



A Communications Leadership Challenge:

Who Will Take Communications Leadership in:

- **\$1.65 Trillion Telecom Industry¹**
- **\$9 Billion Video Conferencing Industry²**
- **\$114 Billion Remote Events Industry³**

**by Adding Online-First Life, Work,
Business and Play?**

Expandiverse IP scenario for taking leadership of the Telecom,
Video Conferencing and Remote Events Industries,
and their \$1.8 Trillion Revenues

Key to the Competitive Analysis Chart on the Next Page:

(What are your biggest competitors doing and becoming?)

Potential benefits from IP
(See Disclaimer at end)

Leadership Goals

Expandiverse IP

Top 5 Competitors, The Digital Business each is building

Potential impacts without IP

This IP has been cited 1,759 times by other patents

Company	Market Share	Revenue	Privacy Strategy
Expandiverse	2020: 0.54 billion	2021: \$302.1 billion	Privacy strategy: Kood surveillance for years while they promise an eventual state of privacy. Slow rollout of new, transparent ad system while continuing surveillance tracking of everyone they use.
Apple	2021: \$302.1 billion	2021: \$302.1 billion	Privacy strategy: Kood surveillance for years while they promise an eventual state of privacy. Slow rollout of new, transparent ad system while continuing surveillance tracking of everyone they use.
Google	2021: \$302.1 billion	2021: \$302.1 billion	Privacy strategy: Kood surveillance for years while they promise an eventual state of privacy. Slow rollout of new, transparent ad system while continuing surveillance tracking of everyone they use.
Meta / Facebook	2021: \$302.1 billion	2021: \$302.1 billion	Privacy strategy: Kood surveillance for years while they promise an eventual state of privacy. Slow rollout of new, transparent ad system while continuing surveillance tracking of everyone they use.
Amazon	2021: \$302.1 billion	2021: \$302.1 billion	Privacy strategy: Kood surveillance for years while they promise an eventual state of privacy. Slow rollout of new, transparent ad system while continuing surveillance tracking of everyone they use.
Microsoft	2021: \$302.1 billion	2021: \$302.1 billion	Privacy strategy: Kood surveillance for years while they promise an eventual state of privacy. Slow rollout of new, transparent ad system while continuing surveillance tracking of everyone they use.

These 20 tech leaders made 1/3rd of the patent citations
(Who cited it? How many times did each cite this?)

Region	Company	Citations
USA	expandiverse	116 Citations
	Microsoft	79 Citations
	IBM	48 Citations
	Google	38 Citations
	amazon.com	28 Citations
	ORACLE	21 Citations
	AT&T	21 Citations
	intel	14 Citations
	DELL	15 Citations
	Adobe	10 Citations
World	CHINA	71 Chinese Citations
	SAMSUNG	48 Citations
	flex FLEXTRONICS	34 Citations
	Panasonic	30 Citations
	SONY	23 Citations
	HUAWEI	16 Citations
	SAP	12 Citations
	Nintendo	9 Citations
	Apple	9 Citations
	Bill Gates new patents	9 Citations





Relates to U.S. Patents 9,183,560 and 11,222,298, and Patent Applications to be filed in the 1,400 page Open Case



Lead Online Presences in Life and Metaverses

Have multiple live, continuous, private user presences for Work, Life and Play: Switch between them in real time. Flip to the Always-on Digital Reality (Shared Life Spaces, or SLS) you want now. Instantly be with its real-time people, places, services, tools, data and resources.

Order: In estimated order of IP value (i.e., either to benefit from Expandiverse IP, or for their risk if a competitor owns this IP)

Metaverse “Presences” Goals	 Expandiverse: The Real World Metaverse™	 Apple	 Microsoft	 Meta / Facebook	Additional Meetings, Work and Experiences Platforms	Additional Metaverse, Web3, Blockchain, Crypto, etc.										
<p>The big shift: People are switching to online-first lives, work, learning and play. Our economies, societies and commerce are becoming fully online, digital-first and realtime.</p> <p>Historic parallel – the Automobile: Cars and personal mobility changed cities and daily life by enabling suburbs, new lifestyles and mobility-based consumption. People commuted to jobs, schools and lived 24X7 in new, mobile lifestyles.</p> <p>Current online example: Employees used the pandemic to move from commuting distance to their job, to far away. This changes real estate values everywhere. Companies are expanding the ways they find, hire and operate with the best employees and their customers, switching to real time, everywhere, all the time.</p>	<p>Title: The next communications platform won't be telecom plans, video conferencing services, remote events companies, work collaboration and many other fragmented steps. A new Shared Life Spaces (SLS) platform adds IP for moving fully online in multiple real time realities. Some of these include commerce, work, life and play. We will each switch between the realities we want. In each of our Shared Life Spaces, everything will be live and logged in. Our whole worlds will be always on, instantly ready to flip between them, and enjoy and use each one.</p> <p>Expandiverse Shared Planetary Life Spaces (SLS): SLS change everything by letting people live their lives digitally, in real time, to and from everywhere, on all their devices (existing devices as well as new VR-AR-XR). Each SLS includes live user-controls in presences with people, places, services, files, resources, active guides, events, travel, personal values, automated replacements, consumption/commerce, etc.</p> <p>With multiple continuous SLS's, each person can design their Digital Life in the ways they decide — and flip between their SLS's so the whole world and all their digital “presences” are always on, user-controlled and enjoyable.</p>	<p>One of the possible advances from this IP: One or more platforms like Apple, Microsoft, Meta, other work-meetings-experiences platforms, or Web3 and Metaverses can replace multiple communications industries by adding a platform for online life, work and play. This online Shared Life Spaces (SLS) platform includes communications, messaging, collaborating, browsers, apps, online services, digital environments, metaverses and more. When users flip between their SLS digital realities on both existing devices and new VR-AR-XR devices, they control their realities, save money and get the online life, work and play they want. To be included, companies serve each person. People set the goals, and they decide what the world is.</p>					<p>Without this IP: Microsoft “sells” Teams, Skype, etc. Meta “sells” Horizon Worlds, Facebook, WhatsApp, etc. Others “sell” Zoom, Webex, Discord, Web3, Blockchain, Metaverses, etc. Users get these fragmented platforms, services and tools for each online step. The Expandiverse’s “new online world” is missing and not available.</p>					<p>Precursor steps to a connected digital environment:</p> <ul style="list-style-type: none"> • Messages • Facetime <p>AR Glasses: Reality TM(?)</p> <ul style="list-style-type: none"> • AR Glasses 1: Shown to Apple Board • AR Glasses 2: “Reality” Trademarks • AR Glasses 3: 97 patents on augmented and virtual reality <p><i>(Continues on next row...)</i></p>	<p>Hardware:</p> <ul style="list-style-type: none"> • HoloLens • Xbox Game Consoles • Surface Whiteboards • Whiteboard App • Teams Screens <p>Steps to a future Metaverse Platform:</p> <ul style="list-style-type: none"> • Activision Blizzard: Bought for \$68 billion • Start a live party: Xbox and Windows <p><i>(Continues on next row...)</i></p>	<p>Hardware:</p> <ul style="list-style-type: none"> • Quest • Cambria • Two other VR headsets... • Portals <p>Steps to a future platform:</p> <ul style="list-style-type: none"> • Messenger VR Calls • Presence Platform • Workplace • Groups • FB Live • Auto-Translate <p><i>(Continues on next row...)</i></p>	<p>Work, meetings and communications platforms:</p> <ul style="list-style-type: none"> • Zoom: - VR meetings • Google: Chat, Meet, Duo, Messages, Voice, Gmail, Workspace, Classroom • Discord • Cisco • Slack (Salesforce) • Twitch (Amazon) <p><i>(Continues on next row...)</i></p>	<p>Standards groups:</p> <ul style="list-style-type: none"> • Metaverse Standards • Web3: Open Metaverse Alliance • Blockchain: IEEE Technical Committee on Blockchain and Distributed Ledger Technologies <p>Metaverse leaders:</p> <ul style="list-style-type: none"> • Top 10 (list 1) • Top 10 (list 2) • List of Top 32 <p><i>(Continues on next row...)</i></p>

Relates to U.S. Patents 9,183,560 and 11,222,298, and Patent Applications to be filed in the 1,400 page Open Case



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Metaverse "Presences" Goals	Expandiverse: The Real World Metaverse™	Apple	Microsoft	Meta / Facebook	Additional Meetings, Work and Experiences Platforms	Additional Metaverse, Web3, Blockchain, Crypto, etc.
<p>The big shift: People are switching to online-first lives, work, learning and play. Our economies, societies and commerce are becoming fully online, digital-first and realtime.</p>	<p>Expandiverse Shared Planetary Life Spaces (SLS): SLS change everything by letting people live their lives digitally, in real time, to and from everywhere, on all their devices (existing devices as well as new VR-AR-XR).</p> <p>With multiple continuous SLS's, each person can design their Digital Lives in the ways they decide — and flip between their SLS's so the whole world and all their digital "presences" are always on, user-controlled and enjoyable.</p>	<p>Apple as a "Platform":</p> <ul style="list-style-type: none"> • Apple products • Continuity: Integrated hardware, software, apps and services • Integrated services: App Store, Arcade, Music, TV+, Fitness, Health, News, Podcasts, Books, Card-Pay-Wallet, Maps, iCloud • Apple One • Platform management • Platform development • Platform deployment 	<p>Services:</p> <ul style="list-style-type: none"> • Microsoft Teams: Meet, Call, Collaborate, Chat • Skype • Xbox Multiplayer Gaming • Yammer <p>Azure:</p> <ul style="list-style-type: none"> - Unity (partnership) - Digital Twins - Communication services 	<p>Horizon:</p> <ul style="list-style-type: none"> • Home • Worlds • Workrooms • Venues • Monetization <p>VR platform...</p> <ul style="list-style-type: none"> • Fitness • Games • AR: Spark AR • Project Aria • Entertainment • VR platform • Metaverse Roadmap 	<p>Online experiences platforms:</p> <ul style="list-style-type: none"> • Virtual world simulator • Events Industries • Webinars • Meetings, Conferences • Concerts, Events, Entertainments • Virtual Travel, Virtual Experiences • Health, Fitness, Yoga, Mindfulness, etc. • Home: IoT, Cooking, Food, Gardening, etc. • Other 	<p>VC's, Accelerators, Startups that focus on:</p> <ul style="list-style-type: none"> • Metaverse • Web3 • Blockchain • Crypto • ESG / Climate • Cleantech • Diversity / Inequality / Social justice • Other platforms (commerce, web2, entertainment, etc.)

A Job Example: A Procurement Manager



A procurement manager instantly switches between Shared Life Spaces to do her job:

- Works virtually with supplier factory managers to align production and shipping data
- Works virtually with distribution center teams to fix their inventory misalignments
- Works virtually with logistics managers to align procurement shipments with regional sales

A Company Example: A Utility Company



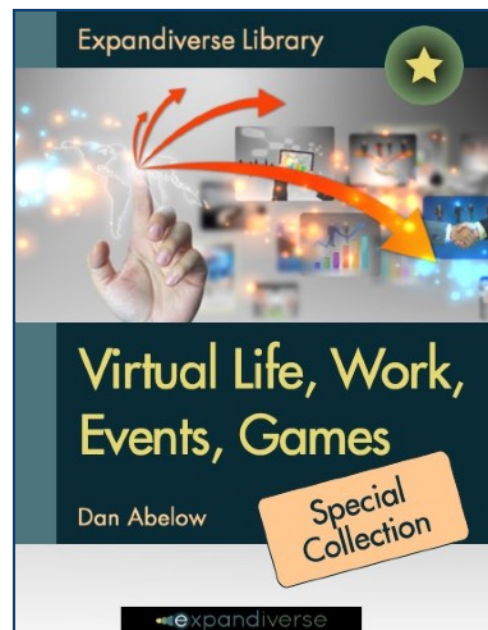
A utility company uses its Shared Life Spaces to operate many parts of its business:

- Representative works virtually with customer executives to improve sustainability metrics
- Engineers work virtually with transformer suppliers to grow, improve and fix the grid
- Central experts work virtually with field services to fix local problems everywhere

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Metaverse Presences: Shared Life Spaces (SLS)

Live, multiple, continuous, private user presences for Work, Life and Play: Have multiple digital presences you switch between in real time. Flip to the Always-on Digital Reality (SLS) you want now, and instantly use its real-time people, places, services, tools, data and resources.



Detailed Contents

PRELUDES: Everyone Gets the Best World - 13
 Best Experiences - 14
 Best Ways to Rise - 24
 Best Ways to Work - 30

VIRTUAL LIVES AND WORK: The World's Best Abilities - 37

1: Shared Planetary Life Spaces (SPLS): Summary - 39
 Introduction: Virtual Presences and Presence Services Summary - 40
 Commercial Digital Presences - 46
 Personal Digital Presences - 54
 Mobile Digital Presences - 60

2: Virtual Presences Architecture - 69
 Presences Architecture: Introduction - 70
 Virtual Presences Architecture - 72

3: Connection Services - 93
 Connection Services: Introduction - 94
 Connection Service: Identities - 98
 Connection Service: PTR (Places, Tools, Resources, Etc.) - 106
 Connection Service: IPTR (Identities, Places, Tools, Resources, Etc.) - 112
 Connection Service: Focus a Connection(s) - 118
 Connection Service: Main Media Options in a Focused Connection(s) - 124
 Connection Service: Dynamic Presence Awareness to Make Focused Connections - 132

4: Virtual Presences - 145
 Introduction: Presences in Places with Content and/or Advertising - 146
 Individuals Control Their Presence Boundary(ies) - 150
 Combine Presence, Place, Ads and Content - 170
 Configurations for Presences - 180

5: Reality Replacements - 191
 Introduction: Reality Replacement Businesses - 192
 Set Presences in Place(s) with Content - 198
 Process Presences, "Places" and Content - 208

6: Constructed Digital Realities (CDR) - 217
 Introduction: Constructing Digital Realities (CDR) - 218
 Digital Realities Processing - 228
 Constructed Realities Processing Locations - 238
 Digital Realities Construction Resources - 246
 Choose Your Reality(ies), Boundaries Integration - 258

7: Multiple Identities - 267
 Introduction: Horizontal Life Expansions into Multiple Identities - 268
 Multiple Identities Management Service(s), Servers, Etc. - 274
 Multiple Identities Examples - 278
 Example Interface: Manage Multiple Identities - 282
 Architecture: Multiple Identity Services, Servers, Etc. - 286
 Single-Sign-On for Multiple Identities, Services, Devices, Vendors, Etc. - 292
 Multiple Identities Gateway: Authentication, Authorization, Use, Etc. - 302
 Multiple Identities Ownership of Assets, Properties and Wealth - 308
 Multiple Identities Set Up and Use of Devices - 320
 Simultaneous Use of Devices by One or More Identities - 324

Continued...

8: New: Digital Freedom from Dictatorships - 331
 Introduction: Digital Freedom from Dictatorships - 332
 Freedom from Dictatorships System: Opening a Free (Stealth) Identity - 340
 Freedom from Dictatorships System: Free Identities' Connections - 350
 Freedom from Dictatorships System: Free Identities' Tasks - 360

VIRTUAL EVENTS: The World's Best Experiences - 371

9: Events: Experience the World's Best Every Day - 373
 Introduction: A New "Experiences Media" - 374
 Interacting Groups at an Event, Activity, Place, Etc. - 380
 Scalability and Fault Tolerance for Events, Groups, Constructed Realities, Broadcasts, Etc. - 398
 Finding Events: PlanetCentrals, GoPorts, Events Alerts, Portals, Events Search, Etc. - 404
 Attending Events: Joining an Event that is Free, Paid, Restricted, Etc. - 426
 Growing Events: Accessing, Measuring and Sponsoring Events, Constructed Realities, Broadcasts, Etc. - 436

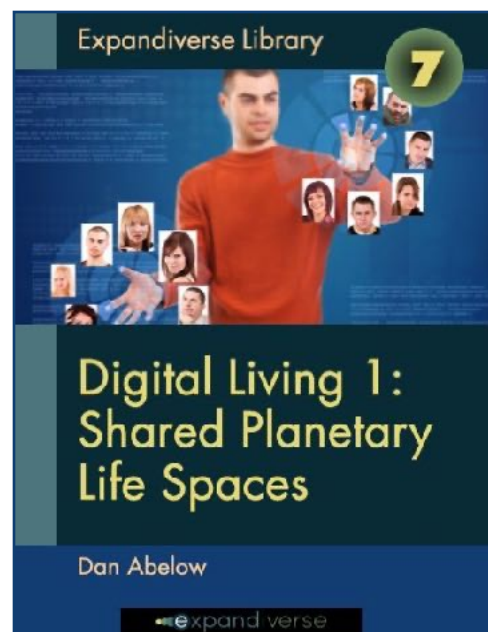
10: Filtered Events with Data Retrieval - 453
 Augmenting Filtered Realities: Presence in Filtered Events, Places, Realities, Streaming, Etc. with Their Data - 454

VIRTUAL GAMES: The New "Real World Generator" - 471

11: The Real World Generator (RWG): Play Makes Reality - 472
 Introduction: Real World Generator: A New "Entertainment Media" - 474
 Illustrated Walkthrough: Real World Generator (RWG) - 482
 Prelude: Bridges from/to Current Entertainment Products - 492
 Summary: Real World Entertainment (RWE) - 506
 RWE (Real World Entertainment): Roadmap (Example) - 512
 RWE: Timeline (Example) - 516
 RWE: Choices in Simultaneous Non-Linear Periods and Stages (Example) - 524
 RWE: Roles and World Views (Example) - 536
 Entering an RWL: Choose Identity, Timeline, Stage, Conflict, World view, Governance, Style, Etc. (Example) - 544
 Access a Real World Entertainment (Example) - 552
 Log In to a Real World Entertainment (Example) - 556
 Use a Real World Entertainment (Example) - 560
 RWE Uses: Creating, Building, Living, Selling, Earning, Spending (Example) - 572
 RWE Free Play: Free Non-Commercial Uses in Play (Example) - 582
 RWE Conversion to Real: Convert from Free Non-Commercial to Licensed "Real" Company (Example) - 586
 RWE Real Play: Licensing and Royalties (Example) - 592

CONCLUSION: Everyone Gets the Best World - 597
 AnthroTechtonics: Humanity's New Era of Continuous Advances - 598
 Humanity's Next Stage: Universal Success - 604

Author / Inventor - 615



Detailed Contents

INTRODUCTION: Shared Planetary Life Spaces (SPLS): Summary and Three Examples - 8
 Introduction: Digital Presence and Presence Services Summary
 Figure 70: Personal Digital Presences
 Figure 71: Commercial Digital Presences
 Figure 72: Mobile Digital Presences

SPLS: Shared Planetary Life Spaces

Presences Architecture
 Figure 73: Example Presence Architecture

Connection Services
 Figure 74: TP Connection Service - Identities
 Figure 75: TP Connection Service - PTR (Places, Tools, Resources, etc.)
 Figure 76: TP Connection Service - IPTR
 Figure 77: TP Connection Service - Focus a Connection(s)
 Figure 78: Some Media Options in a Focused SPLS Connection
 Figure 79: Dynamic Presence Awareness to Make Focused Connections

Presence in a Place
 Introduction 1: "Presence in a Place"
 Introduction 2: "Combining TP Digital Presence (TPDP) and a Place, Content and/or Advertising"
 Figure 80: Individual(s) Control of Presence Boundary(ies)
 Figure 81: Combine Presence, Place, Content (optional)
 Figure 82: TP Configurations for Presence at a Place(s)

Constructed Realities: Reality Replacements
 Introduction: "Reality Replacement" Businesses
 Figure 83: Set TP Presence in Place(s) with Content
 Figure 84: Process "Digital Places" and Content

Events: Living Worldwide
 Introduction: "A New Media"
 Figure 85: TP Interacting Group(s) at Place(s) or Event(s)
 Figure 86: Scalability and Fault-Tolerance
 Figure 87 (part 1): PlanetCentrals, GoPort(s), Alerts, Etc.
 Figure 87 (part 2): Attending a Free, Paid or Restricted Event(s)

Filtered Views with Dynamic Retrieval
 Figure 88: Viewing Filtered Places, Events, People, Etc. with Their Data

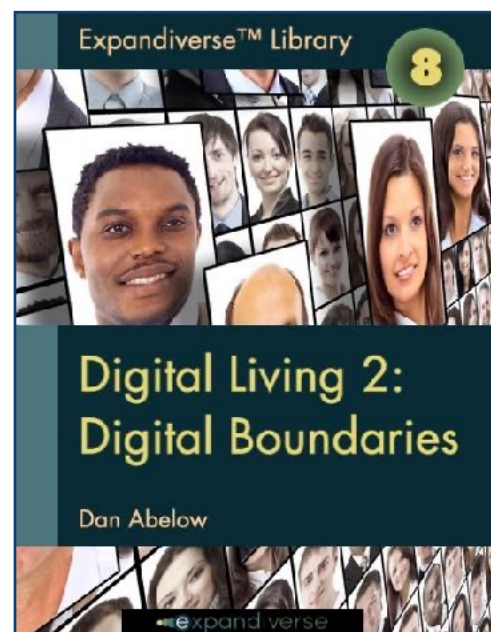
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Detailed Contents

INTRODUCTION: Digital Boundaries
Introduction 1: Page 1 of "Inbound Shared Space(s) Connections - S/PLS Boundary Management Services"
Introduction 2: Summary of Alternate Realities Machine (ARM) Figures
Figure 89: Shared Planetary Life Spaces (S/PLS): Summary of Multiple Control Levels

Digital Boundaries: The Alternate Realities Machine (ARM)
Examples of Digital Boundaries
Figure 90: Access to each S/PLS(s) Open or Prioritized Reality
Figure 91: Summary of Shared Spaces: Identities, Places, Tools, Resources, Etc.
Figure 92: Local Teleportal: Example Views
Figure 93: Mobile Teleportal: Example Views
Figure 94-95: Virtual Teleportal: Example Views

Services (for Individuals, Groups, Public)
Introduction: Shared Planetary Life Spaces for Identities, Places, Tools, Resources, Etc. (IPTR)
Figure 96: AIM S/PLS Selections: Summary
Figure 97: AIM IDENTITY'S S/PLS Services — Public Identities
Figure 98: ARM IDENTITY'S S/PLS Services — Private and Secret Identities
Figure 99: ARM GROUP'S S/PLS Services — Public, Private and Secret Identities
Figure 100: AIM PUBLIC'S S/PLS Services — Public Services

Directories
Figure 101: AIM Directory - Summary
Figure 102: ARM and TP Directory(s) - Process Summary

Figure 103: Directory Data / Flows — Abstracted Architecture
Figure 104: Entering & Updating Directory(ies) Data
Figure 105: Updating Directory(ies) Data / Retrieving and Using Directory(ies) Data
Figure 106: Directory Search and Browse Interface for IPTR
Figure 107: Optimizing Search and Browse Interfaces

Add to or Edit S/PLS(s)
Figure 108: Select IPTR and Focus It, or Make it Part of Your Shared Space(s)
Figure 109: Add / Edit Shared Space(s)

Life Space Metrics (Reporting and Recommendations)
Figure 110: Life Space Metrics: Directory(ies) Reporting and Recommendation Processes
Figure 111: Life Space Metrics: Recommendation Service for Personal and Group Goals

Shared Spaces Services: Outbound
Figure 112: Outbound S/PLS Connections with Identities, Places, Tools, Resources, Etc.
Figure 113: Open Outbound Shared Space(s) with Identities, Places, Tools, Resources, Etc.
Figure 114: Actions when Outbound Shared Space is Not Available (Identities, Places, Tools, Resources, Etc.)

Shared Spaces Services: Inbound with Boundaries
Figure 115: Inbound Shared Space(s) Connections: S/PLS Boundary Manager Services
Figure 116: Inbound Shared Space Connection Request: Add to S/PLS? Add to Paywall, Filter, or Protection Boundary?
Figure 117: TP Paywall Services
Figure 118: TP Perform Required Paywall Criteria
Figure 119: TP Perform Required Paywall Criteria (example)
Figure 120: TP Priorities / Filters Services
Figure 121: TP Protection Services: Individuals, Groups, Public

Continued...

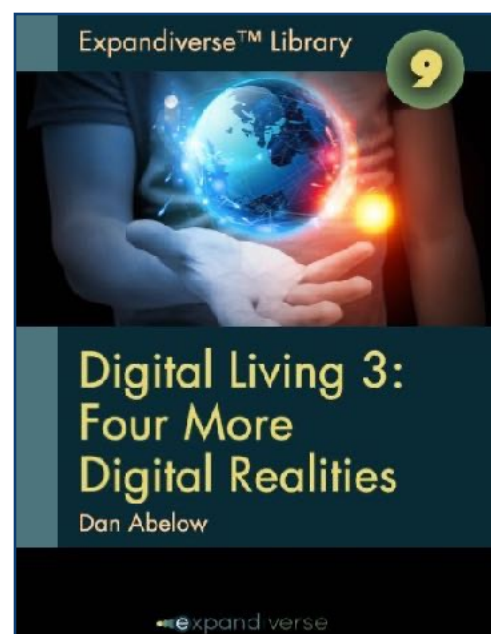
Figure 122: TP Protection Services: Individuals (Reject, Filter, Block / Protect)
Figure 123: TP Protection Services: Groups (Reject, Filter, Block / Protect)
Figure 124: TP Protection Services: Public (Value, Act, Protect)

Setting ARM Boundaries
Figure 125: ARM Boundaries: Automated Setting or Updating (Paywalls, Priorities, Filters, Protections, Etc.)
Figure 126: ARM Boundaries: Retrieving, Analyzing, Displaying Tracked Boundary Metrics
Figure 127: ARM Automated Boundaries Example: Group Example ("Group Planes" Environmental Governance)
Figure 128: ARM Boundaries: Manual Setting or Filtering (Paywalls, Priorities, Filters, Protections, Etc.)
Figure 129: ARM Manual Boundaries Example: Group "Protect" Example ("Group Planes" Governance)

Physical Property Protection (Digital and Physical Security)
Figure 130: TP Property Protection Services Boundary (Interactive Devices)

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Detailed Contents

Constructed Digital Realities (CDR)
Summary
Introduction: "Constructed Digital Realities (RTPs and Other TP Devices)
Introduction: "RTP Processing"

Constructed Digital Realities: Processing
Figure 38: RTP Processing - Digital Realities
Figure 39: RTP Processing Locations
Figure 40: Digital Realities Construction Resources

Constructed Digital Realities: Monetizing
Figure 41-42: TP Devices' Digital Realities, Events, Broadcasts, Etc. & Revenues

Constructed Digital Realities: Integration with ARM (Alternate Realities Machine)
Figure 43: Integration with ARM Boundaries Settings (Choose Your Reality(ies))

Multiple Identities
Introduction
Figure 166: Current Use of Identities

Multiple Identities Services and Examples
Figure 167: Multiple Identities by Identity Service(s), Identity Server(s), Etc.

Figure 168: Example Multiple Identities
Figure 169: Example Interface User's Multiple Identities Management

Architecture, Sign-on, Use resources
Figure 170: Abstracted Architecture for Identity Service(s), Identity Server(s), Etc.
Figure 171: Set up and/or Single Sign On for Multiple Identities and Their Services, Devices, Vendors, Etc.
Figure 172: TP U Gateway, Authentication and Authorization, and Resource Use by Multiple Identities

Multiple Identities Ownership of Property and Assets
Figure 173: Multiple Identities Ownership of Assets and Property with Authentication and Auditing

Multiple Identities Devices Use
Figure 174: Set Up Devices for Use by Multiple Identities
Figure 175: Simultaneous Use and/or Sign-on by Devices for One or Multiple Identities

Governances
Introduction
Introduction: "ARM Governance"

Three Example Governances
Figure 248: IndividualISM - Personal Sovereignty/Decentralized Governance ("Governance" 1 of many)
Figure 249: CorporatISM - Economic Governance ("Governance" 2 of many)
Figure 250: WorldISM - Centralized Governance Worldwide ("Governance" 3 of many)

Continued...

GRS (Governance Revenue System)
Figure 251: GRS - Governance Revenue System (Economic Integration)

CorporatISM Governance Example: Upward Mobility into Lifetime Luxury
Figure 254: CorporatISM Governance Summary
Figure 255: CorporatISM Governance Example (Upward Mobility to Lifetime Luxury)

IndividualISM Governance example: Customer Control
Figure 256: IndividualISM Governance Example (one or more competing "Customer Control, Inc.")

Digital Freedom from Dictatorships
Introduction 1: Digital Freedom from Dictatorships System
Introduction 2: Freedom from Dictatorships System
Figure 252: Freedom from Dictatorships - Opening a Free (Stealth) Identity
Figure 253: Freedom from Dictatorships - Free Identities' Connections
Figure 254: Freedom from Dictatorships - Free Identities' Tasks
Figure 258: IndividualISM - Personal Sovereignty/Decentralized Governance ("Governance" 1 of many)
Figure 249: CorporatISM - Economic Governance ("Governance" 2 of many)
Figure 250: WorldISM - Centralized Governance Worldwide ("Governance" 3 of many)

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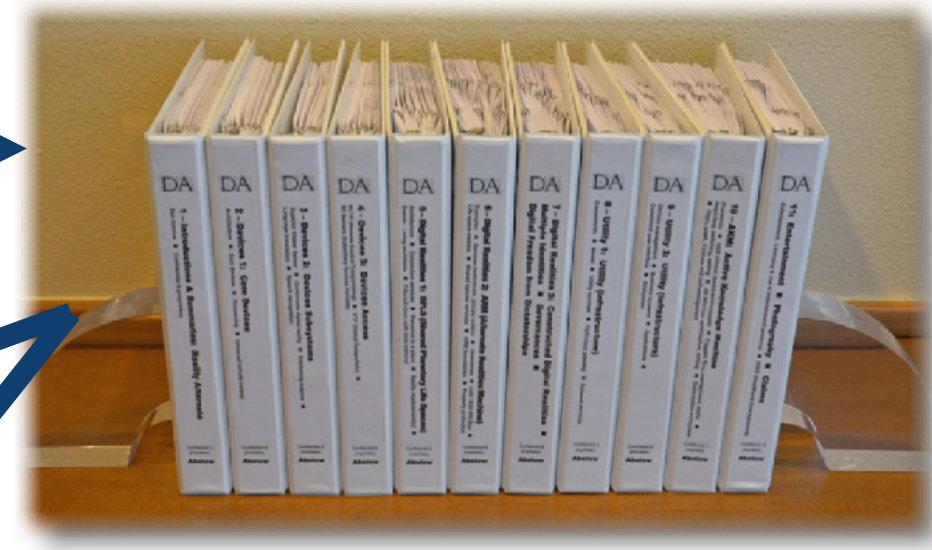
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Divided into 31 Technology Categories by the U.S. Patent Office

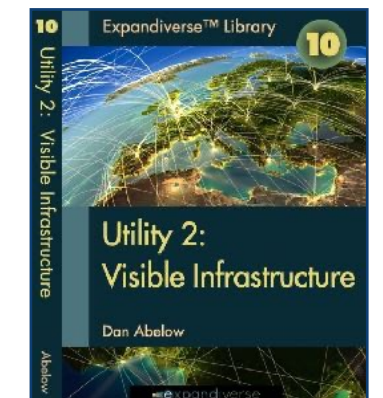
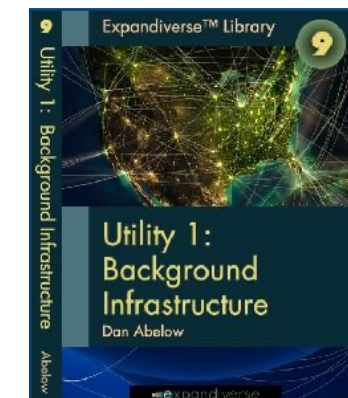
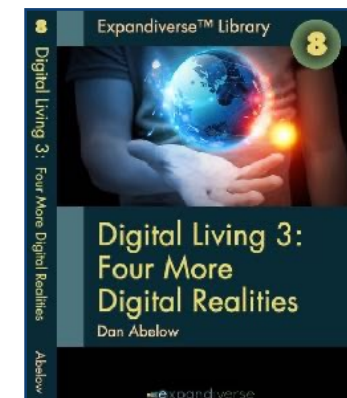
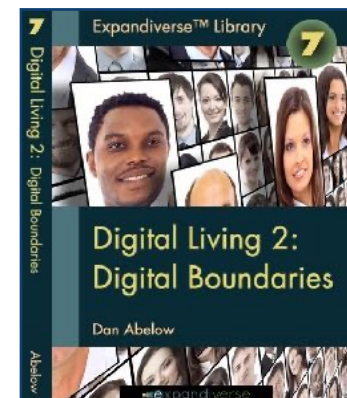
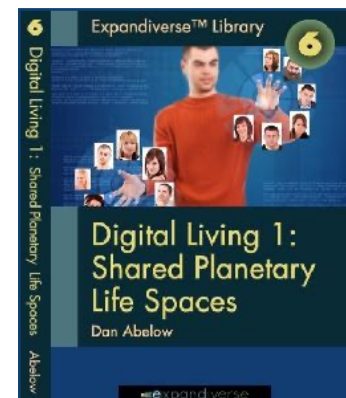
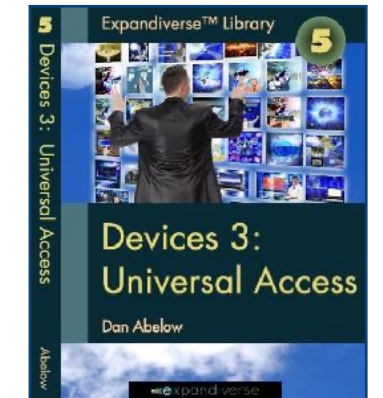
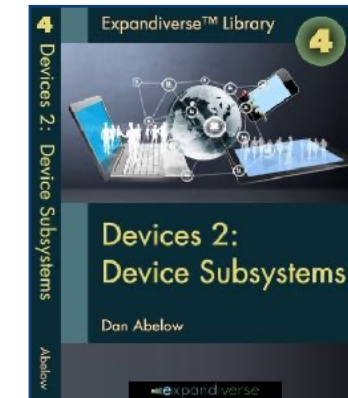
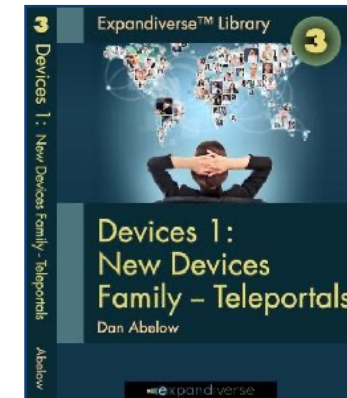
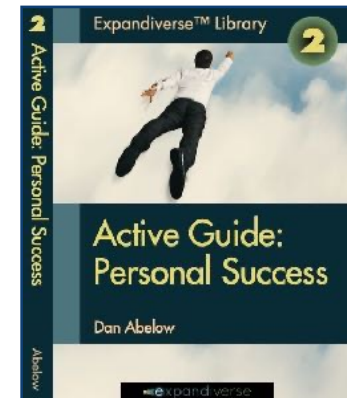
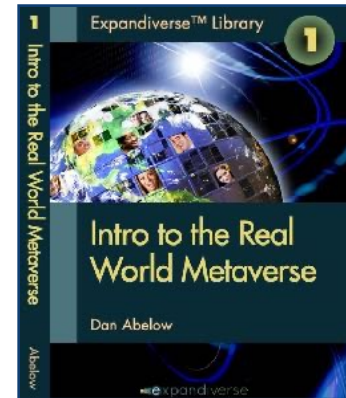
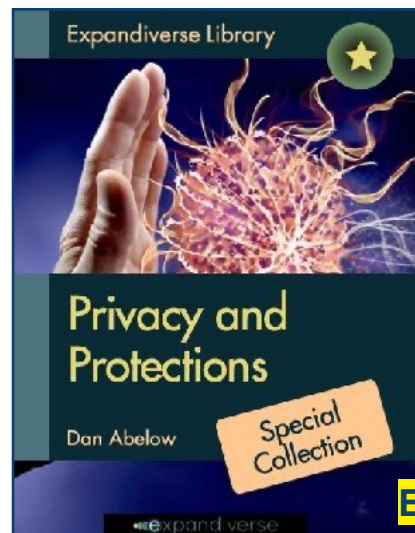
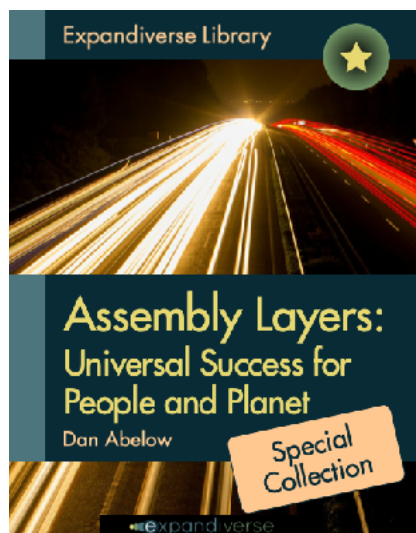
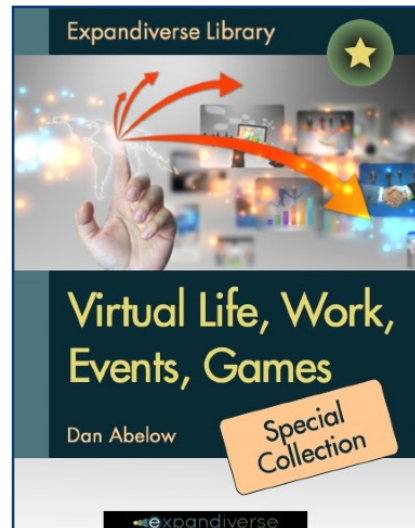
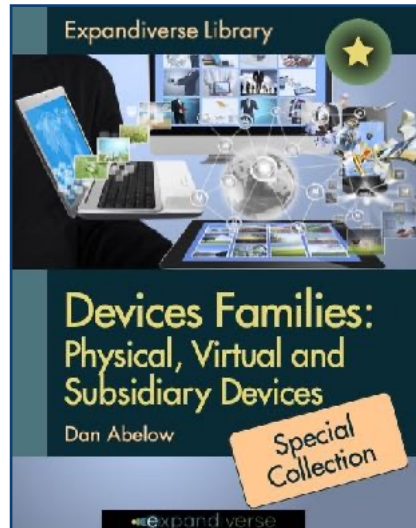
Issued U.S. Patents: 9,183,560 and 11,222,298

Current Application (open case): 17/535,307



Special Collections

10 Volume Series: Build and Monetize Your Businesses Faster, Better and Cheaper



Example volume (see this PDF online): [Privacy and Protections](#)

**The preceding scenario is
part of the following Expandiverse IP
Metaverse Portfolio**

Metaverse Patent Portfolio: Infrastructure, Applications, Devices, E-Commerce & Privacy

METaverse IP ASSET PORTFOLIO

Current Intellectual Property Assets:

- **Reality Alternate: Shared Life Spaces - Digital & Physical Realities (Patent Issued)**
- **User-Controlled Digital Environment - (Patent Issued)**
- **Assembly Layers – (Patent Pending)**
- **Privacy & Protections – (In Development for Filing)**

Intellectual Property Assets in Development:

- **Active Knowledge**
- **Real World Generator**
- **Global Adaptive Resources**
- **Constructed Digital Realities**

Future Patent Filings

- | | | | |
|------------------|------------------|-------------|-----------------|
| • Devices | • Communication | • Goals | • Identity(ies) |
| • Voice/Speech | • Shared Spaces | • Alerts | • Privacy |
| • Remote Control | • Collaborations | • Services | • Protections |
| • Events | • Live Presences | • Resources | • Reporting |

* **Additional 31 Technology Categories Specified by the USPTO for ongoing filings**

FEATURES and BENEFITS

FEATURES

- Realistic blending of live people, places, data & activities in “Shared Life Spaces”; where people can switch between their multiple live presences in digital realities
- Turn life digital & global every minute, with or without VR headsets or virtual reality
- Digital Environment exists above technology platforms, meaning users can control how their privacy works
- “Assembly Layers” allows users to outline new life goals in the Metaverse to focus on solving real world problems with like-minded global users.
- The Real World Metaverse™ allows for branding outside of just VR/AR but a global solutions based Metaverse as well.

BENEFITS

- Invented by leading futurist and technologist
- Prosecuted by famed Fish & Richardson law firm
- Continuation and Additional filings Include 1,400 pages, 282 figures: USPTO divided into 31 technology categories

TECHNOLOGY

Developed by a leading Futurist with over 550 patent & tech licenses with the world’s largest tech firms.

The “Metaverse” is a mixture of virtual and physical world’s where users interact, play, work, visit, purchase products & services and participate in a virtual world that makes the physical one even more exciting.

This patent family and parent patent “**Reality Alternate**” was the most cited intellectual property in 2017 by US patent examiners when rejecting other patent filings trying to claim what this patent family has filed first.

Portfolio open for additional Continuation & Divisional filings after acquisition

1,759 CURRENT CITATIONS

Over 1759 Global Citations including the world’s largest technology companies.

Request the Full List w/ Details



IP ASSET PORTFOLIO DETAILS

Patents

- **Reality Alternate**
US9183560B2
- **User-controlled digital environment across devices, places, and times with continuous, variable digital boundaries**
US11222298B2
- **Assembly Layers**
US20220156653A1

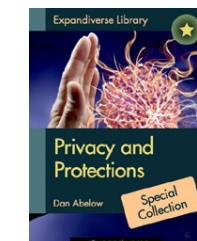
In-Development

- **Privacy & Protections**
- **Active Knowledge**
- **Adaptive Resources**
- **Digital Realities**

IP & Tech Support



Private 11 Volume Series to accelerate building and monetizing the Metaverse, devices, services and technology



Example: Privacy & Protections

Relates to U.S. Patents 9,183,560 and 11,222,298, and Patent Applications to be filed in the 1,400 page Open Case

Expandiverse IP Alters Multiple Markets: Five Competitive Analyses

Here are five of the industries where Expandiverse IP disrupts competition. It adds new “people-first” technology that elevates every person to the top, making them Digitally Wealthy. Tech and companies will work for people, instead of people working for companies. The company(ies) that owns and runs this will maximize its strategic position, ecosystem, revenues and profits as it reshapes multiple industries.

“Everything App”: \$5.7 Trillion Markets



Everyone Controls E-Commerce

The Metaverse is the first name for a new virtual layer. As a people-first layer every person will be elevated to the top. They will run the Metaverses, Internet, devices and physical world.

Includes:



Games Platforms

Our economies, societies and commerce will become real-time processes that deliver universal success that includes everyone.

People will set the goals. Companies will assist and serve them personally.

Communications: \$1.8 Trillion Markets



Telecoms, Video Conferencing, Online Events, Life and Work

The Expandiverse "online-first" model adds “Shared Life Spaces” (SLS). These are user-controlled “digital environments” for work, life and play.

Includes:



Work Platforms
Metaverse, Web3,
Blockchain, etc.

Each SLS includes always-on people in real, virtual or hybrid places, with their apps, services, resources, etc. These replace today’s communications products and services.

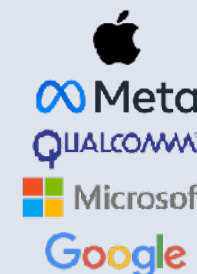
Devices: \$1 Trillion Markets



Phones, Tablets, Laptops, PC's, Wearables, etc.

The Expandiverse “devices family” model includes physical devices, virtual devices and subsidiary devices. This gives each user control over the world’s “devices family.”

Includes:



This makes humanity’s devices into sharable resources where everyone can add devices for sharing, and use others’ shared devices. This makes everyone “Digitally Wealthy.”

Digital Advertising: \$468 Billion Markets



From Customer-Centered to Customer-Controlled

The Expandiverse "advertising" model elevates users to decide their devices interfaces. You choose your goals, like improving your life, and sustainability to fix the climate crisis.

Includes:



Your goals are personal instructions that replace the choices across your “devices family.” To be included, companies must help you reach your personal and planetary goals.

Privacy & Protections: What People Want



Consumers and People Choose, and Get That Privately

The Expandiverse "privacy and protections" model adds seven new kinds of privacy and digital protections to our online-first planet.

Includes:



For example, privacy-first users do not need to tell the surveillance advertising platforms their goals, replacements, decisions or actions. When people are protected, they will reach their goals privately.

The detailed
Competitive Analyses
are available on request

Use the contact info below
to make your request

Inventor Bio: Dan Abelow



History and Metrics

I believe the real value of innovation is to solve the biggest problems, and advance humanity to its next stage. These steps are rare but they transform billions of lives by growing humanity's abilities and prosperity.

I think of myself as an Applied Futurist who starts with big, unsolved problems in life, economics and our planet. Then I use foresight to design a positive future, and create new patented technologies that build it.



Here's a few metrics:

- **Degrees:** Harvard and Wharton
- **Commercial Value:** 550 licensees of my previous patents, includes Apple, Google and Microsoft
- **Widely Useful:** Lifetime patent filings cited 4,100 times. (The average patent is cited only 3 to 6 times. Only 0.01% of patents are cited more than 100 times.)
- **Limits Others' IP:** My large filings cover many new areas at once. U.S. Patent Examiners cited Expandiverse IP the most in 2017. Their wide and continued citations limits others from getting patents on what the Expandiverse already filed.

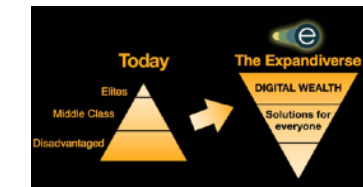
UX (User Experience) Expert:

Hundreds of UX improvements for leading companies. Previous UX clients:



Two Examples

Anticipates What's Coming: My latest IP and patent family is the Expandiverse, the Real World Metaverse™.



- **Vision and mission:** Start universal success on a sustainable, healthier and more prosperous planet that includes everyone
- **1,759 patent citations of Expandiverse IP** (as of Jan. 2022)
- One-third of these patent citations are by 20 of tech's largest companies
- 318 patent citations are from Amazon, Google, Apple, IBM, Samsung and Microsoft



Ten of the tech leaders who cite this IP, with each's number of patent citations

Use Case Example: ESG Roadmap Keynote

As the climate crisis forces your company to act, how will you use your rapid transformation as a growth opportunity by taking profits-focused economic leadership?

My keynote speech opened a 2-day ESG conference by U.S. utilities, the industry that produces 25% of U.S. Greenhouse gas emissions.

This keynote provides a two-stage ESG roadmap to use the Expandiverse Real World Metaverse to:

- **Increase revenues and profits** by becoming a real-time ESG solutions platform vendor
- **Evolve that real-time ESG Solutions Platform** to lead a worldwide ESG Solutions Economy



Stream this solutions keynote:
<https://www.expandiverse.com/resource-use-case-esg-keynote/>

Liquidax Capital represents Expandiverse IP for licensing, partnering and acquisition



Daniel Drolet, CEO

Liquidax Capital

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liquidax.com

Liquidax – Ahead of the Change™

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

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