

# HUMAN PROGRESS



**From the Ice Age  
to the Space Age**

*by Glenn Neely, Pres. Elliott Wave Institute*

***...and Beyond!***

# PART 1 - Synopsis

- *Limited Data*
- *Dependence on History and Archeology*
- *Human NEED*
- *History, study of Extremes*
- *Maslow applied to the Masses*
- *Conclusion - History provides clues on NEED level*

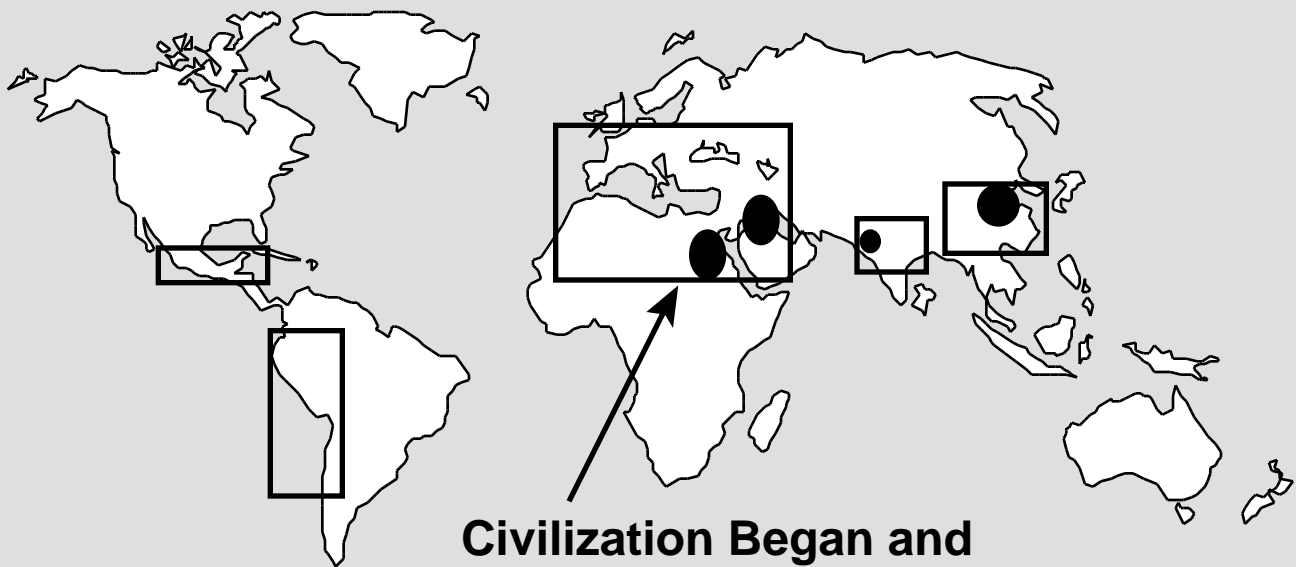


# ***PART 2 - Research and Application***



# Establishing Standards and Procedures

- *Isolation*
- *Research Approach*
- *Research Zone*

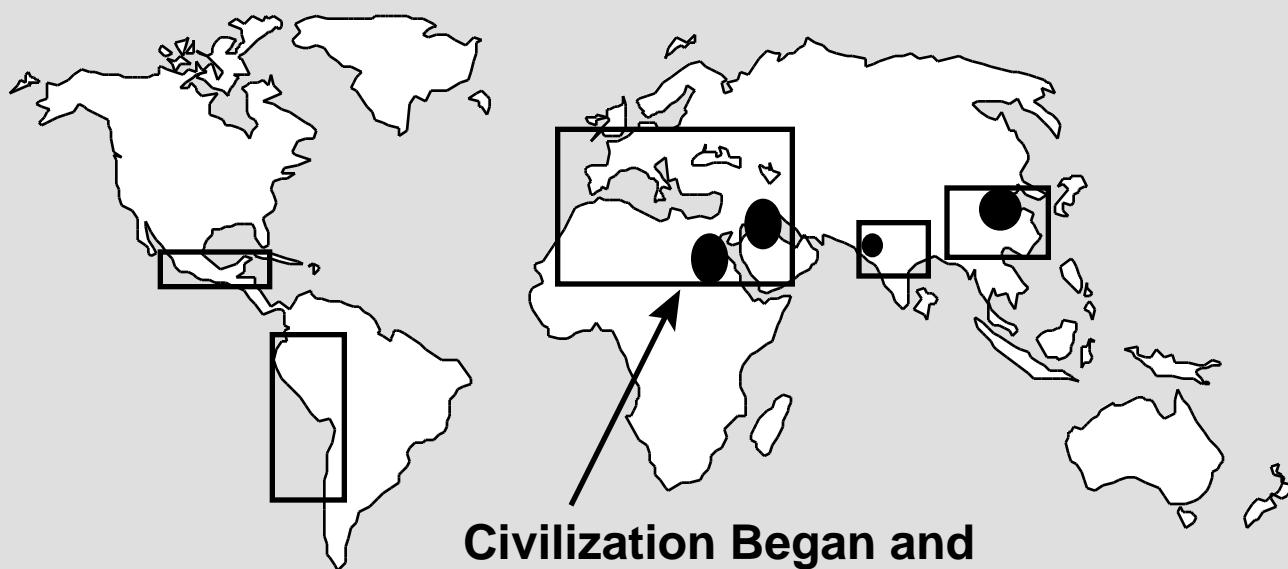


**Civilization Began and Initially Proliferated the Fastest in this Region**



# Establishing Standards and Procedures (cont.)

- *Analysis Procedures*
- *Progress Builds Past*



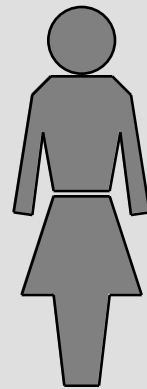
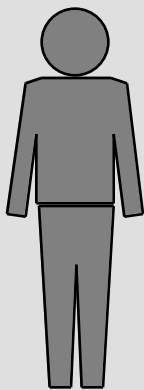
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# Externalizing NEED

- *Physiological = Internal Compulsion to Survive = Survival Instinct*

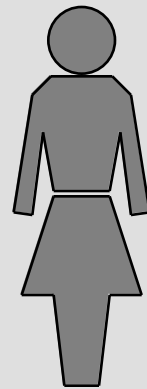
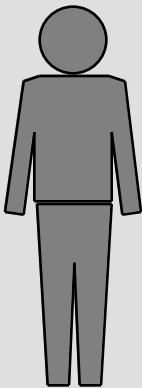
- Wars, Invasions, Panics
- Famines, Pestilence
- Crashes, Depressions, Recessions



# Externalizing NEED (cont.)

- ***Safety = External NEED to Protect Oneself and Secure Physical Survival = Establish Security***

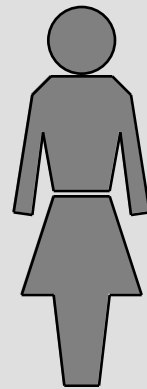
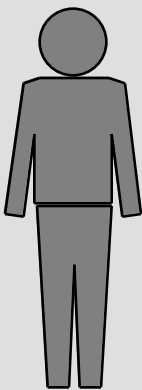
- **Antagonism**
- **Building of Shelters/Barriers**
- **Protection of Assets**



# Externalizing NEED (cont.)

- ***Love or Belongingness = Emotional Craving to feel useful, NEEDED, accepted and loved = Work for Acceptance***

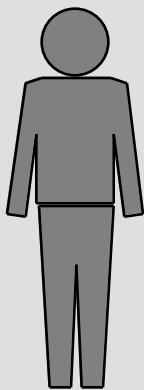
- **Increasing Living Standards**
- **Material Abundance**
- **Social interaction, Cooperation and Organization**



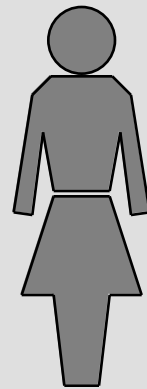


# Externalizing NEED (cont.)

- ***Esteem or Status = Aspiration for power, position, control and influence = Attain Power, Position or Influence***

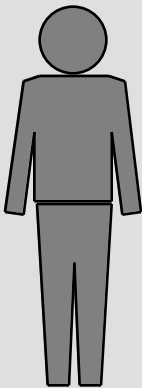


- **Creation of the Arts**
- **Literature**
- **Kingdoms, Empires, Royalty**

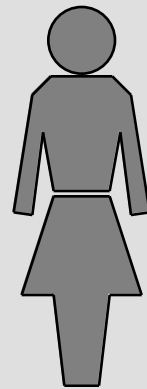


# Externalizing NEED (cont.)

- ***Self-Actualization = Intellectual curiosity for the unknown, Achievement of great and complex undertakings = Desire to Understand, Achieve, Invent, Discover***



- **Discoveries in Science and Mathematics**
- **Thirst for Knowledge**
- **Excess, Manias, Bubbles**



# World History Research and Data Collection

- *Global Information obtained from numerous Encyclopedia's back to 10,000 BC*
- *Wheeler's War Index (back to 600 BC)*
- *Mass Excitability Index (back to 400 BC)*
- *Graphing Time Spans of World's Major Civilizations*
- *Recording Worldwide Cataclysm's*

# World History Research and Data Collection (cont.)

- *Mass Migrations*
- *Population Growth and Decay from 8000 BC*
- *Stock Market data back to 1690's*
- *Real Estate Booms, Busts*

# Quantifying History

- *Studied Historical Events from Human Need Perspective*
- *Numerical Value Assigned to "Human Need"*
  - End of Ice Age - 1
  - 9000 BC - 2
  - 8300 BC - 3
  - 7300 BC - 2
  - 6200 BC - 3
  - 3500 BC - 4
  - 2600 BC - 5

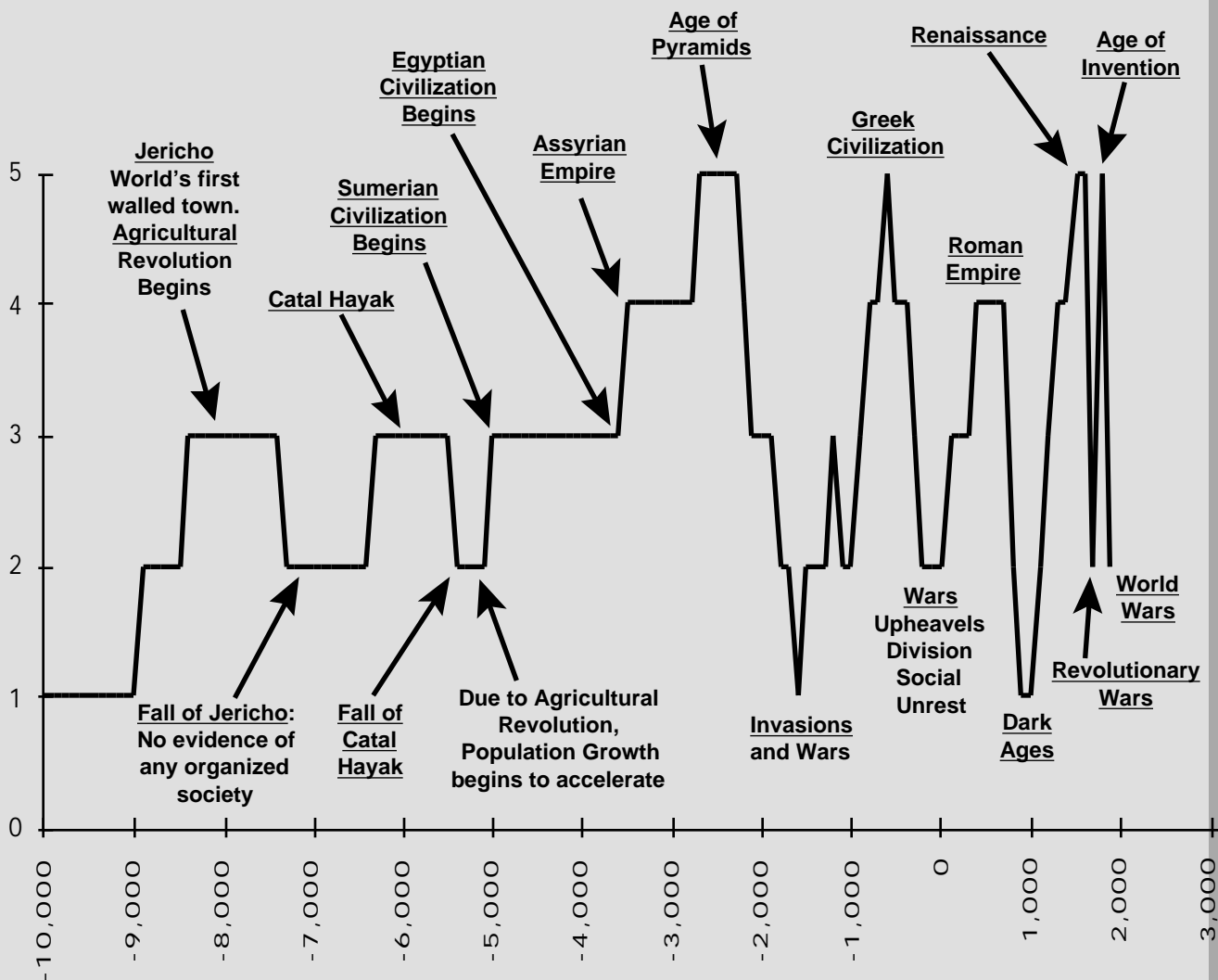


# Quantifying History (cont.)

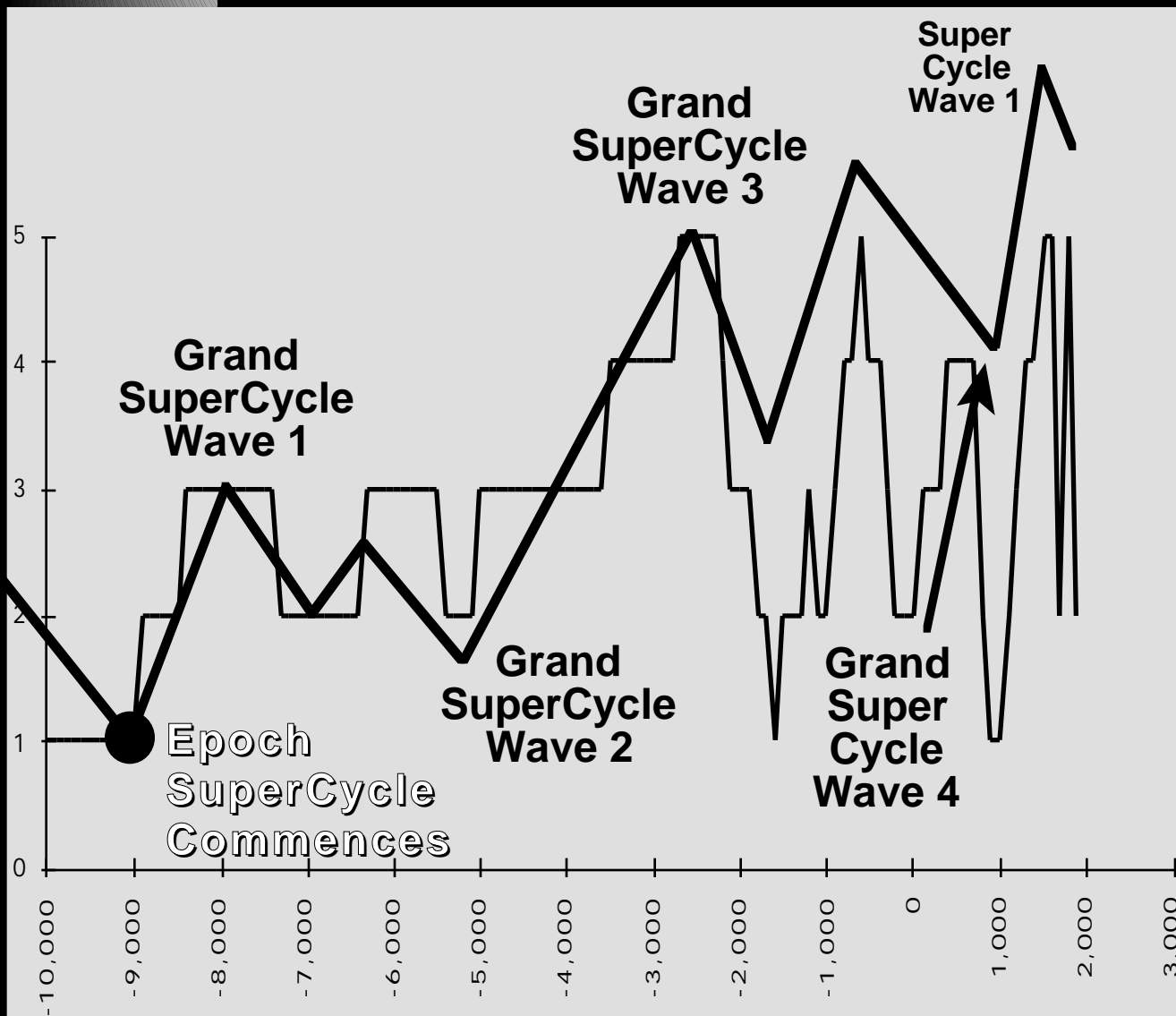
- 1600 BC - 1
- 500 BC - 5
- 1000 AD - 1
- 1500 AD - 5
- 1700 AD - 2
- 1800 AD - 5
- 1900 AD - 2
- *Overall Impact per Century*



# Historical Growth/Decay Pattern



# Incorporate Wave Theory





# Implications for the FUTURE

