

System Type: *atis*AnomieSystem

(*System type* is part of the metatheory and describes configurations and properties that characterize a specific system.)

Anomie system, ${}_{AN}\mathfrak{S}$, =_{df} a system in which affect-relation complexity approaches zero.

$${}_{AN}\mathfrak{S} =_{df} \mathfrak{S} \mid \forall i[\mathcal{M}(\mathcal{X}(\mathcal{A}_i \in \mathcal{A})) \rightarrow 0]$$

Anomie system is a system; such that the measure of the affect-relation complexity approaches zero.

Anarchy does not necessarily represent an anomie system. An anomie system is one in which behavioral norms are difficult to identify. Anarchy is a system that lacks a fielded military; that is, a police force that can control a population. Under these circumstances, proper behavior is still known, but is unenforceable. An anomie system is one in which there may be a generation transition from one code of behavior to another. Within each generation the norm is established, but when considered as a whole, the norms are confused—hence the continual criticism of the younger generation’s behavior by the older.

Examples: A social system that is moving toward political anarchy and/or social disparity. A school system that has many individual “failing schools” may be considered an anomie system in that each school is being separated from all others in the system.