

Integral Spiral of Development

3rd Tier

Unitive Self

Witness Self. Action and non-action without attachment to outcome.
Realization as a verb not a destination. Apex Self.
Quest: Realizing integrated, free functioning human being.

2nd Tier - Transpersonal

Holistic Self

Collective Individualism - starting 30 years ago.
Authentic irony. An ecology of perspectives.
Quest: Peace in an incomprehensible world.
AQAL spirituality. Transrational perceptions.
Aware of AQAL arising. Pitfalls: Pathologies of the soul.

Integral Self

World-Kosmocentric - starting 50 years ago.
Healthy hierarchies. Live fully and responsibly.
Integrate the whole spiral. Quest: Integral synthesis to balance the whole with holarchy.
Evolutionary streams awaken, integrate diversity with discernment, developmental perspective.
Pitfalls: Aborted self-actualization, existential angst...

... a radical leap in being ...

1st Tier - Personal

Sensitive Self Age 15–21 years. Social Democracies, informational - starting 150 years ago.
Pluralism. Seek inner peace within a caring community. Power with, solidarity, human rights activism.
Quest: Peace, affectionate relations, beneficial resolution, dialogue and consensus.
Method: Appreciate diverse views, listen well, consensus, emphasize group needs, marginalize no one.
Pitfalls: Nihilism, inauthenticity, excessive relativism, lack of discernment, endless consensus.

Rational Self Age 9–14 years. Capitalistic Democracies - starting 300 years ago. Scientific rationalism, worldcentric.
Act from self-interest by playing the game to win. Market-driven meritocracy.
Quest: Rational truth, material pleasure, in defense of civilization.
Method: Science, learn to excel, set goals, achieve, measure success.
Pitfalls: Scientism, flatland, identity crisis, role confusions, consumerism, ecological crisis, workaholism, goal-fixation, over-attachment to successful methods, denial of spirit.

Rule/Role Self Age 7-8 years. Late Mythic, Nation States, Authoritarian, Absolutistic Religious - starting 5,000 years ago. Ethnocentric, life has meaning, direction, and purpose.
Quest: Ultimate peace, good versus evil. Method: Fit in, follow the given rules, discipline, faith.
Pitfalls: Archetypal role identification, script pathology, fundamentalism, fascism, etc.

Power Self Age 3–6 years. Early Mythic, Feudal & Exploitive Empire - starting 10,000 years ago. Aggression, might makes right, be and do what you want.
Quest: Heroic status, power, glory, and revenge. Method: Align with power, take what you need, power over others, force. Pitfalls: Gangs, anxiety, depression, phobias, bullying, terrorism.

Magic/Animistic Self Age 1-3 years. Tribal Order - starting 50,000 years ago. Egocentric, impulsive. Keep the spirits happy and tribe's nest warm and safe. Magical thinking.
Quest: Safe mode of living, security. Method: Petition to Gods or powers with ritual.
Pitfalls: Borderline, narcissism, omnipotent fantasy, tribal conflicts.

Instinctive Self Age 0-18 months. Survival Bands - starting 100,000 years ago. Do what you must to stay alive. Un-differentiated, narcissism.
Quest: Food, water, warmth, shelter. Methods: Scavenge whatever you need.
Pitfalls: Primitive developmental psycho-pathologies, autism.