

System Type: *atis* Eudemonic System

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

Eudemonic system, ${}_{EM}\mathcal{S}$, =_{df} a strategic system whose behavior converges toward predicted outcomes.

$${}_{EM}\mathcal{S} =_{df} {}_{\mathcal{S}}\mathcal{W} \mid \mathcal{B}({}_{\mathcal{S}}\mathcal{W}) \rightarrow {}_{PD}\mathcal{S}$$

Eudemonic system is defined as a strategic system; such that, the strategic system behavior converges to a predictive state.

Examples: A strategic system controls its inputs and outputs. In an eudemonic system, the strategic system controls its inputs and outputs in a manner to achieve an outcome that is valued. For a corporation that produces a product, the production is not the eudemonic system, but what the corporation values as a social entity results in an eudemonic system. A school system produces students with certain academic capabilities, but it is not these, but the desired exhibited individual personal and social values held by the students that are a result of the predicted outcomes of the eudemonic system. The D.A.R.E. program is designed as a eudemonic system. The scouting program is a eudemonic system. Sports programs and extra-curricular programs are frequently designed to promote certain values as part of a eudemonic system.