## HOW TO...MAKE AN (ALTERNATIVE) INSTITUTION.

UNDERSTAND: What is an institution?

**COOPERATION:** 

Make your own institution.

Express your SOLIDARITY and help alternatives become the prevalent institutions by:

> BOYCOTT: Boycott most or all corporate products. Reduce to eliminate your consumption of gasoline. Close accounts and reinvest in local credit unions.

**NONCOOPERATION:** 

Radical non-participation.

Resist and destroy the failing system.

[a counter-power strategy]

STRIKE: Take your vacation time, sick leave. Organize to strike. Spend time with friends and family!

EMEMBER: THEY HAVE AS MUCH POWER AS WE BELIEVE IN THEIR MONEY.

SELF-RELIANCE: Learn about wild foods. Start a garden. Increase your awareness of local market resources and strategies.4

build communit

- swap and barter

Photo: Janelle Orsi www.theselc.org

Intitutions may be:

FORMAL: U.S. Congress, Roman Catholic Church INFORMAL: marriage, family, money

While institutions may seem static, they are in fact social constructs produced by collective human actions (toward a specific purpose).

We understand these institutions (or organizations) through implicit images, or metaphors. "The use of metaphor implies a way of thinking or a way of seeing that prevade how we understand our world generally."1

But METAPHORS always create distortions.

1. Morgan, Gareth. Images of Organization, Sage Publications, Inc., 1997

Our failing institutions are based on:

(or support your local alternatives)

market capitalist economy, authoritarian republics, patriarchy, eurocentricity

Alternative institutions by necessity are based on: decentralized cooperative economics, participatory democracy, gender equality, ecology<sup>2</sup>

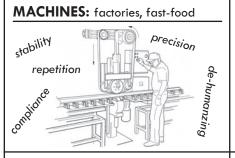
Through building alternative institutions, individuals are empowered, committed to change, and skilled in running society.<sup>3</sup>

COUNTER-POWER INSTITUTIONS: worker cooperatives, intentional communities, temporary autonomous zones

2. "An Introduction to Dual Power Strategy" by Brian A. Dominick

3. http://en.wikipedia.org/wiki/Dual\_power

## Organizations as...



**PSYCHIC PRISONS:** rules, behavior



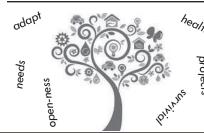
decisions communication

**BRAINS:** bureaucracies, info systems

**GAMES:** politics, marketing



**ORGANISMS:** technology, research



(fill in your organizational metaphor here)

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