Current Projects

The bulk of my current work falls into two book-length projects. The first in order of anticipated completion date is currently titled *Macroeconomics as Systems Theory: Emergence, Institutions, and Economic Process.* The analytical point of departure for this book is a paper titled "A Macro Economy as an Emergent Ecology of plans," which I published in 2012 in the *Journal of Economic Behavior and Organization.* The book takes the tack that so-called macro variables are not objects of choice but rather are emergent resultants of micro-level interactions. A first draft of this book was developed in conjunction with teaching market process theory during the spring 2018 semester, and this manuscript will be revised and prepared for submission during my teaching of the market process theory class during the spring 2019 semester. The Preface and Contents for that book is here.

My second book project is tentatively titled *The Public Policy Shell Game:* Entangled Political Economy at Work. This book is being developed in conjunction with teaching public choice during fall semesters. It works with the same bi-planar theoretical architecture as the macro book uses, only it elaborates on the theme that creative human systems have emergent features that are impervious to control through so-called "policy." In other words, all policy measures are instruments for changing patterns of micro interaction inside an economic system and are not instruments for recreating those systems. While those systems do recreate themselves through time, such recreation is emergent and not the province of so-called policy because what is commonly described as policy is one of the myriad outcomes of a system of entangled political economy.

During my teaching and dissertation supervision, I also create a continuing parade of academic papers that are spun off from the courses and book projects. Hence, the general contours of these forthcoming books can be discerned from my recent writings, many of them co-authored with students.