

Expandiverse Library



# Virtual Life, Work, Events, Games

Dan Abelow

Special  
Collection

(Inside Front Cover)

The new technology in this book has been cited  
1,759 times by other patents.

These 20 tech leaders made 1/3<sup>rd</sup> of the patent citations:



(Patent citation data from January 2022)

# Virtual Life, Work, Events, Games

New IP and technology for  
living the world's best lives,  
and enjoying the world's  
best experiences 24x7

by Dan Abelow

Previous patents licensed by over 550 companies

Inventions cited over 4,100 times

Publisher's name

# Brief Contents

© 2010-2023 Dan Abelow. All rights reserved.

All logos and trademarks are owned by their respective owners.

Author photograph by Joseph Cristina

This book is provided solely for educational and entertainment purposes. The author and publisher are not offering it for any other purpose, such as technical application, intellectual property, legal, business, professional services or other advice and uses. While reasonable efforts have been used in researching and preparing this, the author and publisher make no representations or warranties of any kind and assume no liabilities of any kind with respect to the accuracy or completeness of the contents and specifically disclaim any implied warranties of merchantability or fitness of use for a particular purpose. Neither the author nor the publisher shall be held liable or responsible to any person or entity with respect to any loss alleged to have been caused, directly or indirectly, by the information contained herein. No warranty may be created or extended by sales representatives or published sales materials. Every company and individual situation is unique and the information and strategies contained herein may not be suitable for your situation. You should seek the services and counsel of professionals before beginning any project containing others' technology or intellectual property.

The descriptions of technology in this document, in the expandiverse.com website (and its documents), in other related websites, and in other published and private Expandiverse documents are separate from and may or may not be different from the descriptions of technology in any pending patent application or issued patents 9,183,560 and 11,222,298, including patent applications filed at the U.S. Patent and Trademark Office. Only the issued patent and patent pending applications and specifications describe patented and patent pending technology. By using any content in this book, related materials or related websites you are agreeing to the "Terms of Use" and "Disclaimer" found on the Expandiverse.com website and referred to in those terms for the specific application described there.

All third-party trademarks and marks are the property of their respective owners. No sponsorship, endorsement or approval of this content by the owners of such marks is intended, expressed or implied.

## **PRELUDES: Everyone Gets the Best Lives, Abilities and World - 13**

### **VIRTUAL LIVES AND WORK: The World's Best Lives and Abilities - 37**

**1:** Shared Planetary Life Spaces (SPLS): Summary - 39

**2:** Virtual Presences Architecture - 69

**3:** Connection Services - 93

**4:** Virtual Presences - 145

**5:** Reality Replacements - 191

**6:** Constructed Digital Realities (CDR) - 217

**7:** Multiple Identities - 267

**8:** New: Digital Freedom from Dictatorships - 331

### **VIRTUAL EVENTS: The World's Best Experiences - 371**

**9:** Events: Experience the World's Best Every Day - 373

**10:** Filtered Events with Data Retrieval - 453

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

**11:** The Real World Generator: Play Makes Reality - 472

## **CONCLUSION: Everyone Gets the Best World - 597**

### **Author / Inventor / Contact - 614**

# Detailed Contents

## **PRELUDES: Everyone Gets the Best Lives, Abilities and World - 13**

- Best Experiences - 14
- Best Ways to Rise - 24
- Best Ways to Work - 30

## **VIRTUAL LIVES AND WORK: The World's Best Lives and 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) - 160
- 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), Server(s), 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 RWE: 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 "RWE 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 / Contact - 614**

*Do not go where the path may lead*

*Go instead where there is no path*

*And leave a trail*

Ralph Waldo Emerson