WHAT IS A LIFECYCLE?

- Think of a **LIFECYCLE** in terms of a living organism.

- Echo entities such as users, groups and coalitions all have **LIFECYCLES**.

- A **LIFECYCLE** is made up of several stages. Just like a living organism, an Echo entity is born, grows and dies.

- Fortunately, in the EchoSPHERE, a **LIFECYCLE** can be reversible to some extent. You might think of it as a form of **reincarnation**.

  Reincarnation is made possible through voucher redemption or by soliciting DSS directly, depending on the stage.

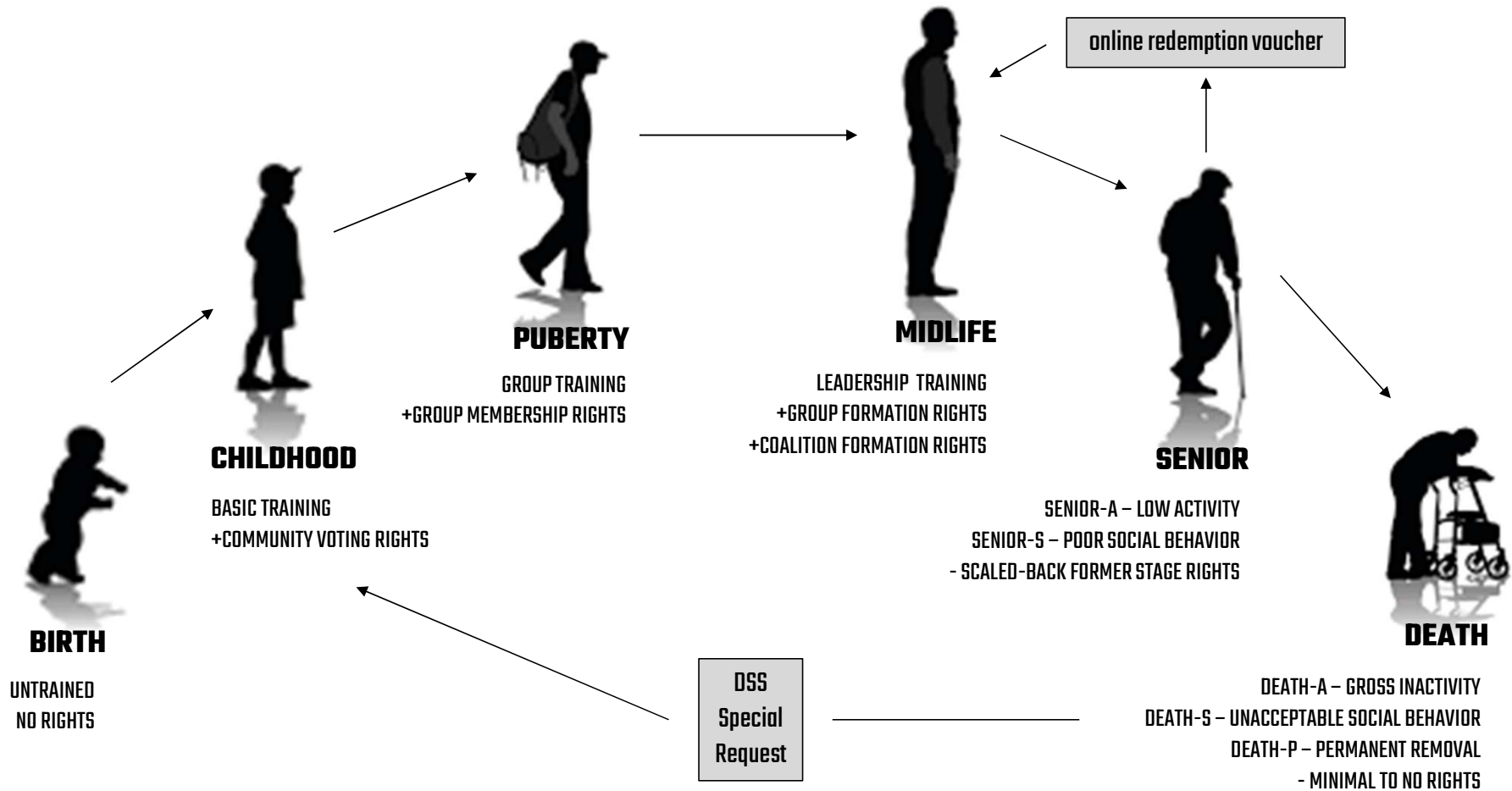- The user **LIFECYCLE** progresses as follows:

  <birth>   <childhood>   <puberty>   <midlife>   <senior>   <death>

- Group and coalition **LIFECYCLES** progress as follows:

  <midlife>   <senior>   <death>

- An entity's **LIFECYCLE** stage is automatically updated at the end of each calendar month and is a function of the entity's training level, activity level and social behavior over a specific period of time.
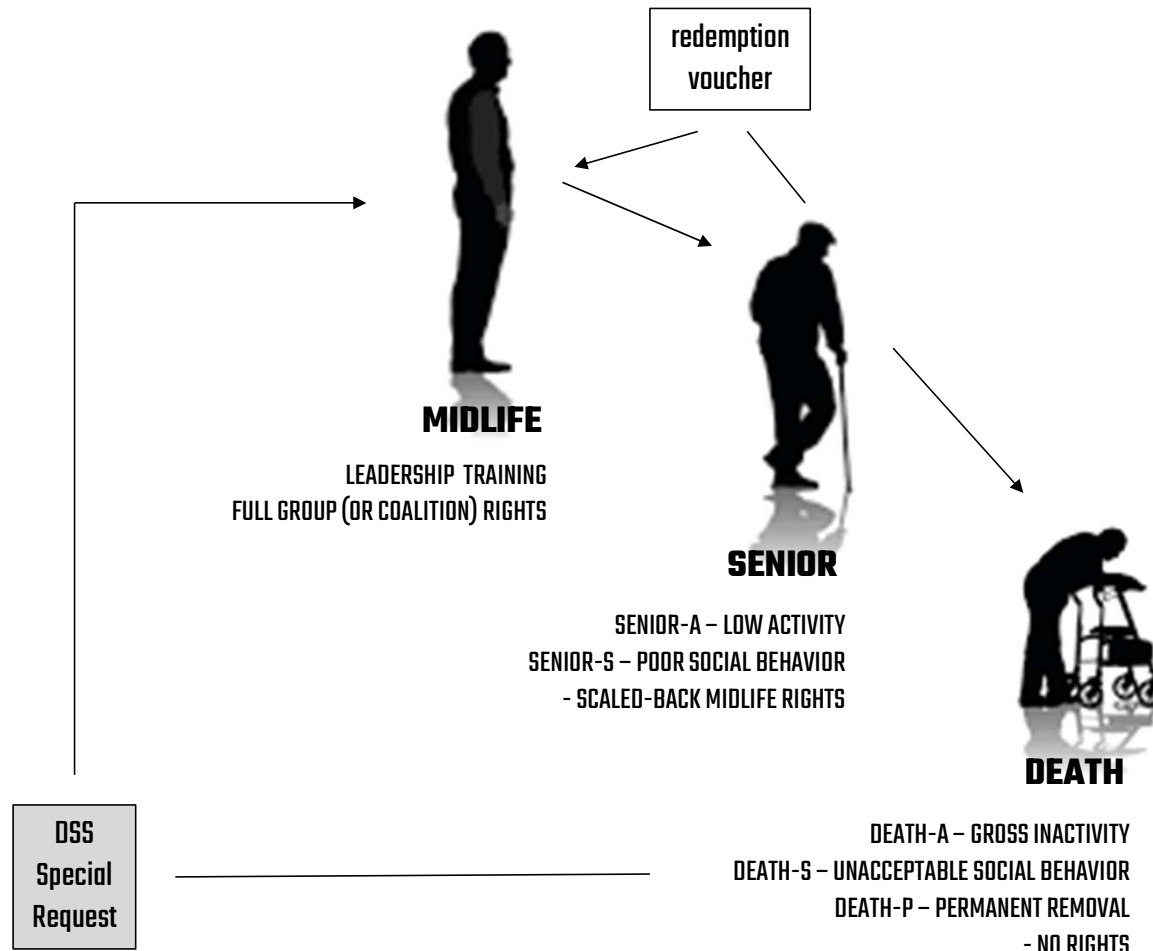
WHY HAVE LIFECYCLES?

- The Lifecycle concept plays an important role in determining the range of Echo tools available to the entity at any given time. System performance and quality of participant interaction is improved when inactive or poorly-acting users, groups and coalitions are deprived of Echo resources.

  - Early LIFECYCLE stages like **birth, childhood and puberty** are related to the individual's training and readiness to use certain Echo tools.

  - The **midlife** stage grants the entity the entire scope of Echo's tool set

  - The **senior and death** stages relate to a degrading activity level or poor social standing within the community with certain tools weaned off

- Lifecycles are often utilized in a **"Carrot and Stick"** capacity. Better trained, more active and better behaved individuals are rewarded with a more expanded access to the Echo tools while those who interact in the community in less positive ways lose some of these <u>privileges</u> which include the:

  - Inability to join and form groups and coalitions

  - Inability to engage in group and coalition room activities like:

    - group pitching and voting on Group Ballot initiatives and repeals

    - Group endorsing and counterpoint on Community Ballot bills

  - Inability to submit community polls, etc.

- Meanwhile, regardless of their LIFECYCLE status, voter user types will **never** lose their <u>rights to vote</u> on Community Ballot bills.

THE USER LIFECYCLE: STAGES, STAGE RIGHTS & REINCARNATION

online redemption voucher

PUBERTY

GROUP TRAINING
+GROUP MEMBERSHIP RIGHTS

MIDLIFE

LEADERSHIP TRAINING
+GROUP FORMATION RIGHTS
+COALITION FORMATION RIGHTS

CHILDHOOD

BASIC TRAINING
+COMMUNITY VOTING RIGHTS

SENIOR

SENIOR-A – LOW ACTIVITY
SENIOR-S – POOR SOCIAL BEHAVIOR
- SCALED-BACK FORMER STAGE RIGHTS

DEATH

BIRTH

UNTRAINED
NO RIGHTS

DSS
Special
Request

DEATH-A – GROSS INACTIVITY
DEATH-S – UNACCEPTABLE SOCIAL BEHAVIOR
DEATH-P – PERMANENT REMOVAL
- MINIMAL TO NO RIGHTS

THE GROUP (or COALITION) LIFECYCLE: STAGES, STAGE RIGHTS & REINCARNATION

redemption
voucher

MIDLIFE

LEADERSHIP TRAINING
FULL GROUP (OR COALITION) RIGHTS

SENIOR

SENIOR-A – LOW ACTIVITY
SENIOR-S – POOR SOCIAL BEHAVIOR
- SCALED-BACK MIDLIFE RIGHTS

DEATH

DEATH-A – GROSS INACTIVITY
DEATH-S – UNACCEPTABLE SOCIAL BEHAVIOR
DEATH-P – PERMANENT REMOVAL
- NO RIGHTS

DSS
Special
Request