

Helmut Leitner, Oct 16, 2015. "A try at the pattern HOME"

**Spike:** Note that this is a kind of analytical "spike", very sketchy and rudimentary in nature. My main issue was to get a feeling for the overall structure and relationships of the patterns and pattern languages involved. I also appologize for the internal jargon used.

**Aspects:** The typical sections of pattern descriptions are partly resolved into "aspects", lower level propositions, that can be filtered and syndicated to become sections in a publishing process, when the scope of the pattern language and the target group is clearly defined. At the first analytical stage this is not the case.

**Form:** pattern and summary aspects form the minimal form of the **PATTERNTHUMB**, simpler than the more conventional { pattern, context, problem, solution } form. Indentation means subordination and logical dependence of an aspect. Aspects are mean to be atomic, that means one should be able to individually discuss, dismiss, or change order of them.

**Link rendering:** The color of links (mostly pattern names) indicates the existence (red) and non-existence (blue) of corresponding wiki pages. When a page is recognized as a pattern description, its name is rendered as a pattern name using small capitals. Note that almost all blue links on this page, though not rendered in small caps, refer to pattern names too.

A main issue for me is, a reason to look at the pattern **HOME**, to inquiry into the question of the unintentional patterns vs the intentional patterns. This is the reason to start with dual **ANIMAL HOME** and **HUMAN HOME** right from the beginning. Most researcher, when talking about **HOME** would assume a **HUMAN HOME**, and then a later differentiation becomes difficult because the name space is littered.

pattern **HOME**

summary Organism seek places that support their life. If the organisms are able to, they adapt these places according to their needs. If they are able to feel, they feel comfortable there. If they are able to think, they think of these places as their **HOME**.

problem Organisms seek wellbeing and survival, which often depend on places and their features.

solution If organisms have found a good place to live, they stay there, know it well, claim it as their place, and – if they are able to – adapt it to their needs.

forces The intersection between the forces of the **ANIMAL HOME** and the **HUMAN HOME**.

connection subclass **ANIMAL HOME**

connection subclass **HUMAN HOME**

I do not display the pattern **ANIMAL HOME** because the intentional/unintentional issue is not in the focus of this spike.

pattern **HUMAN HOME**

summary Humans like to build places that support their life and adapt these places according to their needs. They think of these places as their **HUMAN HOME** and feel comfortable there.

connection **Defense of Home**

(connection) [Private Property](#)

(connection) [Homeless Status](#)

(connection) (organ) [Shelter Against Weather](#)

(connection) (organ) [Protecting Space](#)

(connection) (organ) [Sleeping Space](#)

(note) The **HOME PARALLEL SERVICE** are e. g. the [Hotel](#) and a range of professions there.

(connection) (organ) [Food Storage Space](#)

(connection) (organ) [Eating Space](#)

(note) The **HOME PARALLEL SERVICE** are e. g. the [Restaurant](#) and a range of professions there, especially the [Cook](#)

(connection) (organ) [Health Recovery Space](#)

(connection) (optional part) [Fireplace](#) < [Heat Generation](#) < [Cooking Space](#)

(connection) (optional part) [Home Provides Sexual Status](#) < [Home Provides Social Status](#)

(connection) (optional part) [Home Provides Leadership Status](#) < [Home Provides Social](#)

### Status

(connection) (optional part) [Protection Against Wild Animals](#)

(connection) (optional part) [Storage Space](#)

(connection) (optional part) [GARDEN](#)

(connection) (optional part) [Children Space](#)

(connection) (optional part) [Hiding Place](#)

(connection) (optional part) [Meeting Space](#)

(connection) (optional part) [Space for Sexual Activity](#)

(connection) (optional part) [Space for Sexual Partnership](#)

(connection) (optional part) [Space for Family](#)

(connection) (optional part) [Space for Religious Activity](#)

(connection) (optional part) [Personal Working Space](#)

(connection) (optional part) [Personal Relaxing Space](#)

(connection) (superclass) [HOME](#)

(connection) (subclass) [FARM HOUSE](#)

(connection) (subclass) [Family Home](#)


(connection) (subclass) [Elite Home](#), e. g. [Castle](#)

(connection) (subclass) [Apartment](#)

(connection) (subclass) **MOBILE HOME**: While the typical **HUMAN HOME** is stationary, non-moving, there is also the **MOBILE HOME** which can be moved.

(pro) There are overwhelming advantages of having a **HUMAN HOME**.

(con) A typical **HUMAN HOME** separates from nature. The more when it is part of a clustering of homes in the **HUMAN HOME AGGLOMERATION** spectrum [Village](#) ... [Town](#) ... [City](#) ... [Megacity](#). Patterns like [Private Garden](#) or [Public Park](#) make up for this deficiency.

(con) There are considerable costs to build and maintain a **HUMAN HOME**. But, in modern society, there are no good alternatives. In rural societies, the building of homes is often helped by a wider community, by the neighbors. See also, for a rationale, the well-described pattern  [MeatBall:BarnRaising](#).

(con) The **HUMAN HOME** reduces the contact to those outside, while intensifying the inside relationships. The inside individuals are either a [Family](#), or often consider themselves to be "like a family".

(but) To counter the reduction of social contact, there is the special **HOST GUEST MODEL**, where the [Owner](#) shares the comfort of his home temporarily with selected outside individuals, the [Guests](#), and becomes a [Host](#). This is an archetypical way that the [Social Role](#) comes into existence. See also [Visitor](#) and [Unwelcome Visitor](#).

(but) The **HUMAN HOME AGGLOMERATION** in principle counters the reduction of human contact by the **HUMAN HOME**.

(note) **HUMAN HOME** implements a boundary, which is primarily a **SEPARATION FROM NATURE**, an ambivalent effect. There are patterns that counter the negative side-effects of this: [GARDEN](#), [House Plant](#), and [House Pet](#). All this has to do with resonance

and care.

Note that the problem-solution pair isn't elaborated. There are so many reasons to want, create and have a home, that it seems much more logical to display the range of functions. This is done using the concept (organ) as something that is required by the pattern, while the (optional part) is what its name says.

Note that one result of this quick analysis is, that probably all functions of **HUMAN HOME** are logically duplicated in modern society by parallel professional services. I have named them here **HOME PARALLEL SERVICE**. The analysis of this is only started with a few examples, to show where this is going.

(pattern) **HOME PARALLEL SERVICE**

(summary) Corresponding to the functions of **HUMAN HOME**, corresponding **HOME PARALLEL SERVICES** and professions have developed; for example to fill the needs of people away from their home, to fill the needs of people that lack that specific function in their home, or of people that have the function at their home but need the function in a higher quality.

(context) **PATTERNS OF SOCIETY**

(pro) This concept **Home Service Parallel** helps to organize our thinking about society, in a parallel table of home functions, service spaces, and professions.

(note) We can make the search in either direction. First, start with a function of **HUMAN HOME** and look for corresponding service spaces and professions in society. Second, start with a service space or profession and look whether a basic function of it is implemented in the **HUMAN HOME**.

(example) The **HUMAN HOME** can optionally provide a **Sexual Activity Space**. The **HOME PARALLEL SERVICE**, or an design example of it, is the **Brothel**, and the corresponding main profession is the **Prostitute** (which is said to be the oldest profession on earth 😊).

<b>HUMAN HOME</b> function	Service Space	<b>PROFESSION</b>
Sleeping Space	Hotel	various professions
Eating Space	Restaurant	Cook and other professions
Sexual Activity Space	Brothel	Prostitute
Children Space	Kindergarten, School	Teacher
Health Recovery Space	Hospital	Physician
Space for Religious Activity	Church	Preacher
<b>GARDEN</b>	Public Park	(Gardener)
...		

Another issue that turns up, is the ambivalent situation regarding human contact. The Home erects a boundary against human contact, but also suggests an agglomeration that runs against this reduction of human contact.

**pattern** HUMAN HOME AGGLOMERATION

**summary** The agglomeration of HUMAN HOME in forms like for example Village, Town, City, and Metropolis is so much a rule (with exceptions), so much a habitual standard element of human culture, that overwhelming advantages compared to the ISOLATED HUMAN HOME must be assumed.

**alternative** ISOLATED HUMAN HOME

**pro** HUMAN HOME AGGLOMERATION allows for mutual support with simple and difficult problems.

**pro** HUMAN HOME AGGLOMERATION allows for social contact and shared development.

**pro** HUMAN HOME AGGLOMERATION allows increasing Division of Labor, increased specialization and increased work efficiency. This leads finally to the concept of PROFESSION.

**con** HUMAN HOME AGGLOMERATION means that the local resources must be shared. This leads to Human Resource Conflict and the need for conflict negotiation and social rules (finally leads to an institutionalized LAW SYSTEM and the social role of the Judge).

---

Another interesting aspect of the moderation of human contact is the development of special roles as part of a HOST GUEST MODEL. I've worked on this as member of the wiki movement. There is lot of material about this in the Meatball wiki.

---

The pattern languages that suggested themselves are:

- PATTERNSOFHOME
  - PATTERNSOFSOCIETY
  - PATTERNSOFHUMANWELLBEING
  - PATTERNSOFHUMANDEVELOPMENT
- 

Time and space of this spike has run out. I stop here.