Expandiverse Library

1

Introduction to The Expandiverse

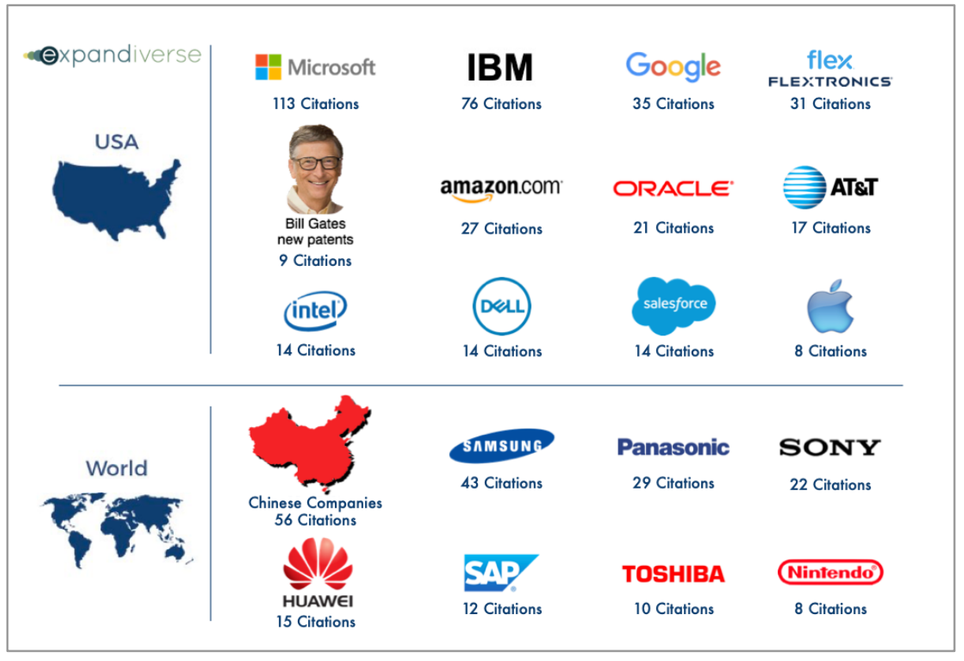
Dan Abelow

Excerpt

expandiverse

The new technology in this book has been cited
1,628 times

These 20 tech leaders have cited this technology 553 times,
one-third of its total citations:



(Patent citation data from June 2021)

Introduction to the Expandiverse

Excerpt

Volume 1

Expandiverse Technical Series

by Dan Abelow

Previous patents licensed by over 550 companies

Inventions cited over 4,100 times

Publisher's name

WORKING DRAFT: DO NOT DISTRIBUTE

Contents

Do not go where the path may lead

Go instead where there is no path

And leave a trail

Ralph Waldo Emerson

Preface: Can a Real World Metaverse Solve the Climate Crisis by 2030?

By Dan Abelow,
Inventor,
Expandiverse
Technology

We have entered the decisive days of the climate crisis.

The United Nation's (UN) COP26 produced ambitious pledges to limit global warming to 1.5 degrees C, and reach net zero by 2050. To reach this existential target the UN says carbon emissions must be reduced 45% by 2030, just 8 years from now.

The Problem…

Implementation is the most significant problem. To decarbonize half of the world's $93 trillion economy, billions of individual lives will need to change behaviors by 2030. We will all need to change the ways we consume energy, transportation, utilities, food, commerce and how we are served by all our social, medical and industrial systems. Humanity has never attempted a transition of this size and velocity, and we have never accomplished anything of this magnitude before.

One major component of the solution is money. ***$100 trillion*** in net zero financing was announced at COP26.

Led by Mark Carney's GFANZ (the Glasgow Financial Alliance for Net Zero; https://www.gfanzero.com/press/amount-of-finance-committed-to-achieving-1-5c-now-at-scale-needed-to-deliver-the-transition/), 450 firms agreed to provide the financing that will guarantee decades of essential transformation.

A good start; but….

Even with $100 trillion in funding, how will the Earth's billions of people find new solutions and incentives to buy and live low carbon lives all day, every day? Without sustainable behavioral solutions that change every person's daily routines, the old fossil fuel economy will just keep growing. Many new investments will inevitably fall short and this transformation will fail.

How will we become a healthy, prosperous and sustainable planet that includes everyone? We have never had the tools or motivation to build and scale a transformation of this complexity and dimensions. But we must begin in 2022, make billions of lives half decarbonized in just 8 years, and achieve 100% transformation in 3 short decades.

Seizing the opportunity, taking timely action…

I am writing to introduce you to Everybody RISE, a new kind of platform designed to flip society's pyramid digitally by helping everyone rise — without attacking elites or sparking revolutions. It assists everyone personally by adding new digital abilities to choose our goals and achieve them. It is designed for digital scaling to serve people in both advanced and emerging economies, including those who are vulnerable to climate threats throughout the global south.

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For example, as climate disasters increase, people might be motivated to choose goals that favor Environmental, Social and Governance (ESG) sustainability, health and prosperity. Then as they use their devices, they begin to see the best ESG solutions that fit their goals. When they implement these choices, they see their results and impacts. This gives everyone healthy and transformational opportunities to adopt these behaviors in their daily lives. With digital scaling, by the 2030's billions of people could be deciding their personal goals and using the ESG solutions they want. As they improve their lives, they improve the world.

Let me introduce myself…

I am an inventor passionate about finding digital solutions to global problems. My previous patents were licensed by 550 companies, and my lifetime inventions have been cited over 4,100 times.

My latest breakthrough invention is called the Expandiverse, and it has already received 1,628 patent citations during the decade I've devoted to it. 302 of these citations are by Amazon, Google, Apple, IBM, Samsung, and Microsoft. One-third of its patent citations are from 20 of the world's leading technology companies.

The Expandiverse delivers a world where everyone rises to the top because they are made "Digitally Wealthy" with powerful digital abilities and global scale. It will be normal for everyone to see and use the world's best solutions throughout the day. For the first time, everyone can benefit as a "Solutions Economy" delivers constant increases in sustainable economic and personal successes. These Expandiverse advances are what the

Everybody RISE platform intends to build and deliver. This next-generation planet is designed to lift vulnerable billions instead of leaving them behind

An era where every person decides…

The Expandiverse is actually a “Real World Metaverse™” that each one of us controls privately. This is not the surveillance Metaverse from tech's giants, where they turn people into cartoon avatars in a VR headset’s animations. The Expandiverse is a photorealistic digital construct of the real world. It combines us, the people we connect with, the places we inhabit, our new digital abilities and the personal goals we choose. It adds the ESG solutions that can help us reach both our personal and collective goals. It uses our billions of existing and new devices to deliver this.

Instead of trying to change the world with only a few million executives in corporations, NGOs, international organizations, governments and philanthropies, the Expandiverse adds irresistible opportunities for everyone to decide the world’s future by improving their life in ways that also fix the world. Even billions of people could use this metaverse to turn this into a healthy, prosperous and sustainable planet that includes everyone.

A New World Beckons…

As the world’s forward-looking investors start providing $100 trillion in capital to fund a global transformation, it is time to consider a “Real World Metaverse” that raises everyone to the top. If every person shares the world’s Digital Wealth, the planet’s ESG solutions are also the

world’s best investments because they help everyone rise continuously.

For the first time, global investors can fund solution vendors who directly connect with global consumers hungry for ESG solutions. Instead of risking failure, these investors may become some of the most successful in history as they finance and lead an inclusive Solutions Economy that transforms our world’s $93 trillion GDP.

See it now…

If you are a leader with authority, budget and interest, I invite you (with no obligation) to connect with me in a short Zoom to answer any questions you may have, and discuss any next steps you would like to consider.

In these decisive days, I welcome your interest and suggestions.

Dan Abelow
Founder, Everybody RISE
Inventor, Expandiverse Technology with 1,628 patent citations

Patent Excerpt

When will today's Metaverses catch up to the Expandiverse?

Filed in 2010 and 2011, this introduction to the first Expandiverse patent is still years ahead. While long, it kick-starts a 1,400 page patent specification that includes 282 Figures.

The point of the Expandiverse is a better digital world than physical reality. We have already seen technology help people, organizations and the world. Now it can improve reality.

As we confront overwhelming problems, a new reality is desperately needed: It is time to become a healthy, prosperous and sustainable planet that includes everyone.

Introduction to the Expandiverse Patents

This excerpt is the introduction to the first patent in the Expandiverse patent family. It was filed in 2010 and 2011, before "Meta" was even an idea on Facebook's radar.

INTRODUCTION

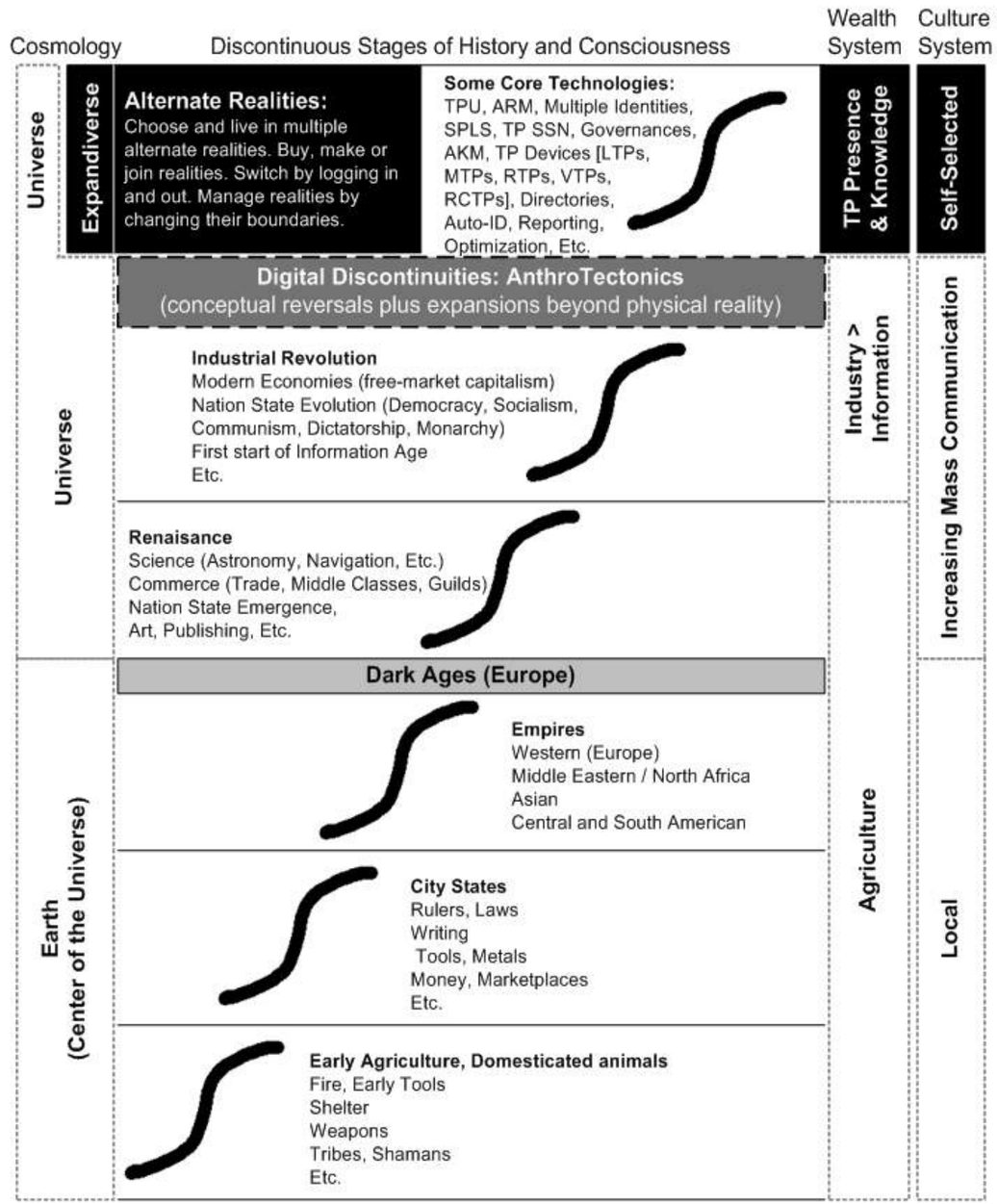
OVERVIEW: Just as fiction authors have described alternate worlds in novels, this introduces an Alternate Reality – but provides it as technical innovation. This new Alternate Reality's "world" is named the "Expandaverse*" which is a conceptual alteration of the "Universe" name and a conceptual alteration of our current reality. Where our physical "Universe" is considered given and physically fixed, the Expandaverse provides a plurality of human created digital realities that includes a plurality of human created means that may be used simultaneously by individuals, groups, institutions and societies to expand the number and types of digital realities – and may be used to provide continuous expansions of a plurality of Alternate Realities. To create the Expandaverse current known technologies are reorganized and combined with new innovations to repurpose what they accomplish and deliver, collectively turning the Earth and near-space into the equivalent of one large, connected room (herein one or a plurality of "Shared Planetary Life Spaces" or SPLS) with a plurality of new possible human realities and living patterns that may be combined differently, directed differently and controlled differently than our current physical reality.

- *In some examples of this Alternate Reality, people are more connected remotely, and are less connected

* The patent filings spell "Expandaverse" with an "a" in the center. Outside of patents, "Expandiverse" is spelled with an "i" in the center. This new word is a portmanteau (a combination) of "expand" and "universe" and "diverse" because the Expandiverse is an expanding universe that is diverse.

*FIG 1: Timeline view of human history with new Digital Discontinuities that produce a coming era of Expandiverse Alternate Realities

Figure 1: **Emergence of Expandiverse** and Alternate Realities



This Figure matches the patent but is from a development version that includes titles, colors and tints.

to where they are physically present – and means are provided for multiple new types of devices, connections and “digital presence”.

- In some examples of this Alternate Reality, information on how to succeed is automatically collected during a plurality of activities, optimized and delivered to a plurality of others while they are doing the same types of activities, leading to opportunities for higher rates of personal success and greater economic productivity by adopting the most effective new uses, technologies, devices and systems – and means are provided for this.

- In some examples of this Alternate Reality individuals may establish multiple identities and profiles, associate groups of identities together, and utilize any of them for earning additional income, owning additional wealth or enjoying life in new ways – and means are provided for this.

- In some examples of this Alternate Reality, means are enumerated for the evolution of multiple types of independent "governances" (which are separate from nation state governments) that may be trans-border and increasingly augment "governments" in that each "governance" provides means for various new types of collective human successes and living patterns that range from personal sovereignty (within a governance), to economic sovereignties (within a governance), to new types of central authorities (within a governance).

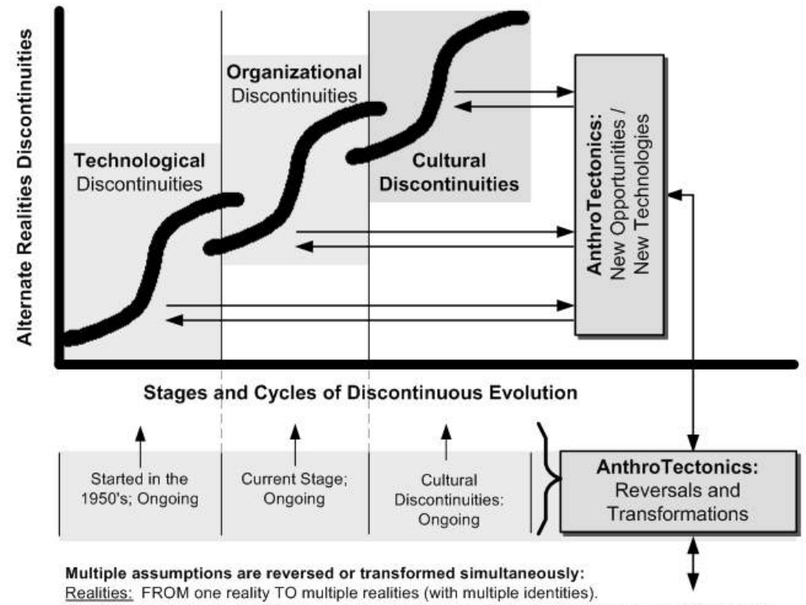
- In some examples of this Alternate Reality, means (herein including means such as an “Alternate Reality Machine”) are provided for each identity (as

*Some long text paragraphs are reformatted as a bulleted list to make them easier to read.

*FIG 2: Three successive stages of Digital Discontinuities: Technology, Organizations, Culture.

AnthroTechtonics (new word): “Anthro” for people, “Tech” for technology, “Tectonics” for changes large enough to move the world

Figure 2: **AnthroTectonics** Discontinuities: Simultaneous and Cyclical **Transformations**



Multiple assumptions are reversed or transformed simultaneously:
Realities: FROM one reality TO multiple realities (with multiple identities).
Control over Realities: FROM one reality controls people TO we each control our multiple realities.
Boundaries: FROM invisible and unconscious TO explicit, visible and managed.
Death: FROM one short life TO life expansion through multiple identities.
Presence: FROM where you are TO everywhere in multiple presences (as multiple identities).
Connectedness: FROM separation between people TO always on connections worldwide.
Contacts: FROM trying to phone, conference or contact a remote recipient TO always present in a digital Shared Space from your current Device(s) in Use.
Communication: FROM on/off TO same as physical presence, but global.
Success: FROM you figure it out TO success is delivered by the network.
Privacy: FROM private TO tracked, aggregated and visible (especially “best choices”).
Ownership of Your Attention: FROM you give it away free TO you can earn money from it if you want.
Ownership of Devices and Content: FROM each person buys these TO simplified sharing of resources.
Trust: FROM stranger danger TO most people are good when instantly identified and classified.
Networks: FROM transmission TO identifying, tracking and surfacing behavior and identity(ies).
Network Communications: FROM electronic (web, e-store, email, etc.) TO personal and face-to-face.
Knowledge: FROM static knowledge that must be found and figured out TO active knowledge that finds you and fits your needs to know.
Rapidly Advancing Devices: FROM you're on your own TO two-way assistance.
Buying: FROM push-pull selling TO interactive during use, based on your needs and goals.
Culture: FROM one common culture with top-down messages TO we choose our cultures and we set the boundaries for each reality (paywalls, priorities [what's in], filters [what's out], protection, etc.).
Governances: FROM one set of politician-controlled governments TO you choose your goals and then choose multiple governances that help you achieve the goals you set.
Personal Limits: FROM we are only what we are TO we can choose large goals and receive two-way support, with new ways to try and have it all (both individually and collectively).

This Figure matches the patent but is from a development version that lists some reversals and transformations.

described elsewhere) to create and manage a plurality of separate human realities that each provides manageable boundaries that determine the "presence" of that identity, wherein each separate reality may have boundaries such as prioritized interests (to include what is wanted), exclusion filters (to exclude what is not wanted), paywalls (to receive income such as for providing awareness and attention), digital and/or physical protections (to provide security from what is excluded), etc.

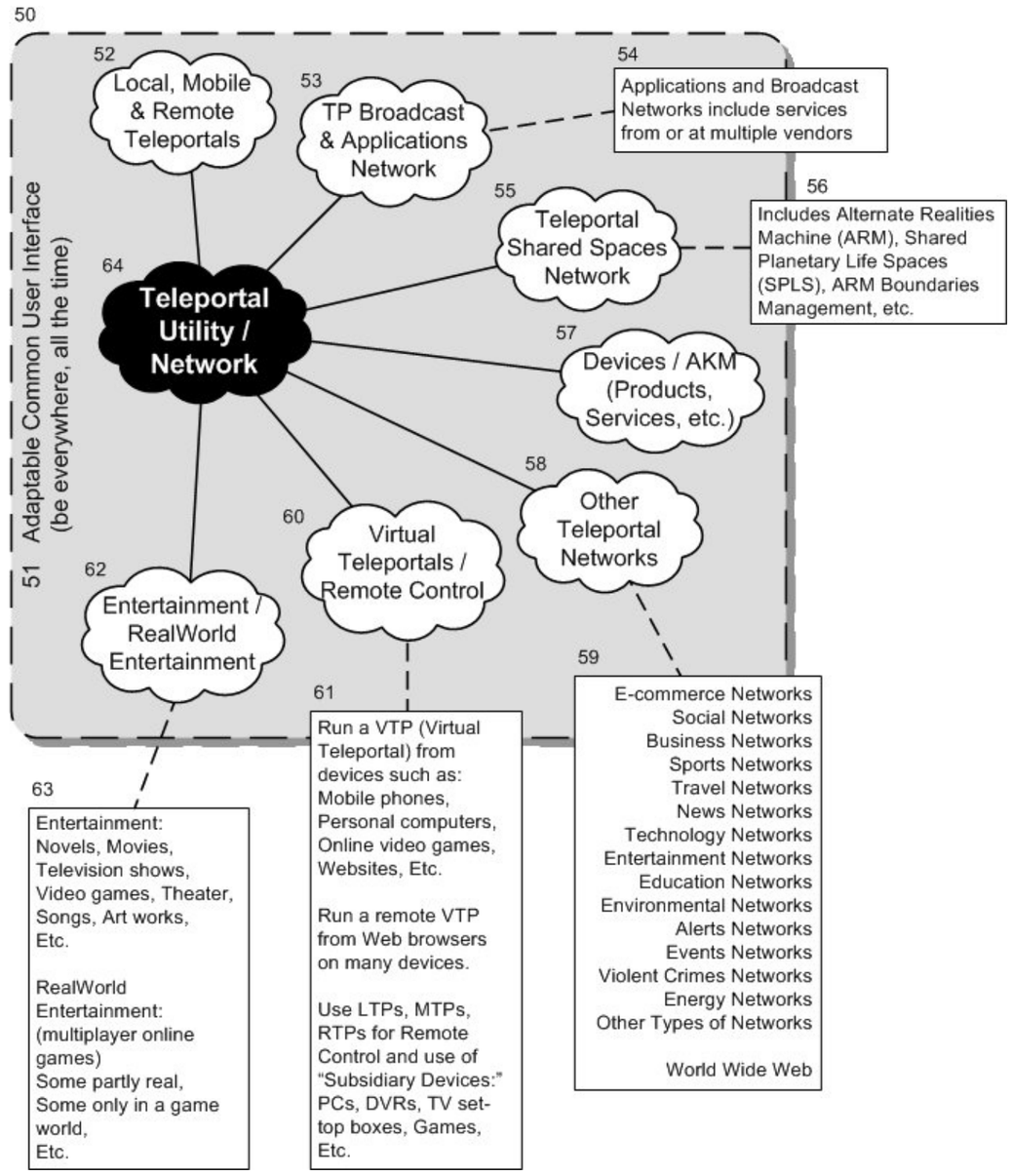
- In some examples of this Alternate Reality, means are provided for one or a plurality of a new type of Utility(ies) that provides a flexible infrastructure such as for this Alternate Reality's remote presence in Shared Planetary Life Spaces, automated delivery of "how to succeed" interactions, multiple personal identities, creation and control of new types of "realities broadcasting," independent "governances", and numerous fundamental differences from our current reality.

- In some examples means are provided for new types of fixed and mobile devices such as "Teleportals" that provide always on "digital presence" in Shared Life Spaces (which includes the Earth and near space), as well as remote control that treats some current networked electronic devices as "subsidiary devices" and provides means for their shared use, perhaps even evolving some toward becoming accessible and useful commodities.

- In some examples means are provided to control various networked electronic devices and turn them into commodity "subsidiary devices," enabling more users at lower cost, including more uses of their

*FIG 3: Simplify and turn the "digital world" into a simple, easy to use and effective environment that enables people to reach their life's goals. Provides and integrates a new utility and multiple networks with existing and new devices.

Figure 3: **Teleportal Machine (TPM) Summary**



*This Figure matches the patent but is from a development version that includes titles, colors and tints.

applications and digital content.

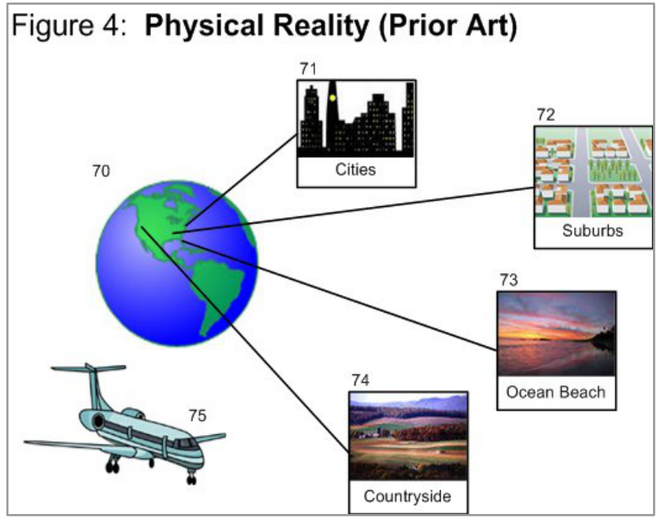
- In some examples of this Alternate Reality reporting on the success of various choices settings is visible and widely accessible, and the various components and systems of the Expandaverse may have settings saved, reported on, accessed and distributed for copying; it therefore becomes possible for human economic and cultural evolution to gain a new scope and speed for learning, distributing and adopting what is most effective for simultaneously achieving multiple ranges of both individually and collectively chosen goals.

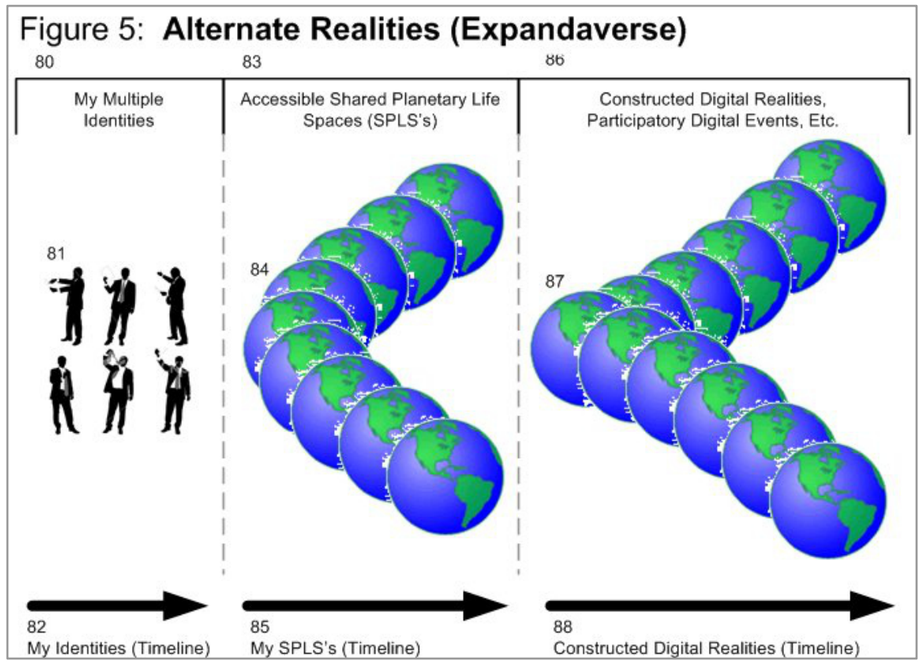
In a brief summation of the Expandaverse it is an Alternate Reality and these are just some of the characteristics of its divergent “digital realities,” and its scope or scale are not limited by this or by any description of it.

Unlike fiction, however, **this is the engineering of an Alternate Reality in which the know-how for achieving human success and human goals is widely delivered and either provided free or sold commercially.** It is as if a successful Alternate Reality can now exist in a world parallel to ours – the Expandaverse as a parallel digital “universe” – and this describes the devices, technology(ies), infrastructure and “platform(s)” that comprise it, which is herein named the Alternate Reality Teleportal Machine (ARTPM). With an ARTPM modern technological civilization gains an engineered dynamic machine (that includes devices, utilities, systems, applications, identities, governances, presences, alternate realities, shared life spaces, machines, etc.) that provides means that range from bottom-up support of individuals; to top-down support

*Fig. 4: Current reality is physical reality.

*Fig. 5: Expandiverse provides multiple alternate realities. Some include multiple identities, Shared Planetary Life Spaces and constructed digital realities





*These Figures match the patent but are from a development version that includes titles, colors and tints.

of collective groups and their goals; with the results from a plurality of activities tracked, measured and reported visibly. In this Alternate Reality, a plurality of ways that people and groups choose to act are known and visible; along with dynamic guidance and reporting so that a plurality of **individuals and groups may see what works and rapidly choose higher levels of personal and economic success, with faster rates of growth toward economic prosperity as well as means for disseminating it.** In sum, this Alternate Reality differs from current atomized individual technologies in separate fields by presenting a metamorphosized divergent reality that **re-interprets and re-integrates current and new technologies to provide means to build a different type of connected, success-focused, and evolving "world"** – an Expandaverse with a range of differences and variations from our own reality.

Just as fiction authors present, the Expandaverse also proposes an alternate history and timeline from our own, which is the same history as ours until a “digital discontinuity” causes a divergence from our history. Like our reality the Expandaverse had an ancient civilizations and the Middle Ages. It also shared the Age of Physical Discovery in which Columbus discovered the “new world” and started the “age of new physical property rights” in which new lands were explored and claimed by the English, Spaniards, Dutch, French and others. Each sent settlers out into their new territories. The first settlers received “land grants” for their own farms and “homesteads”. By moving into these new territories the new settlers were granted new property and rights over their new physical properties. As the Earth became claimed as property everywhere, the physical Earth eventually had all of its physical property owned and

controlled. Eventually there was no more “free land” available for granting or taking. Now, when you “move” someplace new its physical properties are already owned and you must buy your physical property from someone else.

In this alternate history, the advent of an Expandaverse provides new “digital realities” that can be created, designed for specific purposes, with parts or all of them owned as new “intellectual property(ies),” then modified and improved with the means to create more digital realities – so a plurality of new forms of digital properties may be created continuously, with some more valuable than others, and with new improvements that may be adopted rapidly from others continuously making some types of digital realities (and their digital properties) more valuable than others. **Therefore, due to an ARTPM, new digital properties can be continuously created and owned, and multiple different types of digital realities can be created and owned by each person.** In the Expandaverse, digital property (such as intellectual properties) may become acceptable new forms of recognized properties, with systems of digital property rights that may be improved and worked out in that alternate timeline. **Because the Expandaverse’s new “digital realities” are continuous realities, that intellectual property does not expire (like current intellectual property expires in our Universe) so in the Expandaverse digital property rights are salable and inheritable assets, just as physical property is in the current reality.** One of the new components of an Expandaverse is both that new “digital realities” can be created by individuals, corporations, non-profits, governments, etc.; and **these realities and their components can be owned, sold, inherited, etc. with**

the same differences in values and selling prices as physical properties – but with some key differences: Unlike the physical Earth which ran out of new property after the entire planet was claimed and "homesteaded," the ARTPM's **Expandaverse provides continuous economic and lifestyle opportunities to create new "digital properties" that can be created, enjoyed, broadcast, shared, improved and sold. The ability to imagine and to copy others' successes becomes new sources of rapidly expanding personal and group wealth when the ability to turn imagination into assets becomes easier, the ability to spread new digital realities becomes an automated part of the infrastructure, and the ability to monetize new digital properties becomes standardized.**

In addition, in some examples one or a plurality of these are entertainment properties which include in some examples traditional entertainment properties that include concepts such as new ARTPM devices or ARTPM technologies (such as novels, movies, video games, television shows, songs, art works, theater, etc.); in some examples traditional entertainment properties to which are added ARTPM components such as a constructed digital reality that fits the world of a specific novel, the world of a specific movie, the world of a specific video game, etc.; and in some examples a new type of entertainment such as RealWorld Entertainment (herein RWE) which blends a fictional reality (such as in some examples the alternate history of the Expandaverse) with the real world into a new type of entertainment that fits in some examples fictional situations, in some examples real situations, in some examples fictional characters' needs, and in some examples real people's needs.

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CONCEPT: The literary genre of science fiction was created when authors such as Jules Verne and H.G. Wells reconceptualized the novel as a means for introducing entire worlds containing imagined devices, characters and living patterns that did not exist when they conceived them. Many "novel" concepts conceived by "novelists" have since been turned into numerous patented inventions stemming from their stories in numerous fields like submarines, video communications, geosynchronous satellites, virtual reality, the internet, etc. This takes a parallel but different step with technology itself. Rather than starting by writing a fictional novel, this reconceptualizes current and new technology into an Alternate Reality that includes new combinations, new machines, new devices, new utilities, new communications connections, new "presences", new information "flows," new identities, new boundaries, new governances, new realities, etc. that provide an innovative reality-wide machine with technologies that focus on human success and economic abundance. **In its largest sense it utilizes digital technologies to reconceptualize reality as under both collective and individual control, and provides multiple means that in combination may achieve that.**

PARALLELS: An analogy is electricity that flows from standardized wall sockets in nearly every room and public place, so it is now "standard" to plug in a wide range of "standardized" electrical devices, turn them on and use them (as one part of this example, the electric plug that transfers power from a standardized electric power grid is itself numerous inventions with many patents; the simple electric plug did not begin with universal utility and connectivity). **Herein, it is a startling**

idea that human success, remote digital presence (Shared Planetary Life Spaces or SPLS), multiple identities, individually controlled boundaries that define multiple personal realities, new types of governances, and/or myriad opportunities to achieve wider economic prosperity might be "universally delivered" during everyday activities over the "utility(ies)" equivalent to an electric power grid, by standardized means that are equivalents to multiple types of electric plugs. In this Alternate Reality, personal and group success are not just sometimes possible for a few who acquire an education, earn a lot of money and piece together disparate complex products and services. Instead, this Alternate Reality may provide new means to turn the world and near-space into one shared, successful digital room. In that Alternate Reality "room" the prosperity and quality of life of individuals, groups, companies, organizations, societies and economies – right through civilization itself – might be reborn for those at the bottom, expanded for those part-way up the ladder, and opened to new heights for those at the top – while being multiplied for everyone by being delivered in simultaneous multiple versions that are individually modifiable by commonly accessible networks and utility(ies). Given today's large and growing problems such as the intractability of poverty, economic stagnation of the middle-class, short lifetimes that cannot be meaningfully extended, incomes that do not support adequate retirement by the majority, some governments that contain human aspirations rather than achieve them, and other limitations of our current reality, a world that gains the means to become one large, shared and

successful room, would unquestionably be an Alternate Reality to ours.

SAME TECHNOLOGIES PLUS INNOVATIONS: This Alternate Reality shares much with our current reality, including most of our history, along with our underlying principles of physics, chemistry, biology and other sciences – and it also shares our current technologies, devices, networks, methods and systems that have been invented from those sciences. Those are employed herein and their teachings are not repeated. However, this Alternate Reality is based on a reconceptualization of those scientific and technological achievements plus more, so that **their net result is a divergent reality whose processes focus more on means to expand humanity's success and satisfaction; with new abilities to transform a plurality of issues, problems and crises on both individual and group levels; along with new opportunities to achieve economic prosperity and abundance.**

A DIFFERENCE FROM ONE PHYSICAL REALITY – MULTIPLE DIGITAL REALITIES: **The components of this Alternate Reality are numerous and substantially different from our reality. One of the major differences is with the way "reality" is viewed today. The current reality is physical and local and it is well-known to everyone** – when you walk down a public city street you are present on the street and can see all the people, sidewalks, buildings, stores, cars, streetlights, security cameras – literally everything that is present on the street with you. Similarly, all the people present on

that street at that time can see you, and when you are physically close enough to someone else you can also hear each other. Today's digital technologies are implicitly different. Using a telephone, video conference, video call, etc. involves identifying a particular person or group and then contacting that person or group by means such as dialing a phone number, entering a web address, connecting two video conferencing systems at a particular meeting time, making a computer video phone call, etc. Though not explicitly expressed, digital contact implies a conscious and mechanical act of connecting two specific people (or connecting two specific groups in a video conference). Unlike being simultaneously present like in physical reality, making digital contact means reaching out and employing a particular device and communication means to make a contact and have that accepted. Until you attempt this contact and another party accepts it, you do not see and hear others digitally, and those people do not see you or hear you digitally. This is fundamentally different from the ARTPM, one of whose means is expressed herein as Shared Planetary Life Spaces (or SPLS's).

DEVICES – Current devices (which include hardware, software, networks, services, data, entertainment, etc.): The current reality's means for these various types of digital contact, communications and entertainment superficially appear diverse and numerous. A partial list includes mobile phones, wearable digital devices, PCs, laptops, netbooks, tablets, pads, online games, television set-top boxes, "smart" networked televisions, digital video recorders, digital cameras, surveillance cameras, sensors (of many types), web browsers, the web, Web applications, websites, interactive Web

content, etc. These numerous different digital devices have separate operating systems, interfaces and networks; different means of use for communications and other tasks; different content types that sometimes overlap with each other (with different interfaces and means for accessing the same types of content); etc. There are so many types and so many products and services in each type that it may appear to be an entire world of differences. When factored down, however, their similarities overwhelm their differences. Many of these different devices provide the same features with different interfaces, media, protocols, networks, operating systems, applications, etc.: They find, open, display, scroll, highlight, link, navigate, use, edit, save, record, play, stop, fast forward, fast reverse, look up, contact, connect, communicate, attach, transmit, disconnect, copy, combine, distribute, redistribute, broadcast, charge, bill, make payments, accept payments, etc. In a current reality that superficially appears to have too many different types of devices and interfaces to ever be made simple and productive, the functional similarities are revealing. This is fundamentally different from the ARTPM which simplifies devices into Teleportals plus networked electronic devices (including some applications and some digital content) that may be remotely controlled and used as "subsidiary devices," to reduce some types of complexity while increasing productivity at lower costs, by means of a shared and common interface. Again, the Expandaverse's digital reality may turn some electronic devices and some of their uses into the digital equivalent of one simpler connected room.

REVERSALS, DIVERGENCES, TRANSFORMATIONS: At a high level this Alternate Reality includes numerous major reversals, divergences and transformations from the current physical reality and its devices, which are described herein: A partial list of current assumptions that are simultaneously reversed or transformed includes:

- Realities: FROM one reality TO multiple realities (with multiple identities).
- Control over Reality: FROM one reality controls people TO we each choose and control our own multiple identities and each identity's one or multiple digital realities.
- Boundaries: FROM invisible and unconscious TO explicit, visible and managed.
- Death: FROM one too short life without real life extension, TO horizontal life expansion through multiple identities.
- Presence: FROM where you are in a physical location TO everywhere in one or a plurality of digital presences (as one individual or as multiple identities).
- Connectedness: FROM separation between people TO always on connections.
- Contacts: FROM trying to phone, conference or contact a remote recipient TO always present in a digital Shared Space(s) from your current Device(s) in Use.
- Success: FROM you figure it out TO success is delivered by one or a plurality of networks and/or utilities.

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- Privacy: FROM private TO tracked, aggregated and visible (especially "best choices" so leaping ahead is obvious and normal) – with some types of privacy strengthened because multiple identities also enable private identities and even secret identities.
- Ownership of Your Attention: FROM you give it away free TO you can earn money from it (via Paywalls) if you want.
- Ownership of Devices and Content: FROM each person buys these TO simplified access and sharing of commodity resources.
- Trust: FROM needing protection TO most people are good when instantly identified and classified, with automated protection from others.
- Networks: FROM transmission and communications TO identifying, tracking and surfacing behavior and identity(ies).
- Network Communications: FROM electronic (web, e-store, email, mobile phone calls, e-shopping / e-catalogs, tweets, social media postings, etc.) TO personal and face-to-face, even if non-local.
- Knowledge: FROM static knowledge that must be found and figured out TO active knowledge that finds you and fits your needs to know.
- Rapidly Advancing Devices: FROM you're on your own TO two-way assistance.
- Buying: FROM selling by push (marketing and sales) and pull (demand) TO interactive during use, based on your current actions, needs and goals.

- Culture: FROM one common culture with top-down messages TO we each choose our multiple cultures and set our boundaries (paywalls, priorities [what's in], filters [what's out], protection, etc.) for each of our self-directed realities.

- Governances: FROM one set of broad and “we control you” governments TO governments plus choosing your goals and then choosing one or multiple governances that help achieve the goals you want.

- Acceptance of limits: FROM we are only what we are TO we each choose large goals and receive two-way support, with multiple new ways to try and have it all (both individually and collectively).

Thus, the current reality starts with physical reality predominant and one-by-one short digital contacts secondary, with numerous different types of devices for many of the same types of functions and content. The “Alternate Reality Teleportal Machine” (ARTPM) enables multiple realities, multiple digital identities, personal choice over boundaries (for multiple types of personal boundaries), with new devices, platforms and infrastructures – and much more.

The ARTPM ultimately begs for fundamental questions: Can we be happier? Significantly better? Much more successful? Able to turn obstacles into achievements? If we can choose our own realities, if we can create realities, if we can redesign realities, if we can surface what succeeds best and distribute and deliver that rapidly worldwide via the everyday infrastructure – in some examples to those who need it, at the time and place they need to succeed – then

who or what will we choose to be? What will we want to become next? How long will it be before we choose our dreams and attempt to reach them both individually and collectively?

The ARTPM helps make reality into a do-it-yourself opportunity. It does this by reversing a plurality of current assumptions and shows that in some examples these reversals are substantial. In some examples people are more present remotely than face-to-face, and focus on those remote individuals, groups, places, tools, resources, etc. that are most interesting to them, rather than have a primary focus on the people where they are physically present. In some examples the main purposes of networks and communications are to track and surface behavior and activities, so that networks and various types of remote applications constantly know a great deal about who does what, where, when and how – right down to the level of each individual (though people may have private and secret identities that maintain confidentiality); this is a main part of transforming networks into a new type of utility that does more than provide communications and access to online content and services, and new online components serve individuals (in some examples helping them succeed) by knowing what they are doing, and helping them overcome difficulties. In some examples being tracked, recorded and broadcasted is a normal part of everyday life, and this offers **new social and business opportunities; including both personal broadcast opportunities and new types of privacy options**. In some examples active knowledge, information and entertainment is delivered where and when needed by individuals (in some examples by an Active Knowledge Machine [AKM], Active Knowledge Interactions [AKI],

and contextually appropriate Active Knowledge [AK]), to raise individual success and satisfaction in a plurality of tasks with a plurality of devices (in some examples various everyday products and services) **Combined, AKI / AK are designed to raise productivity, outcomes and satisfaction, which raises personal success (both economic and in other ways), and produce a positive impact on broader economic growth such as through an ability to identify and spread the most productive tools and technologies. In addition, Active Knowledge offers new business models and opportunities – in some examples the ability to sell complete lifestyles with packages of products and services that may deliver measurable and even assured levels of personal success and/or satisfaction, or in some examples the ability to provide new types of "governances" whose goals include collective successes, etc.** In some examples privacy is not as available for individuals, corporations and institutions; more of what each person does is tracked, recorded and/or reported publicly; but because of these tracked data and interactions, dynamic continuous improvement may be built into a plurality of online capabilities that employ Active Knowledge of both behaviors and results. The devices, systems and abilities to improve continuously, and deliver those capabilities online as new services and/or products, are owned and controlled by a plurality of individuals and independent "governances," as well as by companies, organizations and governments.

In some examples, various types of Teleportal Devices automatically discover their appropriate connections and are configured automatically for their owner's account(s), identity(ies) and profile(s). **Advance or separate**

knowledge of how to turn on, configure, login and/or use devices, services and new capabilities successfully is reduced substantially by automation and/or delivery of task-based knowledge during installation and use. In addition, an adaptable consistent user interface is provided across Teleportal Devices. In some examples a visible model of "see the best and most successful choices" then "try them and you'll succeed in using them" then "if you fail keep going and you'll be shown how" is available like electricity, as a new type of utility – to enable "fast follower" processes so more may reach the higher levels of success sooner. While the nation state and governments continue, in some examples multiple simultaneous types of "governances" provide options that a plurality of individuals may join, leave, or have different types of associations with multiple governances at one time. Three of a plurality of types of governances are illustrated herein including an IndividualISM in which each member has virtual personal sovereignty and self-control (including in some examples the right to establish a plurality of virtual identities, and own the work, properties, incomes and assets from their multiple identities); a CorporatISM in which one or a group of corporations may sell plans that include targeted levels of personal success (such as an "upward mobility lifestyle") across a (potentially broad) package of products and services consumption levels (that can include in some examples housing, transportation, financial services, consumer goods, lifelong education, career success, wealth and lifestyle goals, etc.);.a WorldISM in which a central governance supports and/or requires a set of values (that may include in some examples environmental practices, beliefs, codes of conduct, etc.) that span national boundaries and are

managed centrally; or different types of new and potentially useful types of governances (as may be exemplified by any field of focused interest and activity such as photography, fashion, travel, participating in a sport, a non-mainstream lifestyle such as nudism, a parent's group such as local PTA, a type of charity such as Ronald McDonald Houses, etc.). While life spans are limited by human genetics, in some examples individuals have the equivalent of life extension by being able to enjoy multiple identities (that is, multiple lives) at one time during their one life time. Multiple identities also provide greater freedom and economic independence by using multiple identities that may each own assets, businesses, etc. in addition to a single individual's normal job and salary, or have multiple identities that may be used to try and enjoy multiple lifestyles. Within one's limited life span, multiple identities provide each person the opportunity to experience multiple "lives" (in some examples multiple lifestyles and multiple incomes) where each identity can be created, changed, or eliminated at any time, with the potential for an additional identity(ies) or group of identities to become wealthier, adventurous and/or happier than one's everyday typical wage-earning "self". In some examples human success is an engineered dynamic process that operates to help a plurality of those who are connected by means of an agnostic infrastructure whose automated and self-improving human success systems range from bottom-up support of individuals who operate independently, to top-down determination and "selling" of collective goals by new types of "Governances" that seek to influence and control groups (in some examples by IndividualISMs, CorporatISMs, WorldISMs, or other types of Governances). In some examples individuals and groups may leap ahead with a

visible "fast follower" process: Humanity's status and results in a plurality of areas are reported publicly and visibly so that a plurality of ways that people and groups choose and construct this Alternate Reality are known and visible, including a plurality of their "best" and most successful activities, devices, actions, goals, rates of success, results and satisfaction (that is, more of what we choose, do and achieve is tracked, measured, reported visibly, etc.) so that people may know a plurality of the choices, products, services, etc. work best, and a plurality of individuals and groups may use this reporting. **There are direct processes for accessing the same choices, settings, configurations, etc. that produce the "best" successes so that others may copy them, try them and switch to those that work best for them, based on what they want to achieve for themselves, their families,** those with whom they enjoy Shared Planetary Life Spaces, etc.

In sum, while today's current reality is the background (including especially physical reality and its networked electronic devices environment), there are substantial alterations in this Alternate Reality. A "human success" Expandaverse parallels fiction by providing technologies from a different reality that operate by different assumptions and principles, yet it is contemporary to our reality in that it describes how to use current and new technology to build this Alternate Reality, contained herein and in various patent applications, including a range of devices and components – together an Alternate Reality Teleportal Machine (ARTPM).

HISTORICAL BACKGROUND: In our current reality and timeline, by 1982 the output per hour worked in the USA had become 10 times the output per hour worked 100 years before (Romer 1990, Maddison 1982). For nearly 200 years economic, scientific and technological advances have produced falling costs, increasing production and scale that has exploded from local to global levels across a plurality of economic areas of creation, production and distribution and a plurality of economies worldwide. Scarcity has been made obsolete for raw materials like rubber and wood as they have been replaced by growing ranges of invented materials such as plastics, polymers and currently emerging nano-materials. Even limited commodities such as energy may yield to abundant sources such as solar, wind and other renewable sources as innovations in these fields may make energy more efficient and abundant. More telling, the knowledge resources and communication networks required to drive progress are advancing because the means to copy and re-use digital bits are transforming numerous industries whose products or operating knowledge may be stored and transmitted as digital bits.

Economic theory is catching up with humanity's historic rise of material, energy, knowledge, digital and other types of abundance. Two of the seminal advances are considered Robert Solow's "A Contribution to the Theory of Economic Growth" (Solow, 1956) and Paul Romer's "Endogenous Technological Change" (Romer 1990). The former three factors of production (land, labor and capital with diminishing returns) have been replaced in economic theory by people (with education and skills), ideas (inventions and advances), and things (traditional inputs and capital). These new factors of production describe an economic growth model that includes

accelerating technological change, intellectual property, monopoly rents and a dawning realization that widely advancing prosperity might become possible for most of humanity, not just for some.

The old proverb is being rewritten and it is no longer "Give a man a fish and you feed him for today, but teach a man to fish and you feed him for a lifetime." Today we can say "reinvent fishing and you might feed the world" and by that mean invent new means of large-scale ocean fishing, reduce by-catch from as much as 50% of total catches to reduce destruction of ocean ecosystems, invent new types of fish farming, reduce external damage from some types of fish farming, improve refrigeration throughout the fish distribution chain, use genetic engineering to create domesticated fish, control overfishing of the oceans, develop hatcheries that multiply fish populations, or invent other ways to improve fishing that have never been considered before – and then deliver those advances to individuals, corporations and governments; and from small groups to societies throughout the global economy. Another way to say this is the more we invent, learn and implement successfully at scale, the more people can produce, contribute and consume abundantly. Comparing the past two decades to the past two centuries to civilization's history before that shows how increasing the returns from knowledge transforms the speed and scale of widespread transformations and economic growth opportunities available.

In spite of our progress, this historic shift from scarcity to abundance has been both unequal and inadequate in its scope and speed. There are inequalities between advanced economies, emerging economies and poor undeveloped countries. In every

nation there are also huge income inequalities between those who create this expanding abundance as members of the global economy, and those who do local work at local wages and feel bypassed by this growth of global wealth. In addition, huge problems continue to multiply such as increasingly expensive and scarce energy and fuels, climate change, inadequate public education systems, healthcare for everyone, social security for aging populations, economic systems in turmoil, and other stresses that imply that the current rate of progress may need to be greater in scope and speed, and dynamically self-optimizing so it may become increasingly successful for everyone, including those currently left behind.

This "Alternate Reality Teleportal Machine" (ARTPM) offers the "Alternate Reality" suggestion that if our goal is widespread human success and economic prosperity, then the three new factors of production are incomplete. A fourth factor – a Teleportal Machine (TPM) with components described herein in some examples, a Teleportal Utility (herein TPU), an Active Knowledge Machine (herein AKM), an Alternate Realities Machine (herein ARM), and much more that is exemplified herein –conceptually remake the world into one successful room, with at least some automated flows of a plurality of knowledge to the "point of need" based on each person's, organization's and society's activities and goals; with tracking and visibility of a plurality of results for continuous improvements. If this new TPM were added to "people, ideas and things" then the new connections and opportunities might actually enable part or more of this Alternate Reality to provide these types of economic

and quality of life benefits in our current reality – **our opportunities for personal success, personal economic prosperity and many specific advances might be accelerated to a new pace of growth, with new ways that might help replace scarcity with abundance and wider personal success.**

CONNECTIONS: To achieve this examples of TPM components – Teleportal Devices (herein TP Devices) – reinvent the window and the "world" which its observers see. Instead of only looking through a wall to the scene outside a room, the window is reinvented as a "Local Teleportal" (LTP, which is a fixed Teleportal) or a "Mobile Teleportal" (MTP, which is a portable Teleportal) that provide two-way connections for every user with the world, and with those who also have a Teleportal Device, along with connections to "Remote Teleportals" (RTP) that provide access to remote locations (herein "Places") that deliver a plurality of types of real-time and recorded video content from a plurality of locations. This TPM also includes Virtual Teleportals (VTP) which can be on devices like cell phones, PDAs, PCs, laptops, Netbooks, tablets, pads, e-readers, television set-top boxes, "smart" televisions, and other types of devices whether in current use or yet to be developed and turns a plurality of Subsidiary Devices into Alternate Input Devices (herein AIDs) / Alternate Output Devices (herein AODs; together AIDs / AODs). The TPM also includes integrated networks for applications in some examples a Teleportal Shared Space Network (or TPSSN), the ability to run applications of a plurality of types in some examples such as social networking communications or access to multiple types of virtual realities (Teleportal Applications Network or TPAN), personal broadcasting

for communicating to groups of various sizes (Teleportal Broadcast Network or TPBN), and connection to various types of devices. The TPM also includes a Teleportal Network (TPN) to integrate a plurality of components and services in some examples Shared Planetary Life Space(s) (herein SPLS), an Alternate Realities Machine (ARM) to manage various boundaries that create these separate realities, and a Teleportal Utility (herein TPU) that enables connections, membership, billing, device addition, configuration, etc. Together and with ARTPM components these enable new types of applications and in some examples is another component, the Active Knowledge Machine (AKM), which adds automated information flows that deliver to users of Teleportal Machines and devices (as defined herein) the knowledge, information and entertainment they need or want at the time and place they need it. Another of some combinatorial examples is the ARM which provides multiple types of filters, protections and paywalls so the prevailing “common” culture is under each person’s control with both the ability to exclude what is not wanted, and an optional requirement that each person must be paid for their attention rather than required to provide it for free. Together, this TPM and its components turn each individual and what he or she is doing into a dynamic filter for the "active knowledge," entertainment and news they want in their lives, so that every person can take larger steps toward the leading edge of human achievement in a plurality of areas, even when they try something they have never done or known before. In this Alternate Reality, human knowledge, attention and achievement are made controlled, dynamic, deliverable and productive. Humanity’s knowledge, especially, is no longer static and unuseful until it has been searched for, discovered, deciphered

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and applied – but instead is turned into a dynamic resource that may increase personal success, prosperity and happiness.

ACCELERATIONS: **Economic growth research may confirm the potential for this TPM alternative reality.** Recent economic research has calculated that the cross-country variation in the rate of technology adoption appears to account for at least one-fourth of per capita income differences (Comin et al, 2007 and 2008). That is, **when different countries have different rates of adopting new technologies their economic growth rates are different because new technologies raise the level of productivity, production and consumption to the level of the newer technologies. Thus, the TPM is explicitly designed to harness the potentials for making personal, national and worldwide economic growth actually speed up at a plurality of personal and group economic levels by improving the types of communications that produce higher rates of personal and group successes and thereby economic growth – the production, transmission and use of the ideas and information that improves the outcomes and results that can be achieved from various types of activities and goals.**

The history of technology also demonstrates that a new technology may radically transform societies. The development of agriculture was one of the earliest examples, with nomadic humans becoming settled farming cultures. New agricultural surpluses gave rise to the emergence of governments, specialized skills and much more. Similarly, the invention of money altered commerce and trade; and the combination of writing and

mathematics altered inventories, architecture, construction, property boundaries and much more. Scientific revolutions like the Renaissance altered our view of the cosmos which in turn changed our understanding of who and what we are. These transformations continue today, with frequent developments in digital technologies like the Internet, communications, and their many new uses. **In the Alternate Reality envisioned by the TPM, a plurality of current devices could be employed so individuals could automatically receive the know-how that helps them succeed in their current step, then succeed in their next step, and the step after that, until through a succession of successful steps they and their children may have new opportunities to achieve their lifes' goals. These can also focus some or much of their Active Knowledge Machine deliveries on today's crises such as energy, climate change, supporting aging populations, health care, basic and lifetime education so previously trained generations can adapt to new and faster changes, and more. In addition, the TPU (Teleportal Utility) and TPN (Teleportal Network) provide flexible infrastructure for adding new devices and capabilities as components that automatically deliver AKM know-how and entertainment, based on what each person does and does not want (through their AKM boundaries), across a range of devices and systems.**

Some examples of this expanding future include e-paper on product packaging and various devices (such as but not exclusively Teleportal Packaging or TPP); teleportal devices in some examples mobile teleportal devices, wearable glasses, portable projectors, interactive projectors, etc. (such as but not exclusively Mobile

Teleportals or MTPs); networking and specialized networks that may include areas like lifetime education or travel (such as but not exclusively Teleportal Networks or TPNs); alert systems for areas like business events, violent crimes or celebrity sightings (such as but not exclusively Teleportal Broadcast and Application Networks TPBANs); personal device awareness for personal knowledge deliveries to one's currently active and preferred devices (such as but not exclusively the Active Knowledge Machine or AKM); etc.

Together, these Alternate Reality Teleportal Machine (ARTPM), including the Active Knowledge Machine (AKM) (as well as the types of future networks and additions described herein) imply that **new types of communications may lead to more delivery and use of the best information and ideas that produce individual successes, higher rates of economic growth, and various personal advances in the Quality of Life (QoL). In some examples during the use of devices that require energy, users can receive the best choices to save energy, as well as the know-how and instructions to use them so they actually use less energy – as soon as someone switches to a new device or system that uses less energy, from their initial attempt to use it through their daily uses, they may automatically receive the instructions or know-how to make a plurality of difficult step easier, more successful, etc.**

Historically, humanity has seen the most dramatic improvements in its living conditions and economic progress during the most recent two centuries. **This centuries-long growth in prosperity flies in the face of economists' dogma about scarcity and diminishing returns that dominated economic theory while the**

opposite actually occurred. Abundance has grown so powerful that at times it almost seemed to rewrite "Use it up or do without" into "Throw it out or do without.". **With this proven record of wealth expansion, abundance is now the world's strongest compulsion and most individuals' desired economic outcome for themselves and their families.** Now as the micro- and macro-concepts of the TPM become clear it **prompts the larger question of whether an Alternate Reality with widespread growth toward personal success and prosperity might be explicitly designed and engineered. Can a plurality of factors that produce and deliver an Alternate Reality that identifies and drives advances be specified as an innovation that includes means for new devices, systems, processes, components, elements, etc.? Might an Alternate Reality that explicitly engineers an abundance of human success and prosperity be a new type of technology, devices, systems, utility(ies), presence, and infrastructure(s)?**

Social and interpersonal activities create awareness of problems and deliver advances that come from "rubbing elbows." This is routinely done inside a company, on a university campus, throughout a city's business districts such as a garment district or finance center, in a creative center like Silicon Valley, at conferences in a field like pharmaceuticals or biotech, by clubs or groups in a hobby like fishing or gardening, in areas of daily life like entertainment or public education, etc. Can this now be done in the same ways worldwide because new knowledge is both an input to this process and an output from it? In some examples the TPM and AKM are designed to transform the world into one room by resizing our sphere of interpersonal contacts to the scale

of a Shared Planetary Life Space(s) plus Active Knowledge, multiple native and alternate Teleportal devices, new types of networks, systems and infrastructures that together provide access to people, places, tools, resources, etc. Could these enable one shared room that might simultaneously be large enough and small enough for everyone to "rub elbows?"

Economics of scale apply. Advances in know-how can be received and used by a plurality simultaneously without using them up – in fact, more use multiplies the value of each advance because the fixed cost of creating a new advance is distributed over more users, so prices can be driven down faster while profits are increased – the same returns to scale that have helped transform personal lives and create developed economies during the last two centuries. The bigger the market the more money is made: Sell one advance at a high price and go broke, sell a thousand that are each very expensive and break even, but sell millions at a low price and get rich while helping spread that advance to many customers. Abundance becomes a central engine of greater personal success, collective advances, and widely enjoyed welfare. The Alternate Reality described herein is designed to bring into existence a similar wealth of enjoyment from human knowledge, abundance and entertainment – by introducing new means to expand this process to new fields and move increasing numbers of individuals and companies to humanity's leading edge at lower prices with larger profits as we "grow forward."

BUSINESS: This TPM also addresses the business issue of **enabling (an optional) business evolution** from today's dominant silo platforms (such as mobile phone networks, PCs, and cable/satellite television) to a world of integrated and productive Teleportal connectivity. Some current communications and product platforms are supported by business models that lock in their customers. The "network industries" that lock in customers include computers (Windows), telecommunications (cell phone contracts, landline phones, networks like the Internet), broadcasting / television delivery (cable TV and satellite), etc. **In contrast, the TPM provides the ability to support both current lock-in as Subsidiary Devices and new business models, permitting their evolution into more effective devices and systems that may produce business growth** – because both currently dominant companies and new companies can use these advances within existing business models to preserve customer relationships while entering new markets with either current or new business models – that choice remains with each corporation and vendor.

Whether the business models stay the same or evolve, there are potentially large technology changes and outcome shifts in an Alternate Reality. We started with a culture built on printed books and newspapers, landline telephones, and television with only a few oligopolistic networks. Digital communications and media technologies developed in separate silos to become PCs with individual software applications, the Internet silo, cell phones, and televisions with a plurality of channels and (gradually) on-demand TV. This has produced a "three-screen" marketplace whereby many now use the three screens of computers, televisions and cell phones

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—— even though they are fairly separate and only somewhat interconnected. The rise of the Internet has lead to widespread personal creation and distribution of personalized news (blogs, micro-blogging, citizen journalism, etc.), videos, entertainments, product reviews, comments, and other types of content that are based on individual tastes or personal experience, rather than institutional market power (such as from large entertainment or news companies, or major advertisers). Even without a TPM there is a growing emergence of new types of personal-based communications devices, uses, markets, interconnections and infrastructure that break from the past to create a more direct chain from where we each of us wants to go directly to the outcomes people want – rather than a collective "spectacle culture" and brands to which people are guided and limited. **With the TPM, however, goals and intentions are surfaced as implicit in activities, actual success is tracked, gaps are identified and active knowledge deliveries help a plurality cross the bridge from desires to achievements.**

COGNITION: Also a focus in the TPM's Alternate Reality, different cognitive and communication styles are emphasized such as more visual screens use with less use of paper. At this time, there may be a change along these lines which is leading to the decline of paper-dependent and printing-dependent industries such as newspapers and book publishing, and the rise of more digital, visual and new media channels such as e-readers, electronic articles, blogging, twitter, video over the Internet and social media that allows personal choices, personal expertise and personal goals to replace institution-driven profit-focused world views,

with skimming of numerous resources (by means such as search engines, portals, linking, navigation, etc.). This new cognitive style replaces expensive corporate marketing and news media “spectacle” reporting that compel product-focused lifestyles, information, services, belief systems content, and the creation or expansion of needs and wants in large numbers of consumers. In this Alternate Reality there are optional transitions in some examples from large sources toward individual and one’s chosen group sources; from one “self” per person to each person having (optional) multiple identities; from mass culture to selective filtering of what’s wanted (even into individually controlled Shared Planetary Life Spaces, whose boundaries are attached to one or a plurality of multiple identities); from reading and interpreting institutional messages to independent and individual creation and selection of personally relevant information; from fewer broadcasters to potentially voluminous resources for recording, reinterpreting and rebroadcasting; along with large and more sensory-based (headline, pictorial, video and aural) cognitive styles with “always on” digital connectivity that includes: More scanning and skimming of visual layouts and visual content. A plurality of available resources and connections from LTPs (Local Teleportals), RTPs (Remote Teleportals), TPBNs (Teleportal Broadcast Networks created and run by individuals), TPANs (Teleportal Application Networks), remote control of electronic sources and devices through RCTP (Remote Control Teleportaling) by direct control via a Teleportal Device or through Teleportals located in varied locations, personal connections via MTPs (Mobile Teleportals) and VTPs (Virtual Teleportals), and more. Increasing volume, variety, speed and density of visual information and visual media; including more frequent simultaneous use

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of multiple media with shorter attention spans; within separately focused and bounded Shared Planetary Life Spaces. Growing replacement of long-form printed media such as newspapers and books in a multi-generation transition that may turn long-form content printing (e.g., longer than 3-5 pages) into merely one type of specialized media (e.g., paper is just one format and only sometimes dominant). Growing replacement of “presence” from a physical location to one’s chosen connections, with most of those connections not physically present at most times, but instead communications-dependent through a variety of devices and media. The evolution of devices and technologies that reflect these cognitive and perceptual transformations, so they can be more fully realized. And more.

In sum, this Alternate Reality may provide options for the evolution of our cognitive reality with new utility(ies), new devices, new life spaces and more – for **a more interactive digital reality that may be more successful, to provide the means for achieving and benefiting from new types of economic growth, quality of life improvements, and human performance advantages that may help solve the growing crises of our timeline while replacing scarcity and poverty with an accelerated expansion of abundance, prosperity and the multiple types of happiness each person chooses.**

In some examples the ARTPM provides an Alternate Reality that integrates advancing know-how, resources, devices, learning, entertainment and media so that a plurality of users might gain increasing capabilities and achievements with increased connections, speed and scope. From the viewpoint of an Alternate Reality

Teleportal Machine (ARTPM) in some examples this is designed to provide new ways to advance economically by delivering human success to a plurality of individuals and groups. It also includes integration of a plurality of devices, siloed business/product platforms, and existing business models so that (r)evolutionary transformations may potentially be achieved.

RAMIFICATIONS: **In this "Alternate Reality's" timeline, humanity has embarked on a rare period of continuous improvements and transformations**: What are devices (including products, equipment, services, applications, information, entertainment, networks, etc.)? Increasing ranges and types of "devices" are gaining enough computing, communications and video capabilities to re-open the basic definitions of what "devices" are and should become. A historic parallel is the transformation of engines into small electric motors, which then disappeared into numerous products (such as appliances), with the companion delivery of universal electric power by means of standardized plugs and wall sockets – making the electric motor an embedded, invisible tool that is unseen while people do a wide ranges of tasks. **The ARTPM's implication that human success may undertake a similar evolution and be delivered throughout our daily lives as routinely as electricity from a wall socket may seem startling, but it is just one part.** Today's three main screens are the computer, cell phone and television. In the TPM Alternate Reality these three screens may remain the same and fit that environment, or they may disappear into integrated parts of a different digital environment whose Teleportal Devices may transform the range and scope of our personal perception and life spaces, along

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with our individual identities, capacities and achievements.

The TPM's Alternate Reality provides dynamic new connections between uses and needs with vendors and device designers – a process herein named "AnthroTectonics.." New use-based designs are surfaced as a by-product from the AKM, ARM, TPU and TPM, and systems for this are enumerated. **In some examples selling bundles of products and services with targeted levels of success or satisfaction may result,** such as in some examples a governance's lifestyle plan for "Upward Mobility to Lifetime Luxury" that guides one's consumption of housing, transportation, financial services, products, services, and more – along with integrated guidance in achieving many types of personal and career goals successfully. Together, these and other ARTPM advances may provide expanded goals, processes and visibly reported results; with quantified collective knowledge and desires resulting in new types of digitally connected relationships in some examples between people, vendors, governances, etc. **The companies and organizations that capture market share by being able to use these new Alternate Reality systems and their resulting devices advances can also control intellectual property rights from many new usage-driven designs of numerous types of devices, systems, applications, etc. The combination of these competitive advantages (ARTPM systems-created first-mover intellectual properties, numerous advances in devices and processes, and the resulting deeper relationships between customers and vendor organizations) may afford strong new commercial opportunities. In some examples those customers**

may receive new successes as a new normal part of everyday life – with vendors competing to create and deliver personal and/or lifetime success paths that capture family-level customer relationships that last decades, perhaps throughout entire lives.

This potential "marriage" between powerful corporations, new ways to "own" markets, and systems and processes that attach corporations with their customers' lifetime goals could lead to a growing realization that an Alternate Reality option may exist for our current reality, namely: "If you want a better reality, choose it."

Because our current reality repeatedly suffers serious crises, at some future crisis the combination of powerful corporations who are able to deliver a growing range of human successes and the demands of a larger crisis may connect. Could the fortunes of those global companies rise at that time by using their new capabilities to help drive and deliver new types of successes? Could the fortunes of humanity – first in that crisis and then in its prosperity after that – rise as well?

This innovation's multiple components were created as steps toward a new portfolio that might demonstrate that humanity is becoming able to create and control reality – actually turning it into multiple realities, multiple identities, multiple Shared Planetary Life Spaces, and more – with one of the steps into this future an attempt to deliver a more connected and success-focused stage of history – one where the dreams and choices of individuals, groups, companies, countries and others may pursue self-realization. When the transformations are considered together, **each person may gain the ability**

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to specify multiple realities along with the ability to switch between them – more than humanity gaining control of reality, this may be the start of each person's control over it.

Is it possible that a new era might emerge when one of the improvement options could be: "If you want a better reality, switch it."

Next Step

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Liquidax Capital is a Private Equity based IP Asset Management firm that focuses on large emerging markets

Liquidax Capital Introduces Metaverse Patent Portfolio

IP Portfolio Advances the “Real World Metaverse™” including Gaming, with or without VR headsets

Liquidax Capital announces its representation of a patent portfolio that enables foundational advances in the Metaverse.

The represented patents were developed by high-value inventor, Dan Abelow whose previous patents were licensed by 550 companies, and whose patent filings have been cited over 4,100 times. Abelow’s patents are prosecuted by leading patent attorneys at Fish & Richardson, a premier global intellectual property law firm, who continue to represent the prosecution of the patent family. These Metaverse patents have priority starting in 2010 and 2011, with ongoing continuations and divisionals growing the IP portfolio.

Referenced in the patents as the “Expandiverse” the first patent is titled “Reality Alternate” and introduces Shared Planetary Life Spaces (SPLS) where people switch between their life and multiple non-fictional digital realities across multiple devices, locations, and times — providing persistent presences in multiple constructed realities.

A second patent, currently pending, is titled “User-controlled Digital Environment across Devices, Places, and Times” which enables user-control over how “digital” serves each person. For example, the Metaverses enabled by this patent could allow people and companies to solve overwhelming real problems at global scale, such as sustainability, the climate crisis, inequality and health.

“These and other ‘umbrella patents and applications’ add valuable innovations” said Daniel Drolet, Chairman & CEO of Liquidax Capital. Additional patent divisionals and continuations will be filed in conjunction with the goals of new licensees, partners or an acquirer, since this portfolio’s Metaverse IP specification includes 1,400 pages and 282 figures.

Some of this IP portfolio’s proprietary advances include:

- User-controlled digital environments raise users’ decisions above disparate devices, apps and platforms
- User-controlled goals, privacy and protections for people, commerce and purchasing across a user’s various devices and platforms
- Simultaneous virtual and live presences worldwide across multiple devices, places, and times
- Multiple non-fictional digital realities that individuals, groups, and companies may continuously create, broadcast, access, and use interactively across different kinds of devices, with or without virtual reality headsets
- New Metaverse abilities like “goals assembly layers” to achieve personal goals, digital privacy protections, a “real world generator” to help solve large problems like the climate crisis, and private dashboards to see personal impacts and collective results

WORKING DRAFT: DO NOT DISTRIBUTE

This Metaverse patent portfolio and related innovations are already growing within Intellectual Property circles. The initial patents have been cited 1,628 times. 302 of these citations are by Amazon, Google, Apple, IBM, Samsung, and Microsoft. One-third of its patent citations are from 20 of the world’s leading technology companies.

“Fierce competition for Metaverse competitive advantages is about to explode,” Drolet says. “This portfolio of IP assets will assist Metaverse designers, business strategists and senior executives by adding advances that provide competitive advantages protected by this unique IP.” These are designed at worldwide scale by taking advantage of cloud services and the satellite-enhanced Internet that is expected to connect up to 7 billion users in the near future.

“Liquidax specializes in large emerging markets,” Drolet concludes. “We are identifying firms for private conversations on the licensing, partnering or acquisition of the portfolio. We welcome inquiries from executives who aspire to lead Metaverses and Metaverse applications that will position them at the top of the market.”

Inventor

Dan Abelow is an independent inventor, executive, author, speaker, consultant and entrepreneur. He holds degrees from Harvard Graduate School of Education and the Wharton School of Business.

- The Expandiverse is new technology that builds a people-first world that empowers everyone's digital life, work, learning and play. It has been cited 1,628 times, with one-third of these citations by 20 of tech's leading companies.
- Abelow's previous patents were licensed by over 550 companies that include Apple, Google, Samsung Electronics and Microsoft. His lifetime IP filings have been cited over 4,100 times.
- As a UX (User Experience) executive and consultant he has managed and developed hundreds of UX advances that collectively contributed billions of dollars in revenues for some of the world’s most notable companies.

Back cover…

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