



BACKGROUND & INFORMATION

History

Star Journey was developed in 1969 by artist and writer Richard H. Geer, while a student at the University of California at Davis. With the name Star+Gate, the game was first sold as a set of cards and “Sky Spread” mat in 1979. This was soon followed by accessories of the Circle Pattern chart and Diary of Discovery journal. His first book *Keys to the Kingdom* was published as part of a small venture in 1984. In 1986, Vintage Books (Random House) published a revised edition of the entire set.

In 2008, Richard re-released his game, now under the new name of Star Journey since it had evolved into new formats as well as new methods for use and into new media. The launch was in three parts, the first being the Star Journey website with interactive tools for playing the game. He also released a new book, a guide to the Star Journey method which featured narrative text on each of the system’s 96 symbols. And in addition, he launched an immersive, three-dimensional version of the tool as an island in the virtual world Second Life.

What is Star Journey?

Star Journey Symbol Method is a tool for self-reflection. It helps tap one’s inner awareness and intuition. It’s used for solving problems, making decisions and exploring relationships. Star Journey appeals to the general public with interests in psychology, self-help and spirituality. In addition, it is used by counselors, therapists and others in the helping professions.

Using Star Journey involves exploring a personal topic such as work, money, health or a relationship. A person chooses one of several “games of meaning” which display various dynamics involved in situations. A player can either make a random draw of symbol cards or consciously choose them. Then a guided process helps the person form their own ideas of what the symbols mean at the time. This includes a visualization technique to “picture” the desired outcome and develop a plan of action for improving matters.

Star Journey works on the principle that the answers to life’s questions can be found by looking within oneself.

Media/Formats

Star Journey, tool for self-reflection, is available in several media and formats including:

PRINT – Books, Card Sets, Circle Pattern. Available through the Star Journey website, select stores and websites for books (see below)

INTERACTIVE – Versions of the above components along with interactive “games of meaning” on its website, including a private diary for recording sessions and journaling.

continued



Media/Formats – continued

VIRTUAL WORLD – In a three-dimensional and immersive format, the entire tool presented as an island filled with Symbols found among lush Gardens and Seas, with Stars Energies in the sky above, also 12 themed Art Galleries, and even a live music venue. (Star Journey sim in Second Life)

iPHONE APP – An updated app for Apple iPhone and mobile devices will be out Summer 2016.

Websites

Star Journey – main

<http://star-journey.com>

Information hub; shop for books & products; online tools; membership; blog

Virtual world:

<http://sj-virtual.com>

Complete guide to Star Journey in virtual world Second Life

<http://starsdanceclub.wordpress.com>

Information and calendar for STARS Dance Club, live music venue in Second Life

Social Media

Facebook

<http://www.facebook.com/starjourney?ref=profile>

Twitter

<http://twitter.com/#!/starjourney>

ABOUT THE NEW DESIGNS AT STAR JOURNEY

In 2015, a thorough redesign was undertaken to update and improve the presentation of the virtual world version. This re-imagining process was completed in Spring of 2016. To accomplish this new look and user experience, author Richard Geer worked collaboratively with the designers/consultants listed below.

Designers:

- Luna Bliss (US). Luna Bliss Designs in SL – Link: [Luna Bliss website](#)
 - Fuschia Nightfire, artist, designer, videographer (Nina Camplin, UK mural artist) –
Links: [Nina Camplin website](#), [YouTube/Nina Camplin](#), [Fuschia's Marketplace shop](#)
 - Tayren Theas & Lorraine Charron (Lorraine Stanton, US)
As Tayren, she is a fantasy clothing designer, and as Lorraine C. she is a Second Life education specialist. The real-life Lorraine is a doctoral candidate at University of North Carolina – Charlotte in instructional design, educational technology and user experience.
Links: [Tayren Theas Fantasy Costumes](#), [LinkedIn](#)
 - Alexa Trefoil (US)
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ABOUT SECOND LIFE

Statistics & Facts

Website:

<http://secondlife.com>

Total residents = 45,000,000

Online status = 40,000 to 60,000 daily 24/7

Regions (each parcel approx. ¼ mile square) = 25,000

Public launch: 2003

Founder: Philip Rosedale

http://wiki.secondlife.com/wiki/History_of_Second_Life

Sign up

Creating an basic account with an avatar on Second Life is free.

RICHARD H. GEER

Bio

Richard is an artist and writer. By day he is a project manager for a graphic design team at a large corporation. In his free time, Richard teaches and promotes Star Journey, much of which takes place in the virtual world version of Star Journey in Second Life.

Richard created his symbol tool while an art student at UC Davis. He was fascinated by books and systems about the meaning of life, and he sought a tool to help a person explore their life in an interactive and positive way. His search took him to such tools as the I Ching, Tarot, numerology, astrology, and Tibetan mandalas among other things. Yet none of these were quite what Richard was looking for. He realized it must be something inside himself that needed to be brought forth and developed.

Richard created the basic elements of Star Journey in less than a week, and had friends playing it in a very short time. But it took him close to 10 years to understand what he had made and a even few more years to make it a marketable tool.

His project has always attracted friends, and many of these helped shape it into what it is today. Years ago, friends helped him develop keywords for the 96 symbols, a six-month long project involving a hand-picked group with varied backgrounds. A former student who is now a licensed therapist has become a business partner. Another group came together to help create the first virtual world version. The highly motivated project manager for that build is also a business partner, Vanessa Taylor who lives in Australia. She and Richard have never met in person, only through virtual contact.

Along with therapist and partner Gerry Marr, MA, MFT of San Luis Obispo, CA, Richard also works with professor of nursing Sonya R. Hardin, PhD. of East Carolina University, NC. The team submits papers and makes presentations at national conferences such as the American Holistic Nurses Assn., the National Mentoring Institute (University of New Mexico) and Toward a Science of Consciousness (University of Arizona).

In addition to his BA degree in art, in 2011 Richard earned his masters in spirituality and holistic health (MTh) from Holos University with a focus on his life's work on the Star Journey method. His series of scholarly essays on the subject are available: http://www.star-journey.com/sites/default/files/RG_Masters_Essays_sm.pdf

Richard lives in the San Francisco Bay Area and has two daughters and two grandsons. His hobbies include photography and ballroom dancing.

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**Publishing History – Book Titles**

Star Journey – A Cosmology of Self –

Picturing the Personal Universe and How it Works

Strategic Book Publishing & Rights Agency, 2011, 304 pages

Available from: Amazon.com • Barnes & Noble.com • Kindle • Nook

Previous works

Star+Gate – A Tool for Intuition

Book and Boxed Set, Vintage Books, 1986

Star+Gate: Keys to the Kingdom

Introduction by Carolyn Myss, author of *Defying Gravity*

StarGate Enterprises, 1984, 250 pages

LinkedIn:

<https://www.linkedin.com/in/rgeer>

PHOTOS



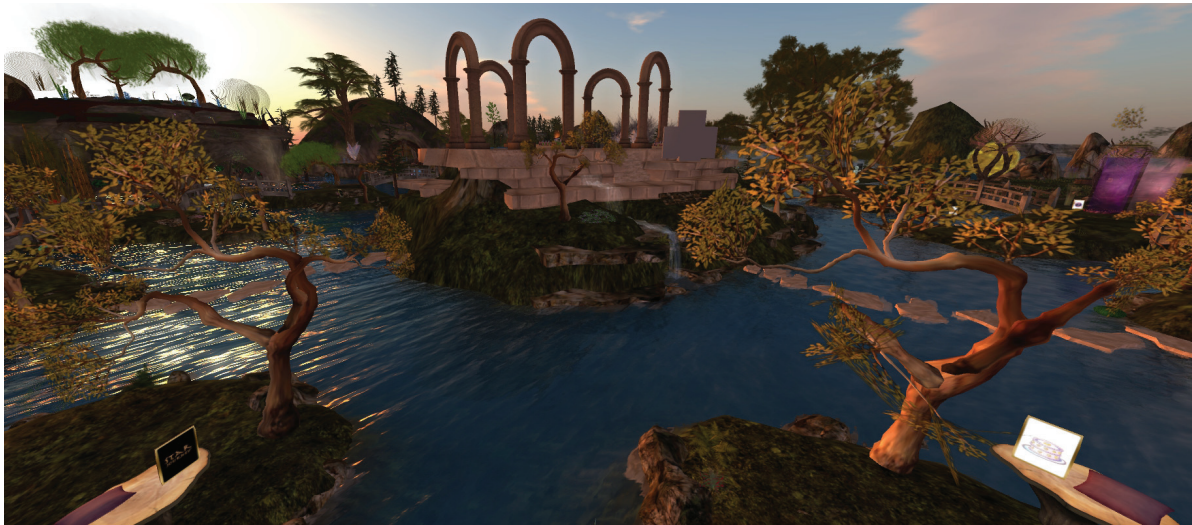
**Richard Geer, author/developer of
Star Journey symbol method**



Starman Heron, Richard's avatar



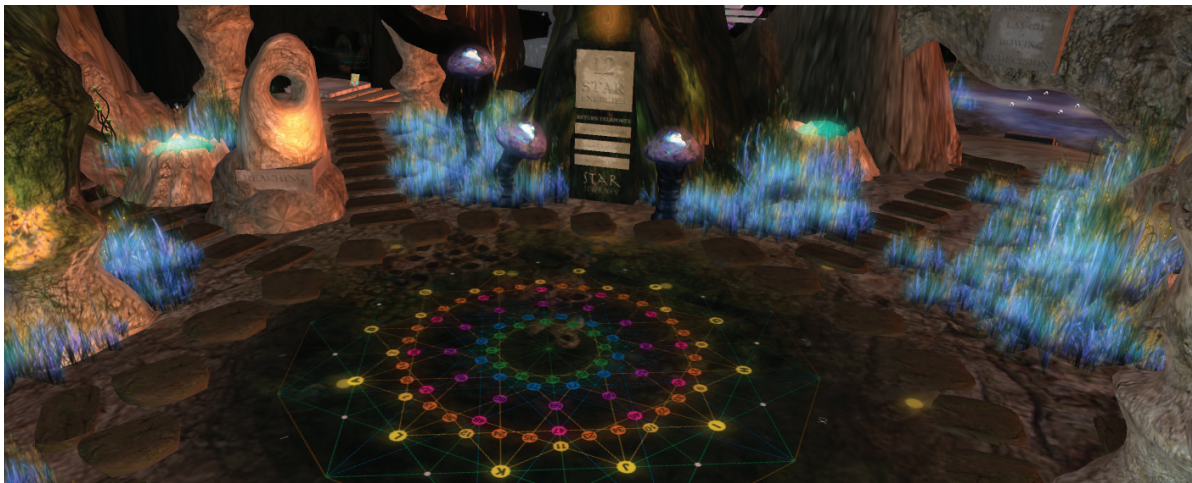
Group session, Starman explains how to interpret one's symbols



Ground level, 12 Gardens and central Garden
Landing pavillion.



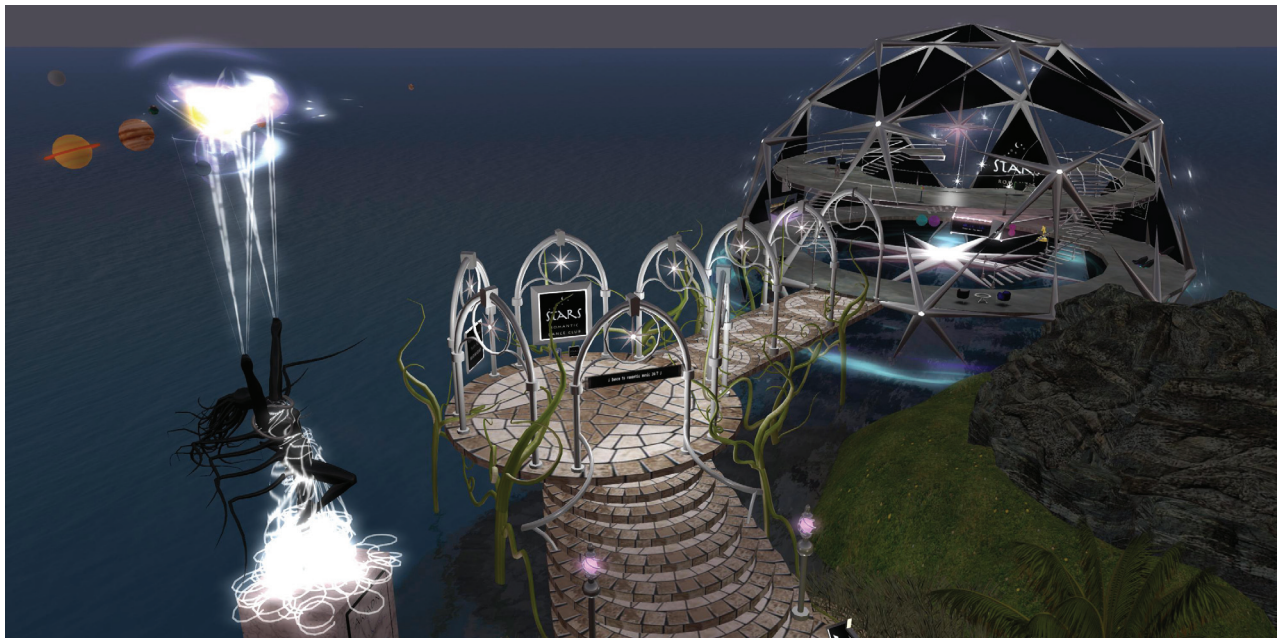
Above ground float the Gateway Art Galleries, showing SL
artists' work that relates to themes within Star Journey.



High above is the Stars area, symbols of basic
life-force energies.

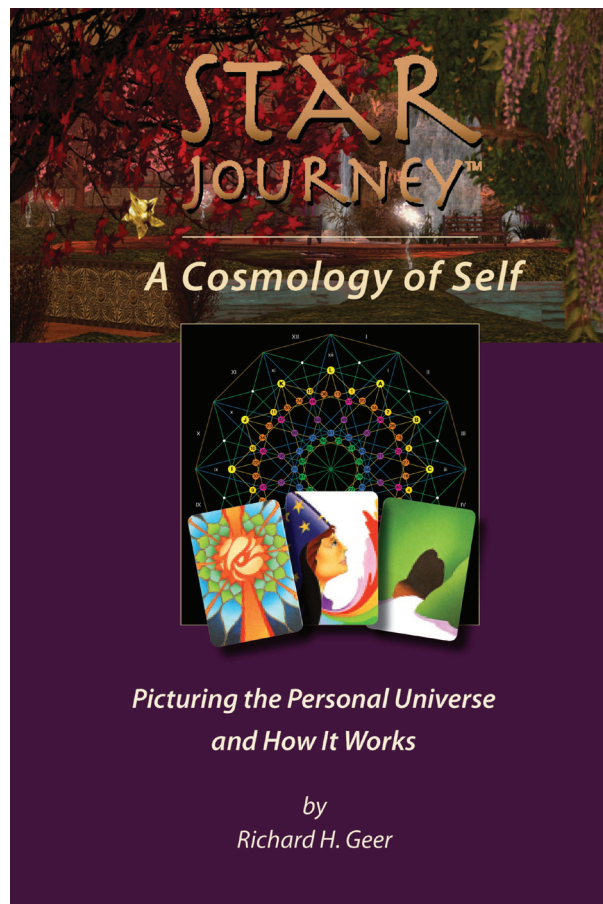


Dancing at live performance at STARS



STARS Dance Club

STAR
JOURNEY®



Book Cover, *Star Journey Cosmology of Self*