Los Angeles. Taught classes in creativity, imagination and "mythic" at this independent art school. 1986-95.

Charles' classes remind me of the course I took at UCSB with Margaret Mead, and my graduate seminar with Paul Tillich. He has the same excitement --and he's warmer. He's certainly extraordinarily effective. -- **Bill Royer**, Bruchion student.

Visiting Lecturer. Taught anthropology and poetry seminars. Other speakers included Gary Snyder, Judy Grahn, Paul Shepard, Paul Nelson, etc. **Old College, Reno**, 1985, 1986, and **Sierra Nevada College, Tahoe**, 1987, 1988.

Designed and co-taught course with shaman Wallace Black Elk while Adjunct Professor of Anthropology, **Southern Oregon State College**, winning **the North American Association of Summer Sessions 1978 Creative Program Award**.

## HIPBONE GAMES:

**Principal and Designer, The HipBone Games and Analytics:** games for playing, thought tools for brainstorming, team building, education, policy analysis and decision support, conflict resolution. Played by email, on mailing lists, in ESL and other online classes, at art school, at the occasional party, 1994-present; as a feature of Howard Rheingold's virtual community "Brainstorms" 1998-present; used as creativity tools in Rheingold Associates work for clients and at OSN2001 and OSN2005 online conferences.

A give-and-take of thinking styles and wit ... on-line match of ricocheting intellects. [Cameron] is at the forefront of efforts to design and popularize games inspired by Hesse's novel.

-- **Don Oldenburg**, *The Washington Post*

Hesse's bead game lends itself so obviously to the transcendent aspirations of the Internet that it's probably only a matter of months before Microsoft buys the rights to his name for one of its software programs. The company's marketing strategists might first want to consult Charles Cameron, reachable on the Internet at hipbone@earthlink.net, the foremost of 263 correspondents concerned with the implications of Hesse's novel.

-- **Lewis H. Lapham**, Editor in Chief, *Harper's Magazine*.

An eye-mind game, a cognitive-twitch game - like Tetris for the higher brain centers. HipBone offers us a glimpse over the horizon at the future of games.

-- **Mike Sellers**, Lead Designer, **The Sims Online**

The HipBone Games are pioneering the actualization of ideas which I only dreamed about... I look forward to multiple versions that will expand our understanding of intelligence, symbolism and meaning. They just might establish new levels of artificial intelligence, artificial personality, and neural networking, as well.

-- **Johnny L. Wilson**, Editor-in-Chief, *Computer Gaming World*

Your game does seem to really call to mind the Bead Game.

-- **Scott Kim**, Puzzle Master, **Segasoft**

This is about the most interesting thing I've encountered online in a verrrry long time and the first conceptual networking game I've ever seen.

-- **Jessica Lipnack**, author, **Virtual Teams**

My compliments Charles. This is a wonderful device for surfacing and exploring assumptions and evolving shared meaning.

-- **Verna Allee**, **Integral Performance Group**

A toy universe ready-made for AI researchers wishing to tackle the slippery slopes of analogy, metaphor, resemblance, the making and taking of meaning.

-- **Derek Robinson**, "The HipBone Games, AI and the rest"

Cognitive processes you are interested in developing are critical to a decent education.

-- **Elliot Eisner**, **American Educational Research Association**

Games with a psychological depth, unequalled as far as I know.

-- **Walter Logeman**, psychotherapist and founder, **Psybernet**

Allow me to observe to the general reader that Charles has been doing Very Important Thinking on use of HipBone Games in conflict resolution.

-- **Michael Wilson**, Managing Partner, **7Pillars Partners**

They were scheduled to play one game for an hour and we ended playing two games, switching teams, for three hours. A smashing success.

-- **Tom Hall**, trainer, **GLICA Model United Nations**