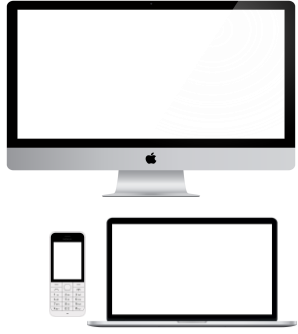


The image is a complex digital composition. On the left, a dark space scene features several celestial bodies: a ringed planet (Saturn) at the top left, a large grey moon in the upper center, a smaller moon to the left, and a full Earth at the bottom left. A vibrant, multi-colored nebula (purple, blue, green) is visible in the background. On the right, a golden compass rose is superimposed over a circular grid with degree markings (0°, 30°, 90°, 120°, 150°, 180°, 210°, 240°, 270°, 300°, 330°). The compass rose has a prominent North (N) and East (E) needle. The overall color palette transitions from deep blues and purples on the left to bright yellows and oranges on the right, suggesting a sunset or sunrise.

Memory As a Service

Learning to manipulate temporal cognition



2008
DATA

2009

2010
INFORMATION

2011

2012
KNOWLEDGE

2013

2014

2015
WISDOM

2016

2017
VISION

2018



2007 SEE MY BEHAVIOR

2008 SEE FEEDBACK LOOPS

Google



VISION: Color Coded & Searchable



SMARTY: DASH



VISION: Knowledge



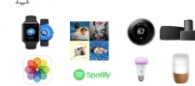
ACTION



VISION: Recommendations



ACTION



INTEGRATED LIFE



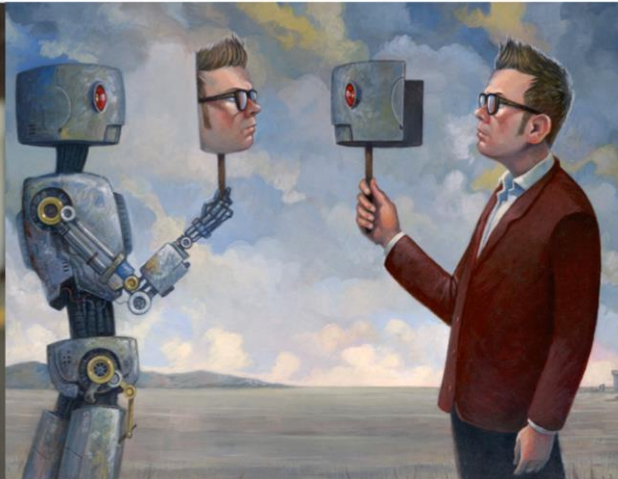
ACTION: Now, Then and When





Topic Journey

Each year I **dedicate time** to study technologies effects **on areas of my life**.



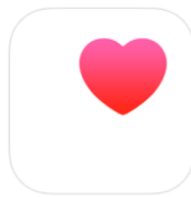
Digital Health
2013



Contemplative Tech
2014



Chrono-Cyborgology
2015



Love and Intimacy
2016

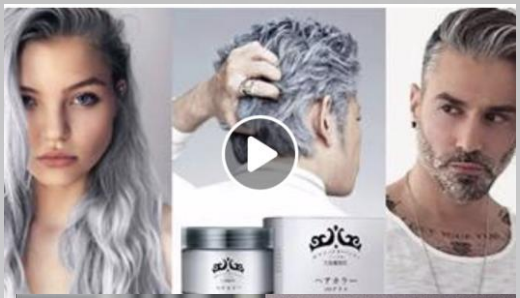


Occult and Paganism
2017

Is there something happening to time?

THE HUMAN BRAIN IS A TIME TRAVELER

↳ LOOKING TO THE FUTURE HAS ALWAYS DEFINED HUMANITY. WILL A.I. BECOME THE BEST CRYSTAL BALL OF ALL?



Opinion 632

The Golden Age of Bailing

By David Brooks

July 7, 2017



The Washington Post @washingtonpost Follow

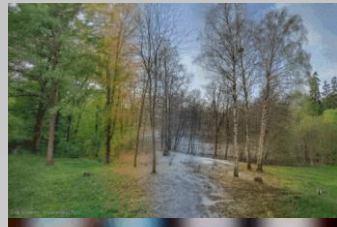
A 69-year-old man asks to be declared 49, claiming age is as fluid as gender



A 69-year-old man asks to be declared 49, claiming age is as fluid as gender
The Dutch pensioner is asking a court in his hometown of Arnhem, southeast of Amsterdam, to alter his birth certificate.
washingtonpost.com

7:10 AM - 8 Nov 2018

733 Retweets, 1,681 Likes

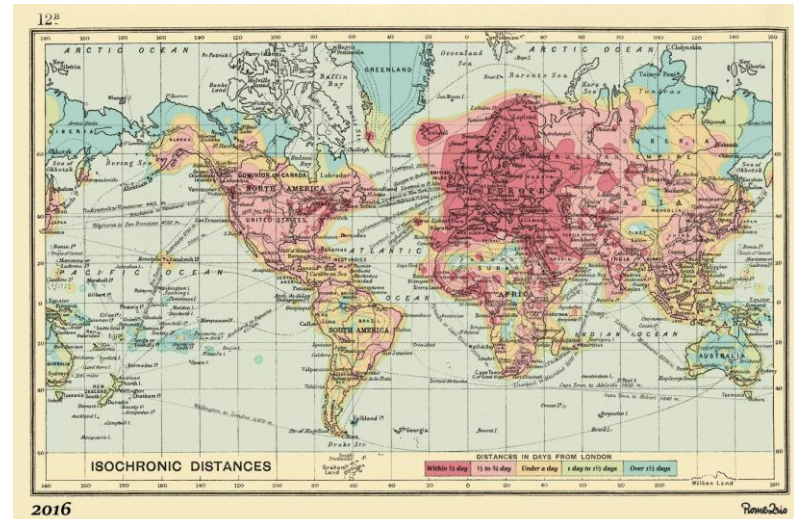
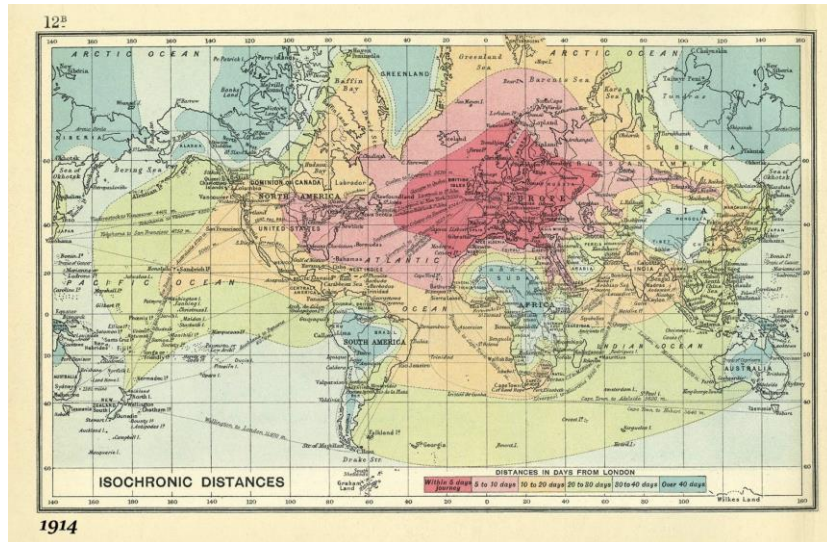


Mandela Effect



Simulation Theory

Isochronic Map



Time perception is controlled by access to a controlled table system.



News
1850-1920



Travel
1920-1950



Consumerism
1950-1970



**Climate
Change**
1970-2000



**Technology
& Media**
2000-2010



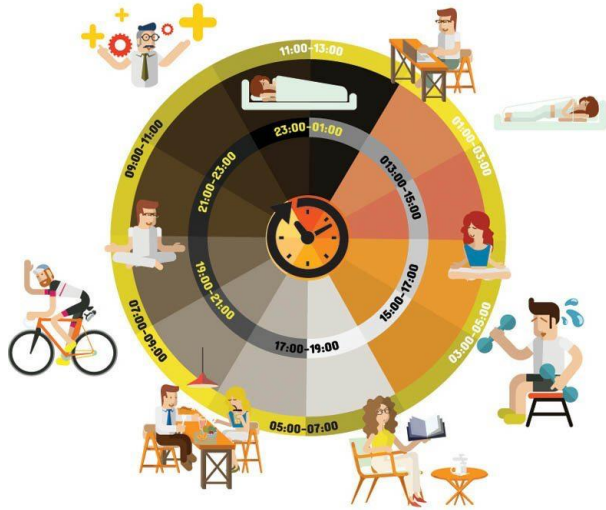
**Technology /
Interface**
2010-2015

Speeding Time

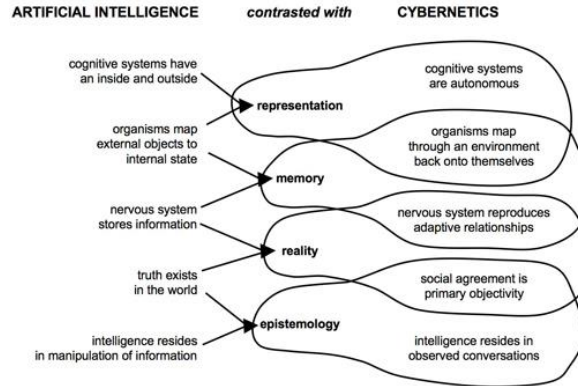


What is Chrono-Cyborgology

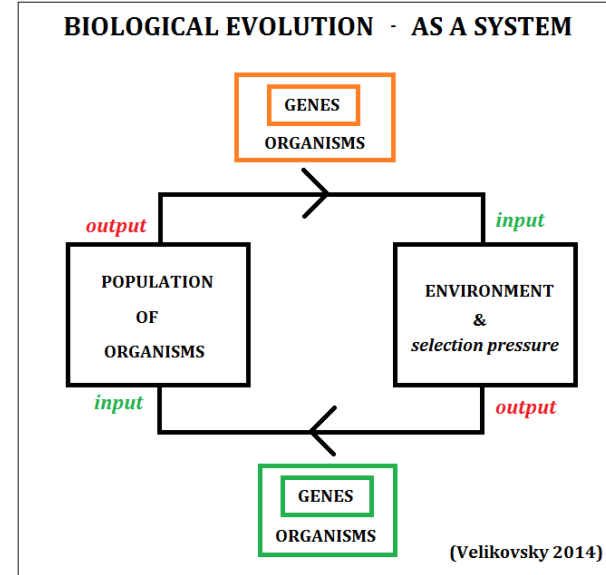
The Effect of Chronobiology and Cybernetics on Society



The human organism biological dependency on light cues



AI / Programing influence on cybernetics



Influenced Organisms evolving populations and cultures

Chrono-Cyborgology

☛ □ SECTION 1

- Chronobiology 101
- Cyborgology101
- Life as an Operating System

☛ □ SECTION 2

- Analog Time and Long Term Thinking
- Clocks for Neo-Modernity

📖 LAB ONE

- Build a simple time machine

☛ □ SECTION 3

- Temporal User Interface Definitions
- Temporal User Experience Definitions

📖 LAB TWO & THREE

- Build a temporal interface for your favorite application
- Build an experience to change the perception of time of time.

☛ □ SECTION 4

- Working with the Future
📖 LAB FOUR
- Program a future routine.

☆ ☛ □ BONUS:

- Life after Chronological Time
- ☆ 📖 LAB BONUS
- Assisting Synchronicity

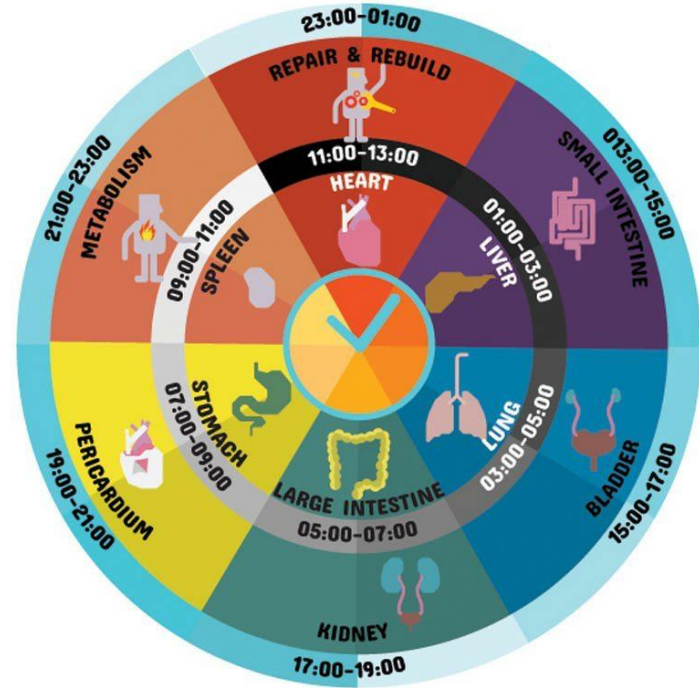
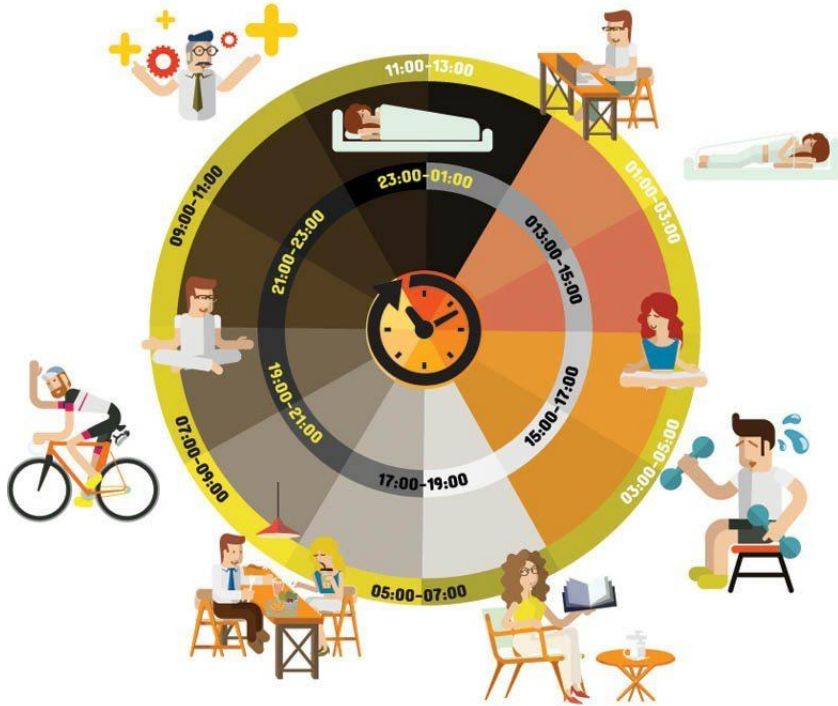
SECTION ONE

Cyborgs and Time

A surreal landscape with a floating island, a child, a cluster of balloons, and a broken alarm clock in the ocean. The scene is set against a dramatic, cloudy sky with a bright light source. A child is running on a small, grassy island that floats in the air, with roots hanging down. A cluster of colorful balloons is tied to a string that extends across the sky. In the foreground, a large, broken alarm clock is partially submerged in the ocean, with its face shattered and the numbers visible. The overall mood is one of time being manipulated or broken.

Why Talk about Organisms and Time?

ANSWER: Your Body is a Time Machine



Our Brains are Evolving

Frontal Lobe



Reason



Memory



Personality

Primate (*Neocortex*)



Mammal (*Limbic*)



Reptile (*Reptilian*)



Temporal Lobe



Hearing



Vision



Speech

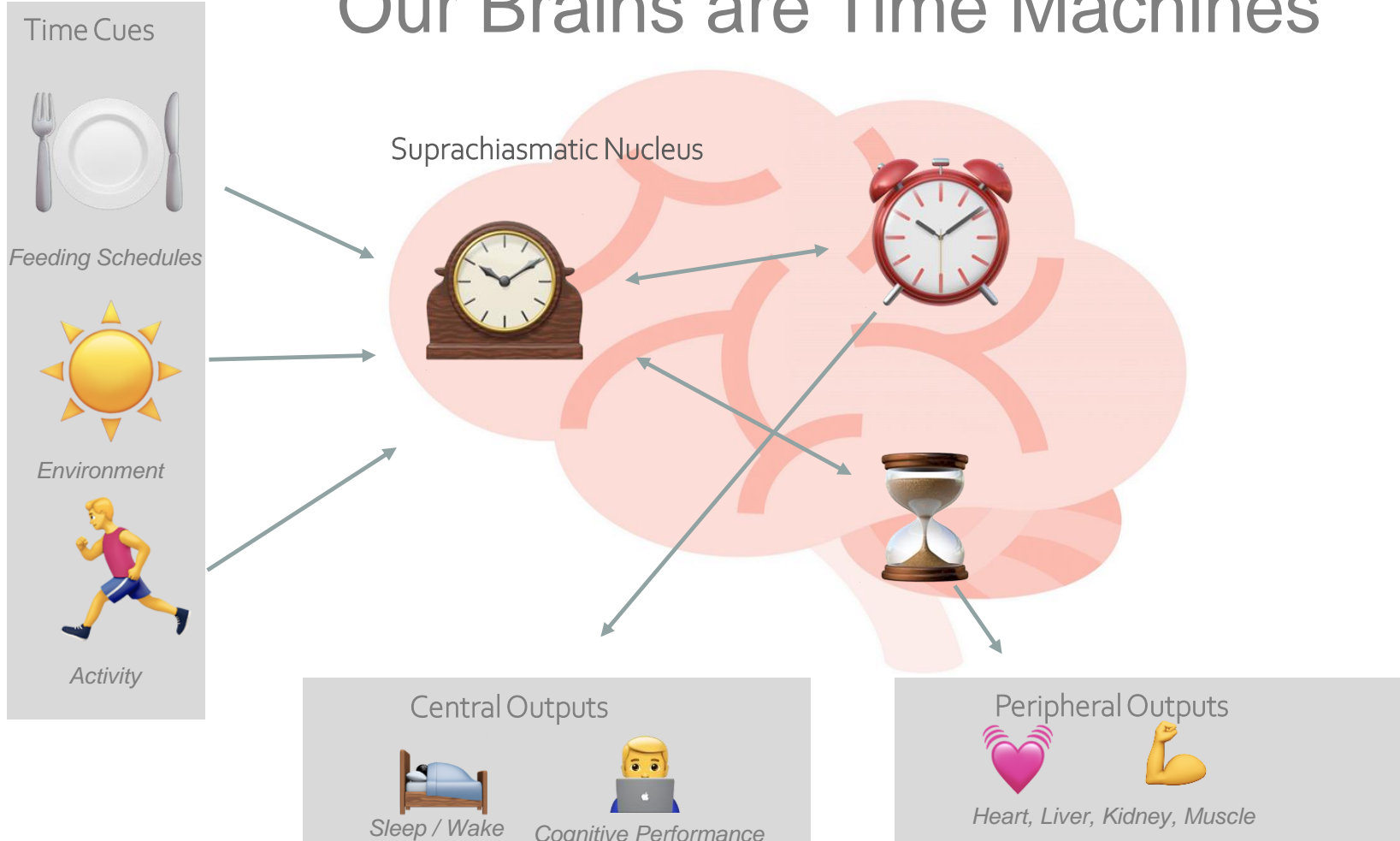
Cerebellum / Brain Stem



Heart Rate, Temperature, Breathing




Our Brains are Time Machines




AI and GIS Systems Give Rise to Digital


External




Wearable



Always On



Connected



Mobile



Organization



Culture, Governance, Infrastructure

Nature



Environment, Plants, Animals

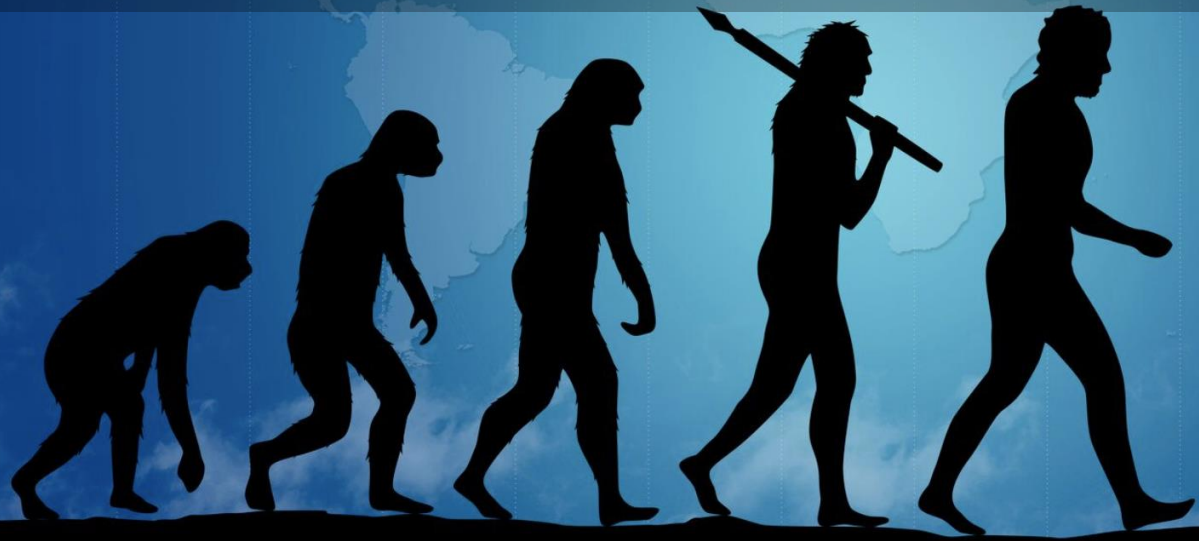




Discussion

1. Name some parts of your organic senses that can sense time?
2. Do you hack or change your biological time in anyway?
3. Can you think of ways technology is changing your biological sense of time?

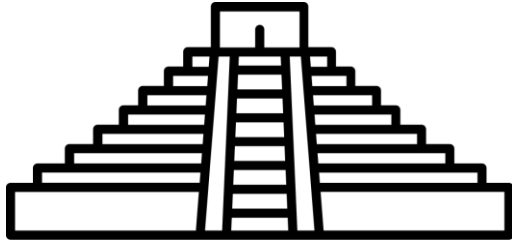
Why Study Chrono-Cyborgology





Temporal Platforms

Do we **bias our experiences** or **experience our bias**?



KAIROS (Greek)

Kairos is **qualitative unordered** of a an **organic system**.

1. Non ordered time.
2. Indeterminate.
3. Theological.
4. Agrarian.
5. **Subjective** Bias
6. 1500BC.

Non-linear Time



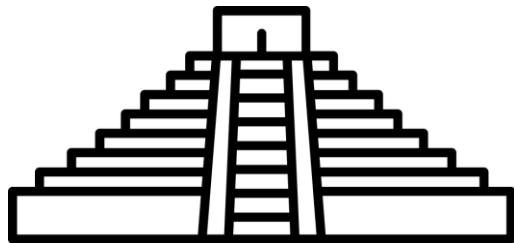
Temporal

Date, Time, Time zone, Elapsed Time



Temporal Platforms

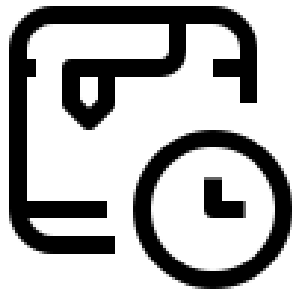
Do we **bias our experiences** or **experience our bias**?



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1. Non ordered time.
2. Indeterminate.
3. Theological.
4. Agrarian.
5. **Subjective** Bias
6. 1500BC.



CHRONOS

Chronos is **quantitative ordered** minutes of a system **mechanical system**.

1. Ordered linear time.
2. Determinate.
3. Scientific.
4. Industrial.
5. **Objective** Bias
6. 1300AD

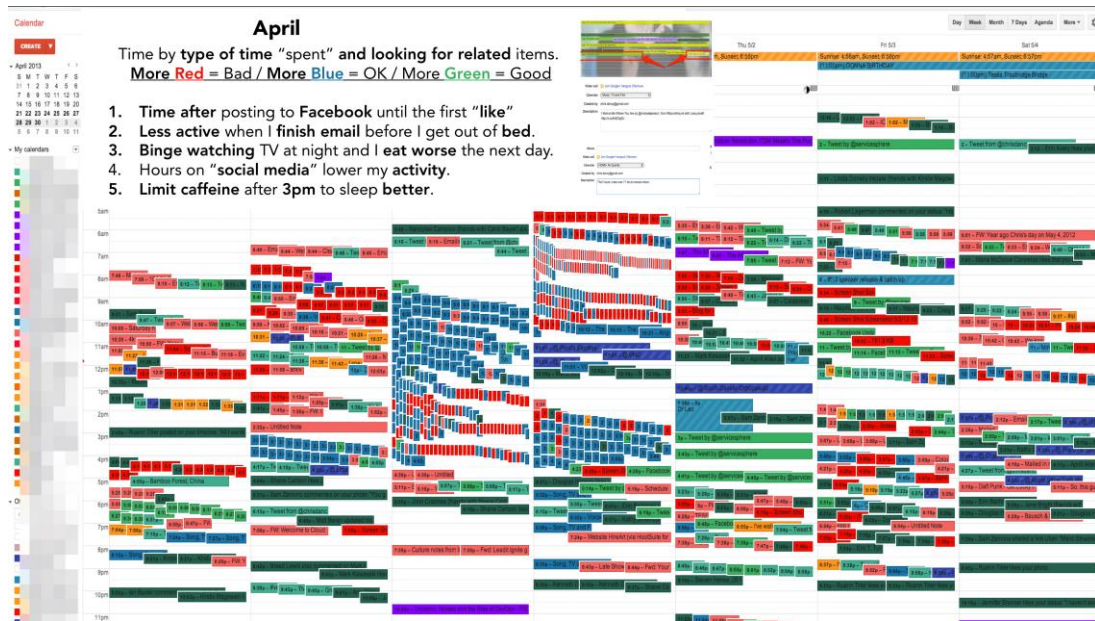
1777



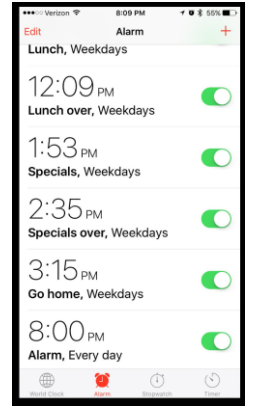
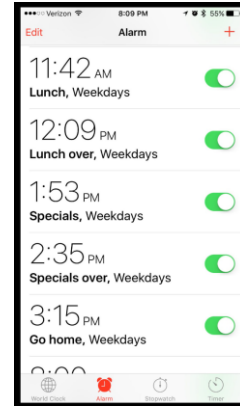
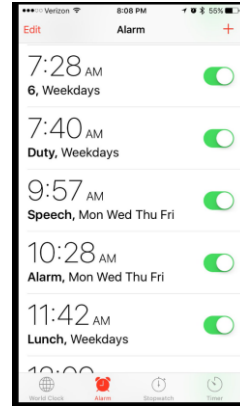
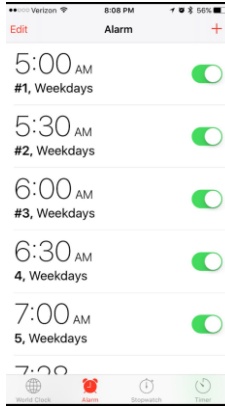
SCHEME.

| | Hours. | |
|---|--------|--|
| MORNING. | 5 | Rise, wash, and address <i>Powerful Goodness!</i> Contrive day's business, and take the resolution of the day; prosecute the present study, and breakfast. |
| The <i>Question.</i> What good shall I do this day? | 6 | |
| | 7 | |
| | 8 | Work. |
| | 9 | |
| | 10 | |
| | 11 | |
| NOON. | 12 | Read, or look over my accounts, and dine. |
| | 1 | |
| AFTERNOON. | 2 | Work. |
| | 3 | |
| | 4 | |
| | 5 | |
| EVENING. | 6 | Put things in their places. Supper. Music or diversion, or conversation. Examination of the day. |
| The <i>Question.</i> What good have I done to-day? | 7 | |
| | 8 | |
| | 9 | |
| NIGHT. | 10 | Sleep. |
| | 11 | |
| | 12 | |
| | 1 | |
| | 2 | |
| | 3 | |
| | 4 | |

2014



2015





Typical daily schedule:

2:30am wake up
2:45am prayer time
3:15am breakfast
3:40-5:15am workout
5:30am post-workout meal
6:00am shower
7:30am golf
8:00am snack
9:30am cryo chamber recovery
10:30am snack
11:00am family time/
meetings/work calls
1:00pm lunch
2:00pm meetings/work calls
3:00pm pick up kids @ school
3:30pm snack
4:00pm workout #2
5:00pm shower
5:30pm dinner/family time
7:30pm bedtime



Temporal Platforms

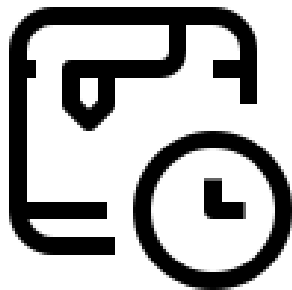
Do we **bias** our experiences or **experience** our bias?



KAIRDOS (Greek)

Kairos is **qualitative unordered** of a an **organic system**.

1. Non ordered time.
2. Indeterminate.
3. Theological.
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5. **Subjective** Bias
6. 1500BC.



CHRONOS

Chronos is **quantitative ordered** minutes of a system **mechanical system**.

1. Ordered linear time.
2. Determinate.
3. Scientific.
4. Industrial.
5. **Objective** Bias
6. 1300AD



ALGORITHMOS





Algorithmos is the **emergent will** of the **merger** of **biological** and **mechanical systems**.

1. Emergent experiences.
2. Chaotic.
3. Technological.
4. Accelerationism.
5. **Systematic** Bias.
6. 2000AD

- 
- ```
elif_operation == "MIRROR_Y":
 mirror_mod.use_x = False
 mirror_mod.use_y = True
 mirror_mod.use_z = False
elif_operation == "MIRROR_Z":
 mirror_mod.use_x = False
 mirror_mod.use_y = False
 mirror_mod.use_z = True

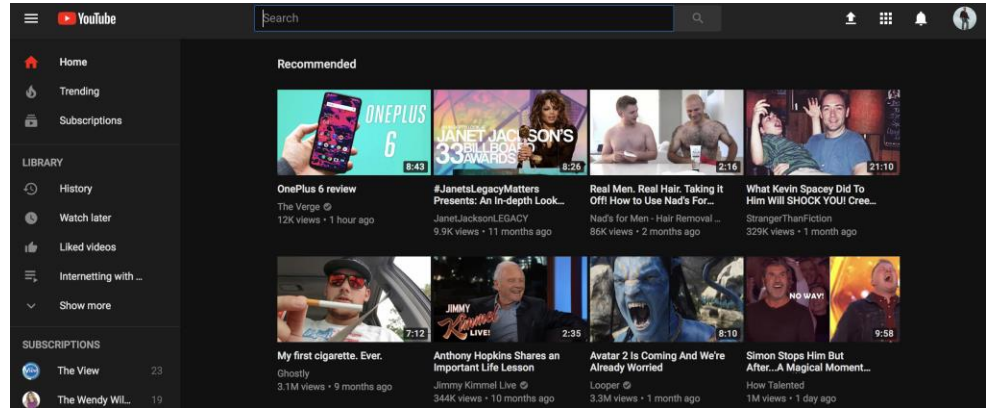
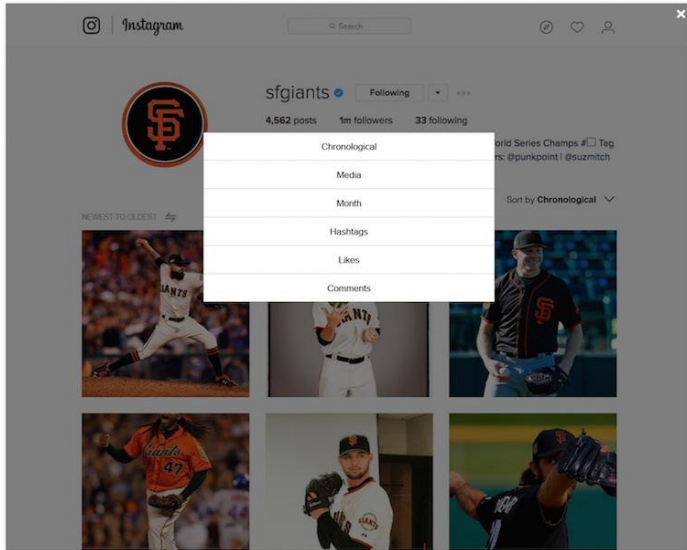
#selection at the end -add back the deselected mirror modifier object
mirror_ob.select= 1
modifier_ob.select=1
bpy.context.scene.objects.active = modifier_ob
modifier ob is the active ob
```
1. Algorithmic Trending
  2. Algorithmic Sorting / Recommendations
  3. Algorithmic Delay
  4. Algorithmic Error Propagation

# Algorithmic Trending

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |                                                                                                                                                                                                                                                                                                         |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <p><b>Trending</b> <a href="#">Learn More</a></p> <ul style="list-style-type: none"><li> <b>Golden Globes:</b> The 27 Best Moments from the Golden Globe Awards</li><li> <b>Cristiano Ronaldo:</b> Cristiano Ronaldo wins Fifa Ballon d'Or after stellar year at Real Madrid</li><li> <b>24:</b> Fox Sets May 5 Premiere for '24: Live Another Day'</li></ul> <p>▼ See More</p> | <h2>United States Trends · <a href="#">Change</a></h2> <p><a href="#">#DevilsDue</a>  Promoted</p> <p><a href="#">#OscarNoms</a></p> <p><a href="#">Happy Birthday Aaliyah</a></p> <p><a href="#">#ColbyFire</a></p> |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|



# Algorithmic Sorting / Recommendations



# Algorithmic Delay



# Algorithmic Error Propagation



**Mike Caulfield is tired, so tired.**

@holden

Follow

Yet another example of how errors outrun corrections

**Billy Idol** @BillyIdol · 23h  
So it looked like 'It was a nice day for a white wedding' in the UK for Meghan and Harry #RoyalWedding2018 🙄 ;)

328 2.9K 13K

**Billy Idol** @BillyIdol · May 19  
Looks like a lovely day in UK for Harry and Meghan's wedding #royalwedding 🙄

865 4.5K 24K

1:42 PM - 20 May 2018

3 Retweets 3 Likes



3 3



# SECTION TWO

## Creating a Time Machine





# The Evolution of Time



Now

37



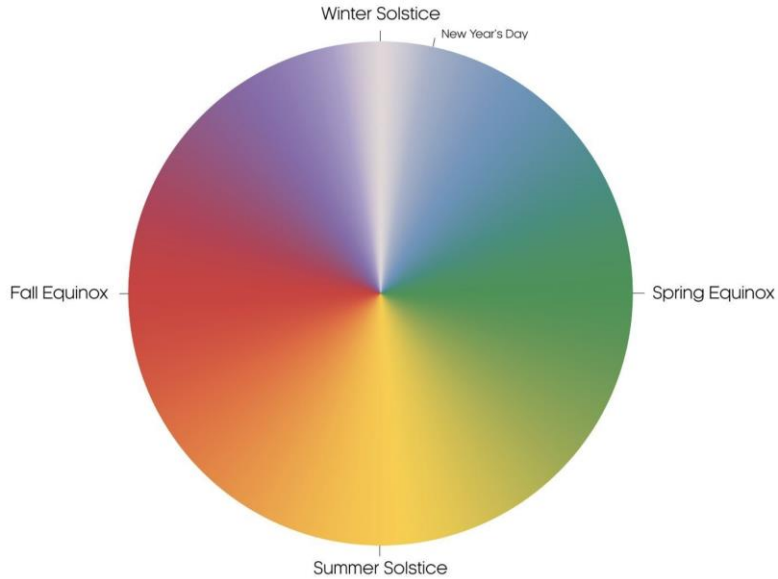
1817



2017

1 day

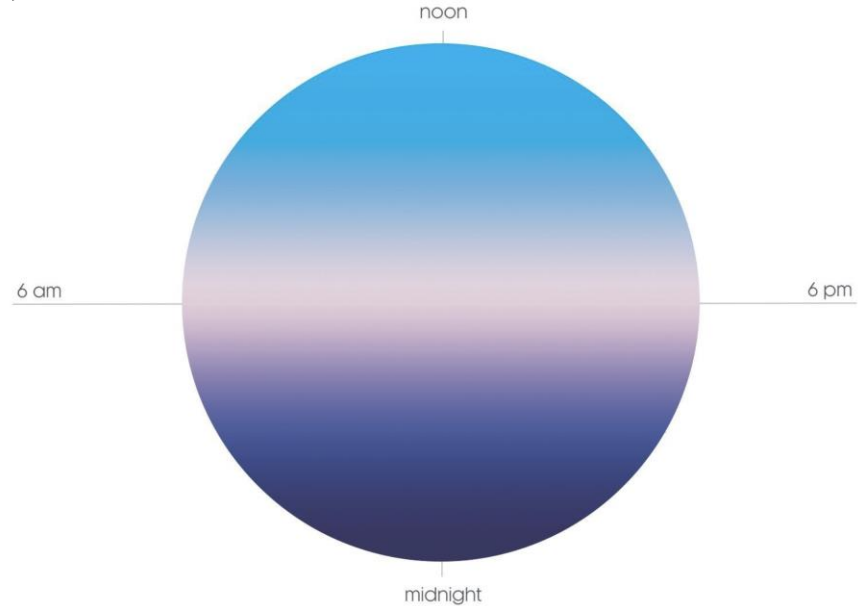
# Now, Here



## Season Clock

New York  
2015

1 year



## Today Clock

New York  
2017

1 day

# Now, Here, You



1 day

## **Apple Watch**

Cupertino, CA  
2014



# Now, Here, You, Then



Sasaki

1896



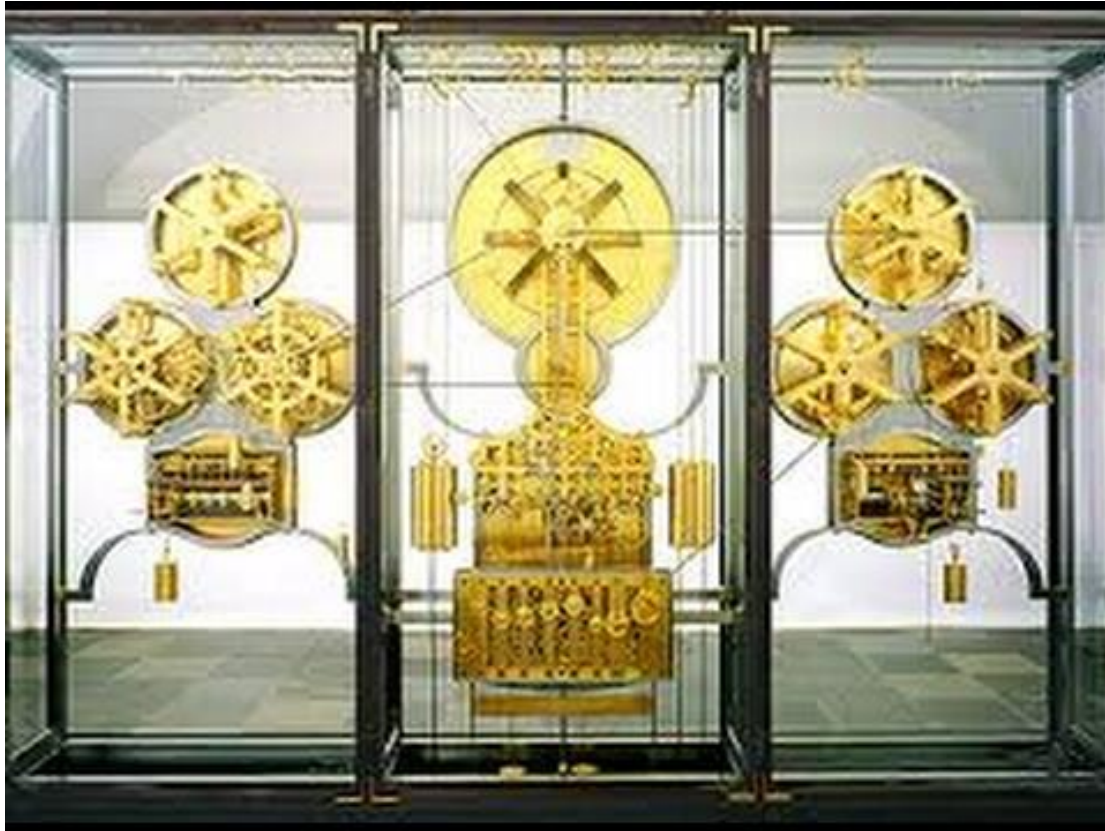
# Now, Here, You, Then, When



2011

# Now, Here, All Of You, Then

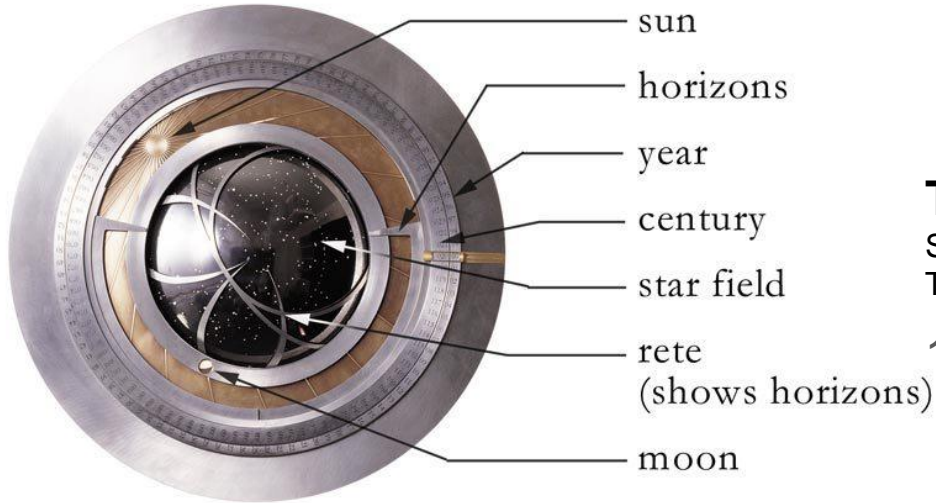
43



25,000 years

1945

# Now, Here, All Of You, When



## **The Clock of the Long Now**

Sierra Diablo Mountain Range  
TBD 2018

10,000 years

1999



2008





A forest in Norway is growing.

2014



A futuristic, circular chamber with a glowing yellow light beam descending from a central opening in the ceiling, illuminating a complex mechanical structure below. The chamber's walls are composed of dark, ribbed panels with glowing yellow accents. The light beam is bright and creates a hazy, ethereal atmosphere as it descends.

# Building a Time Machine

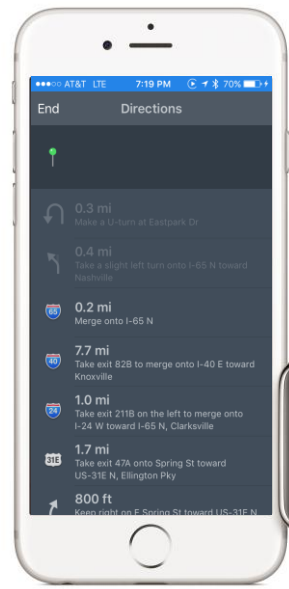


# *Hardware*

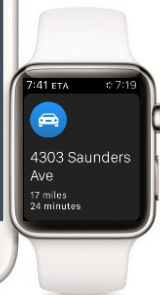
# Hardware



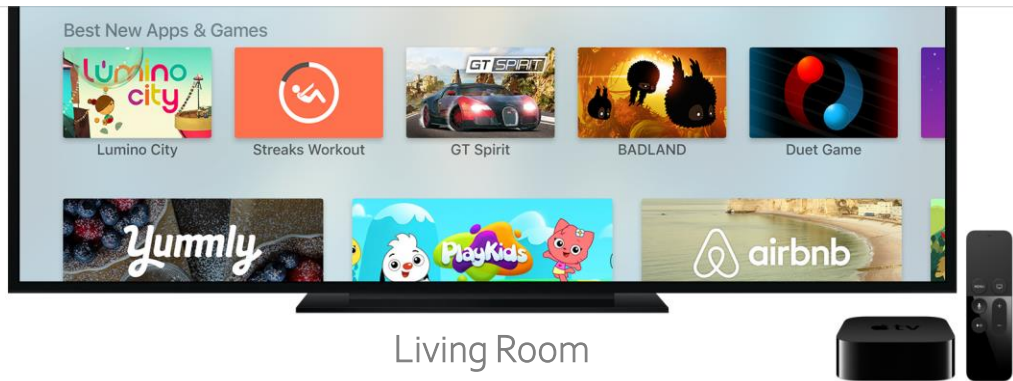
Automobile



Wearable



Mobile



Living Room



# Software

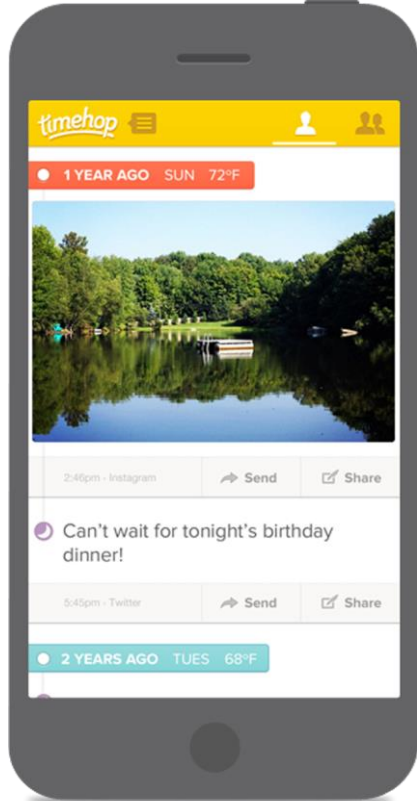
# Software v1



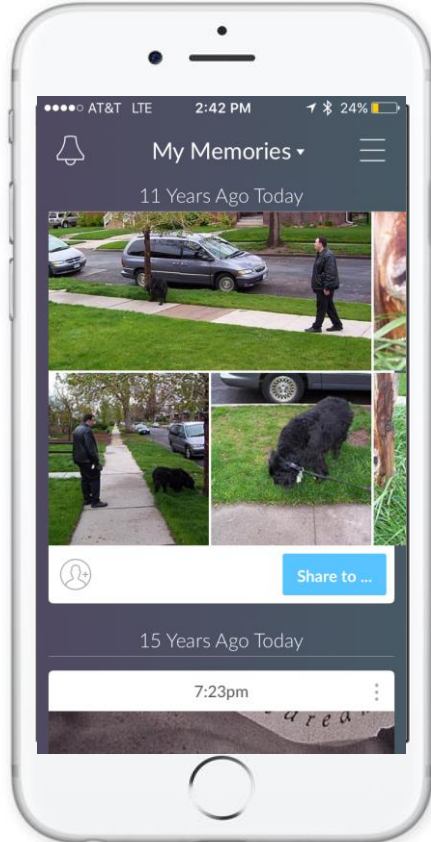


# Software v2

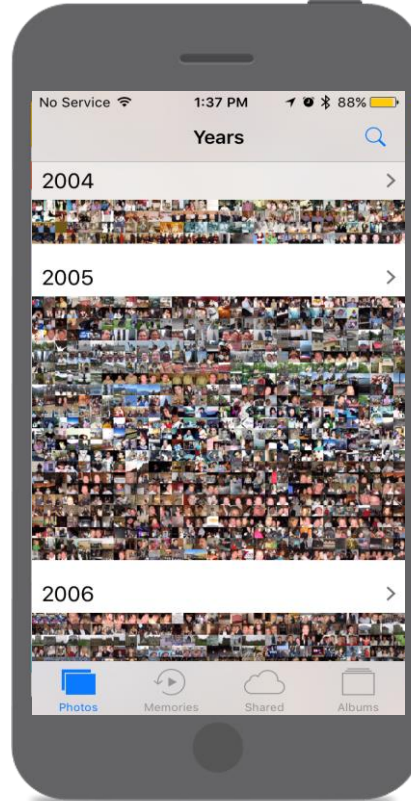
On This Day



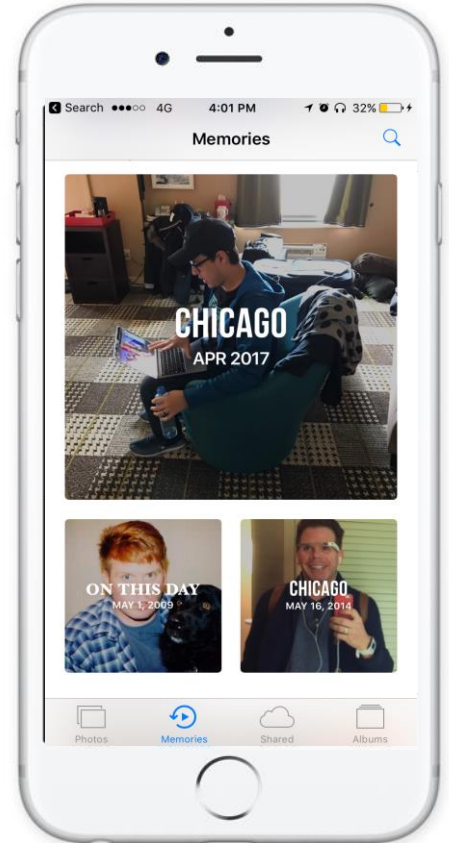
Yearly



All time



Artificial Intelligence



Managing Photos



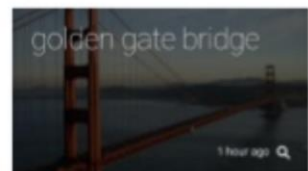
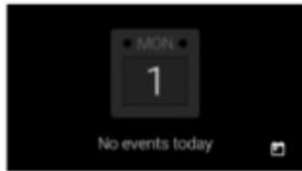
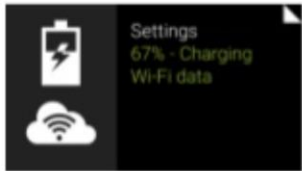
# *Software & Hardware*

# Hardware & Software v1 (2013)



Present & Future

Past



# Hardware & Software v2

(2018)



*Time*



*Schedule*



*Body*



*Earth*



# Discussion

1. Share how you use time in your technology.



A surreal landscape with a floating island, a broken alarm clock, and a cluster of balloons. The scene is set against a dramatic, cloudy sky with a bright light source. A small figure is running on the floating island, which is suspended in the air. In the foreground, a large, broken alarm clock is partially submerged in the water, with its face shattered. A string of colorful balloons is attached to the top of the clock, floating in the sky. The overall mood is one of wonder and mystery.

Can You Build A Time Machine?

# Workshop



1. Construct an interface for time travel within a piece of hardware or software?

# EXAMPLE: Hardware & Software



*Time*



*Schedule*



*Body*



*Earth*



# SECTION THREE

Shifting Consciousness





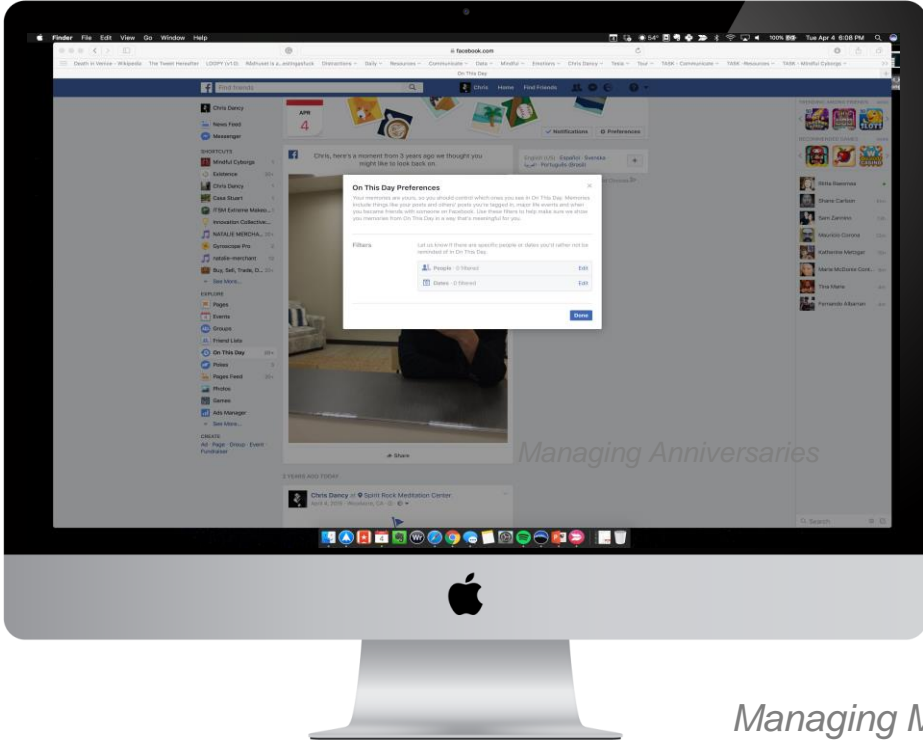
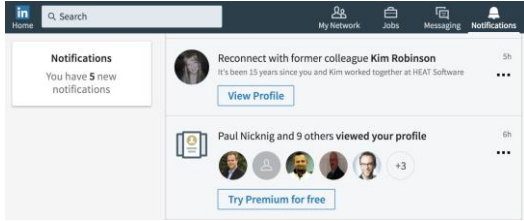
# Designing Technical Temporality



# The Forgotten

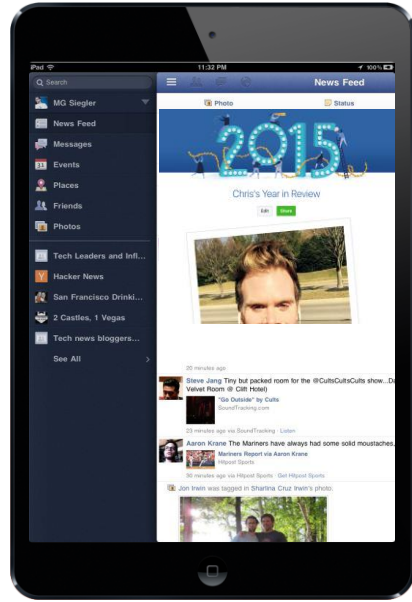


# The Past

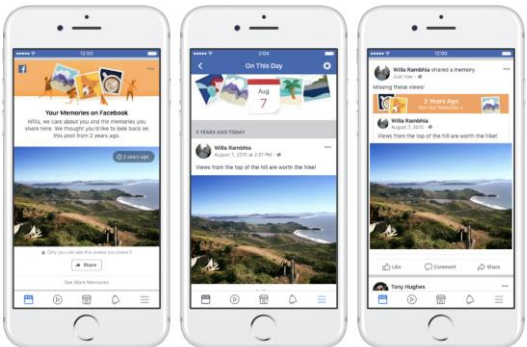


Managing Anniversaries

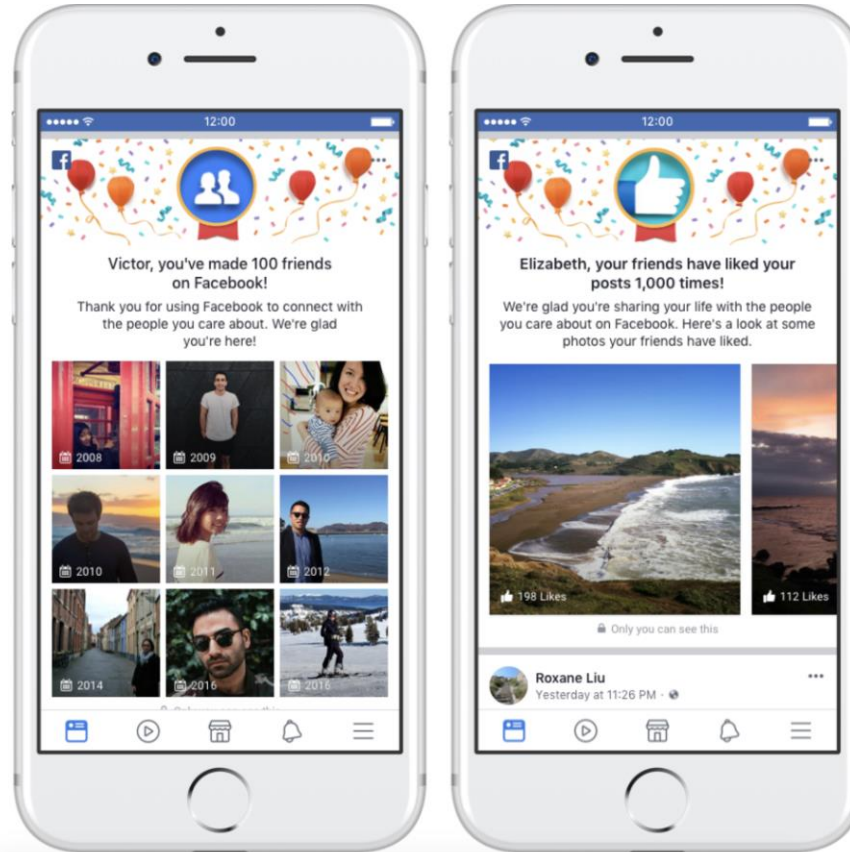
Managing Memories



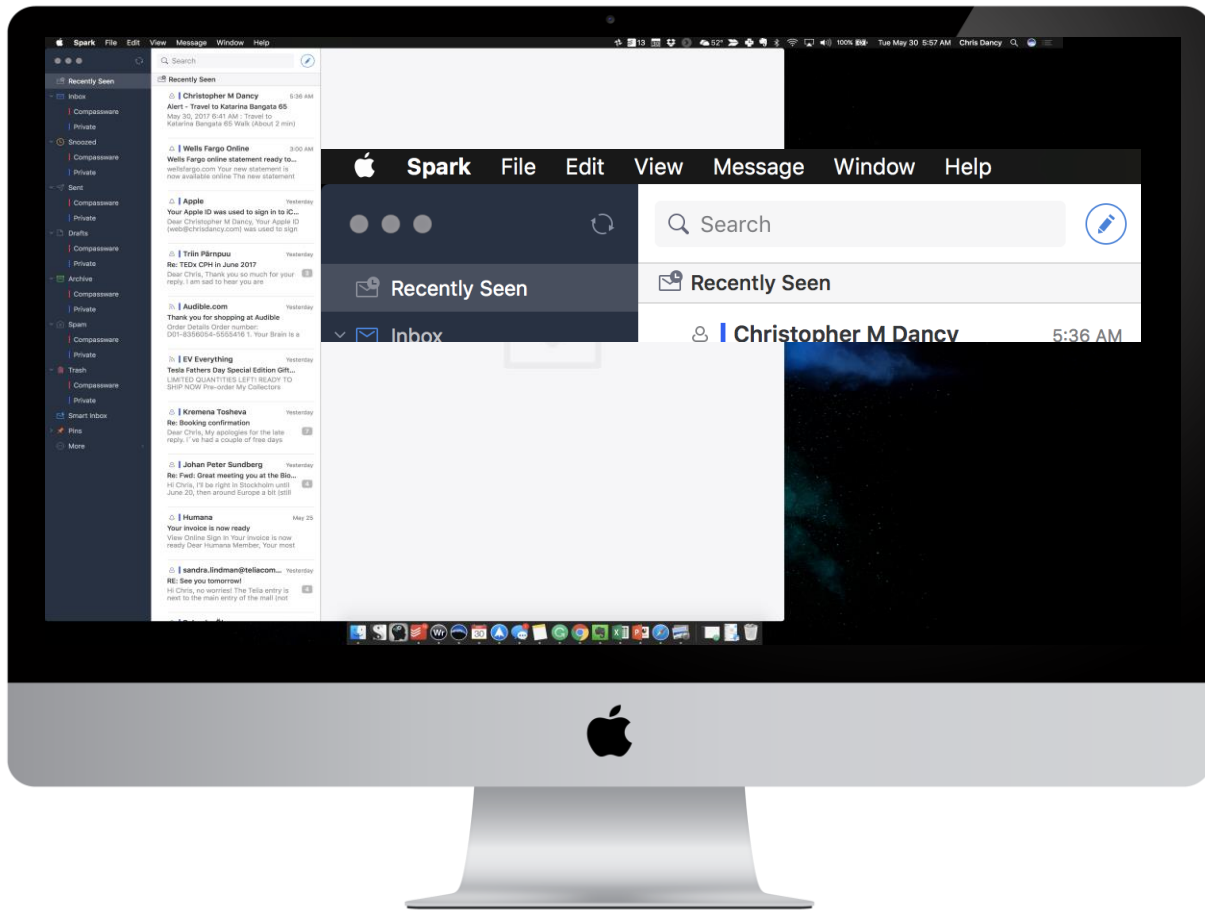
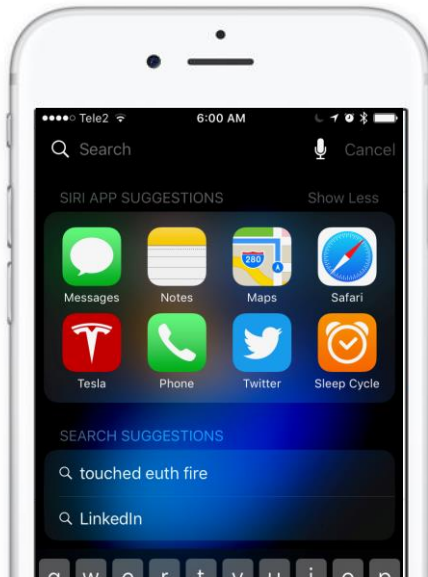
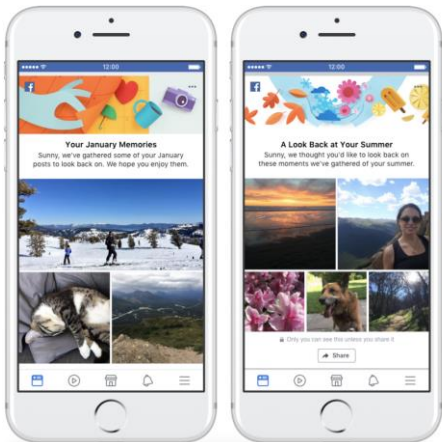
Managing Anniversaries



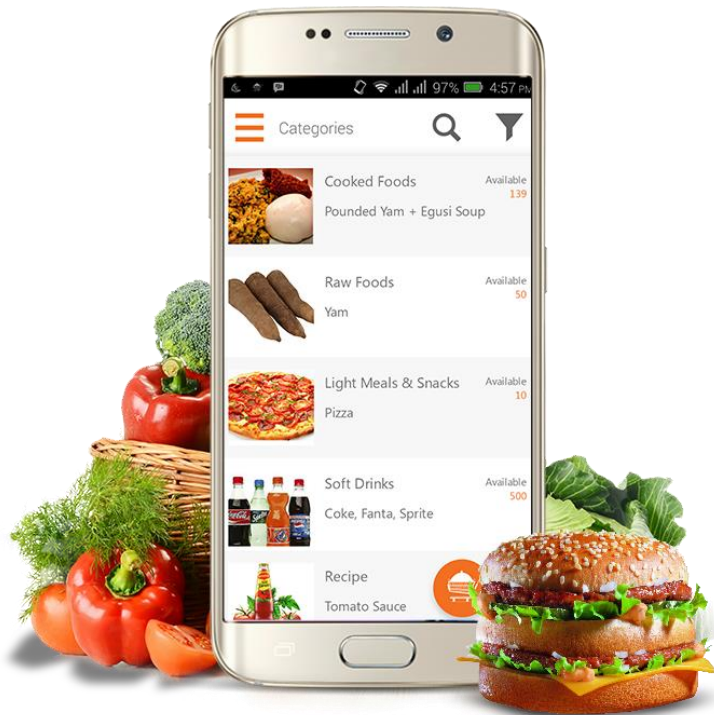
# The Milestones



# The Recent



# The Now



# NETFLIX

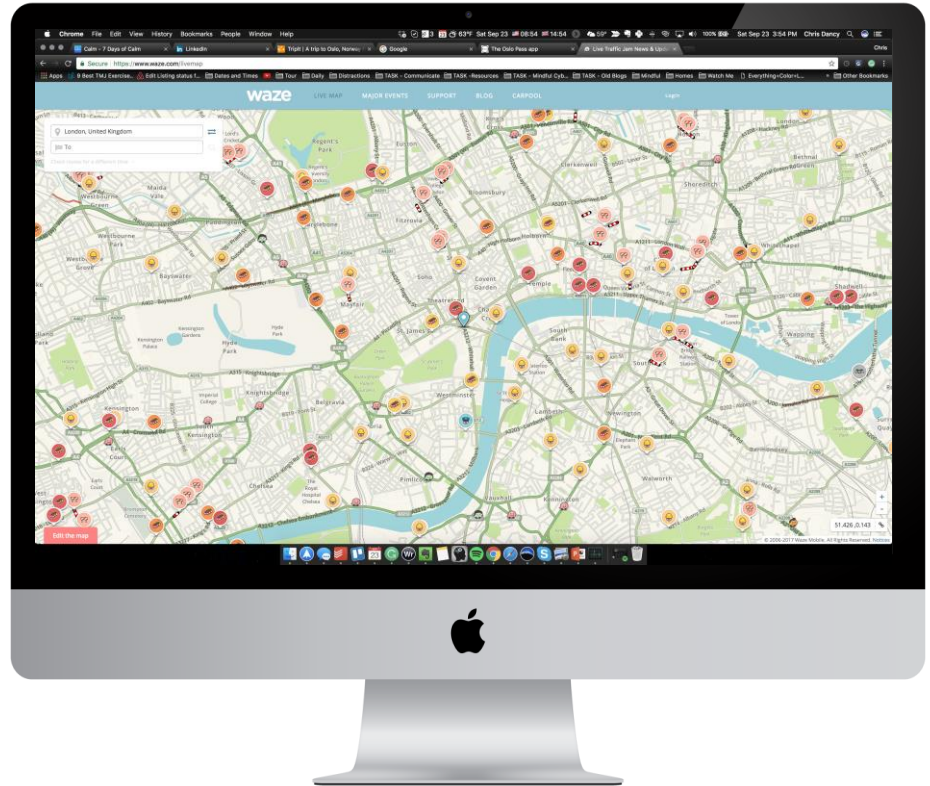
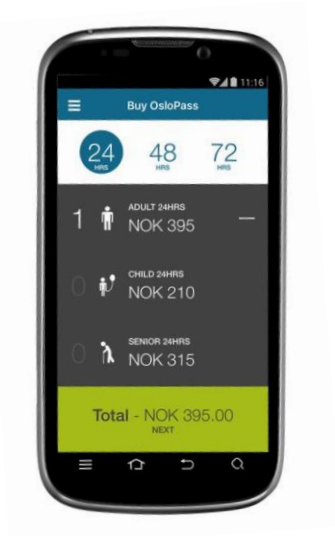
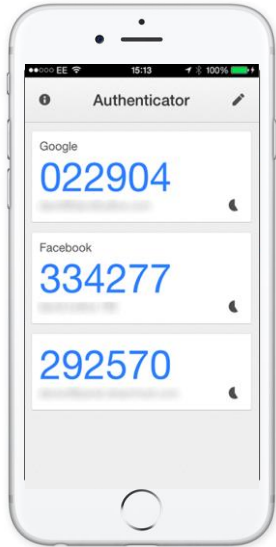


UBER

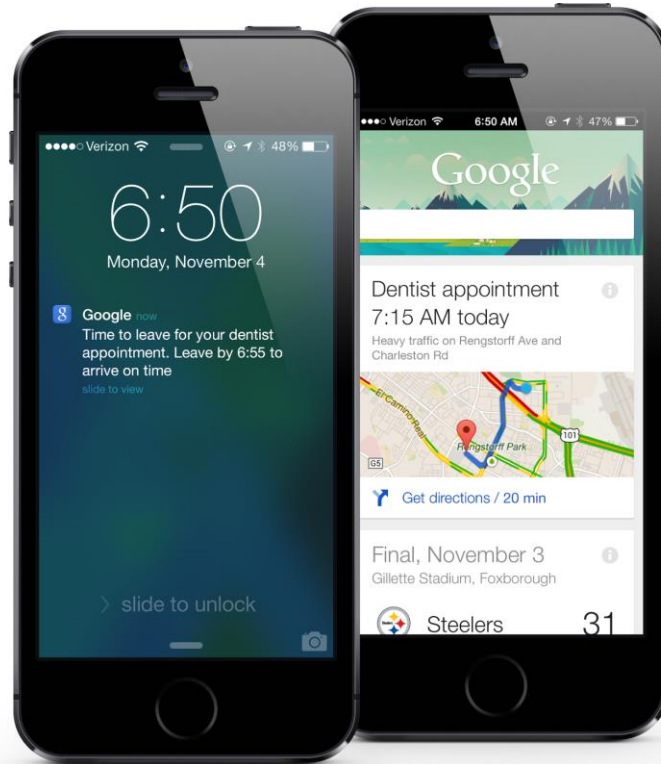




# The Temporary



# The Soon



# The Future

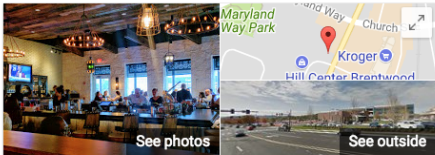


 MUSIC

Know what's  
next. Now.



# The Future



## Uncle Julio's Mexican Restaurant ★

4.0 ★★★★★ 198 Google reviews

Mexican Restaurant

Website Directions

Tex-Mex chain serving mesquite-grilled fare & margarita-sangria swirls in a hacienda-style space.

Located in: Hill Center Brentwood

Address: 209 Franklin Rd, Brentwood, TN 37027

Hours: Open today · 11AM–9:30PM · See more hours

Menu: [unclejulios.com](#)

Reservations: [opentable.com](#)

Phone: (629) 888-1300

[Suggest an edit](#) · [Own this business?](#)

Know this place? [Answer quick questions](#)

### Reviews from the web

OpenTable

4.4/5

1,095 reviews

Facebook

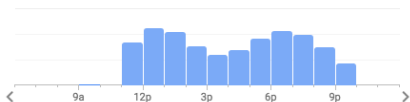
4.5/5

566 votes

### Popular times

Wednesdays ↕

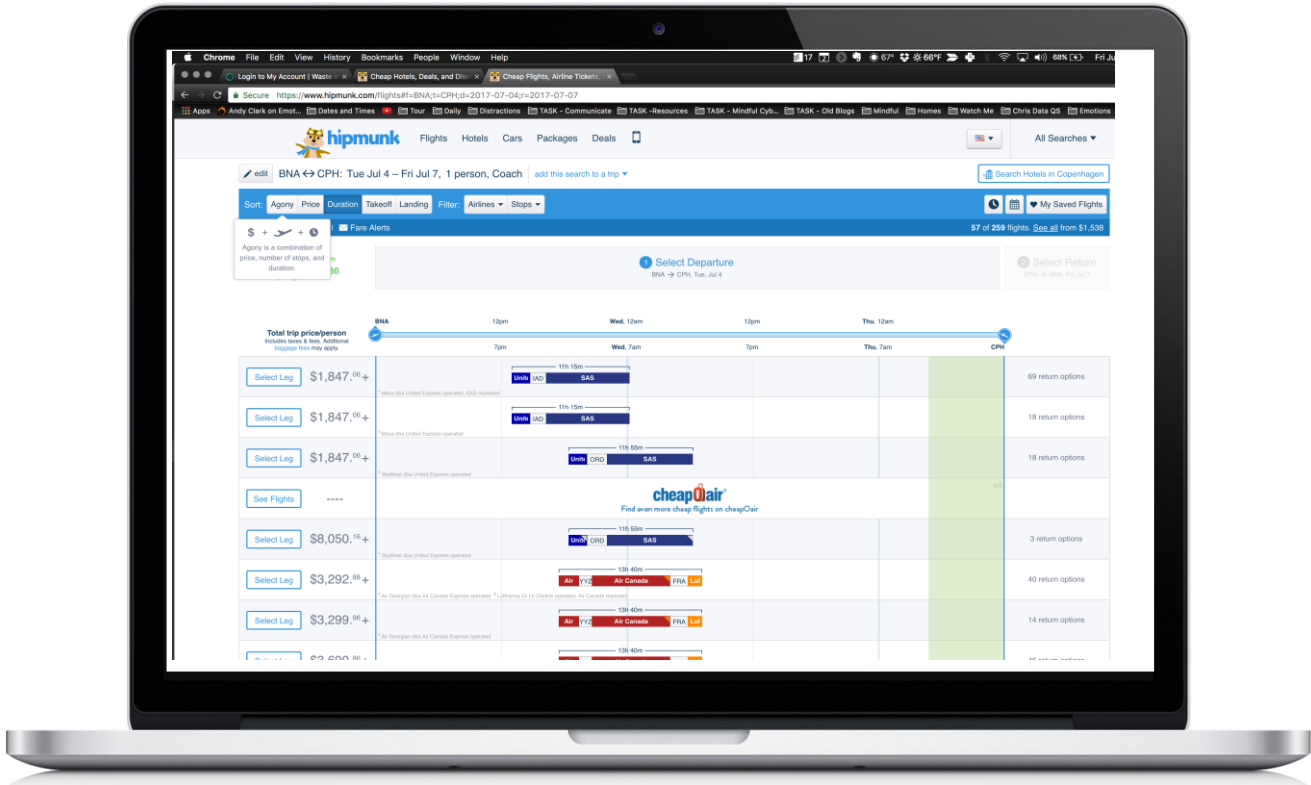
Click hours to see usual wait times



### Plan your visit

Peak wait up to 1h 15m from 5:30 PM–6:00 PM

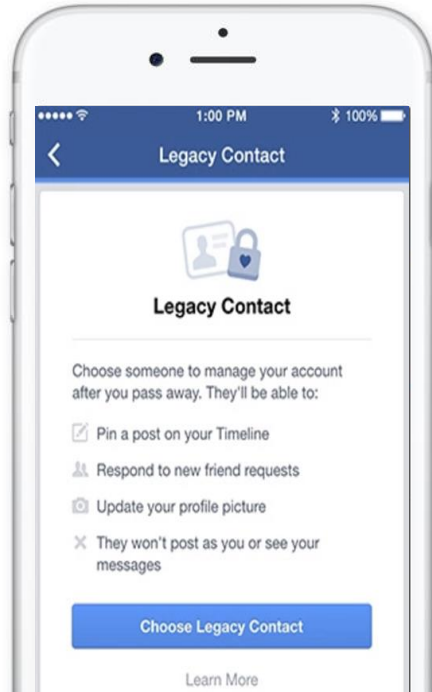
*Impatience*



*Agony*



# The End



A top-down view of a person's hands working on a wooden desk. The person is using a blue marker to draw a flowchart on a spiral-bound notebook. Another hand is pointing at a tablet that has a hand-drawn UI sketch on it. There are also other markers (orange and green) and small pieces of paper with sketches scattered on the desk. A laptop keyboard is visible on the left side of the frame.

Create a new Temporal Interface

# Workshop



1. Using your favorite application or service, build a new temporal interface.

*(Forgotten, The Past, Milestones, Recent, Now, Temporary, Soon, The Future)*

# How To Time Travel?



1. *Speed Up Time*
2. *Re-Live Time*
3. *Slow Down Time*
4. *Pause Time*
5. *Reinforce Your Values*
6. *Expand Your Mind*
7. *Define Your Future*



# *Operating a Time Machine*

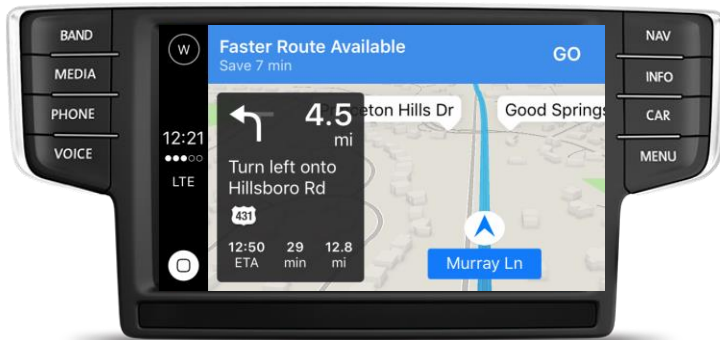


# 1. Speed Time

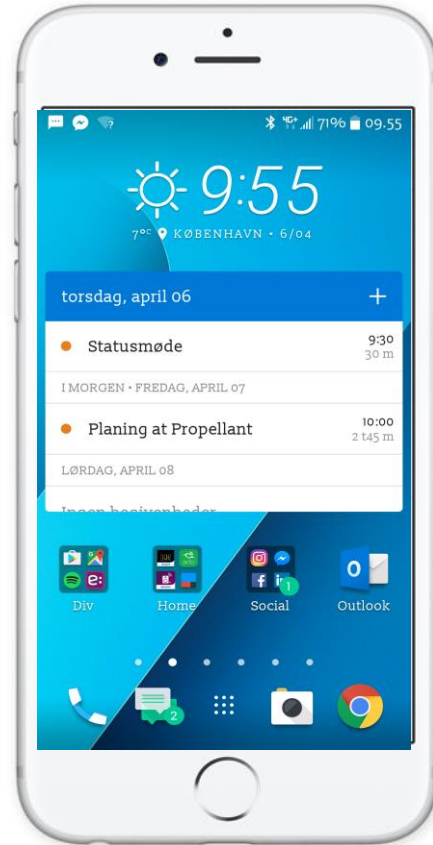




*Become a Puppet*



*Save "Time"*

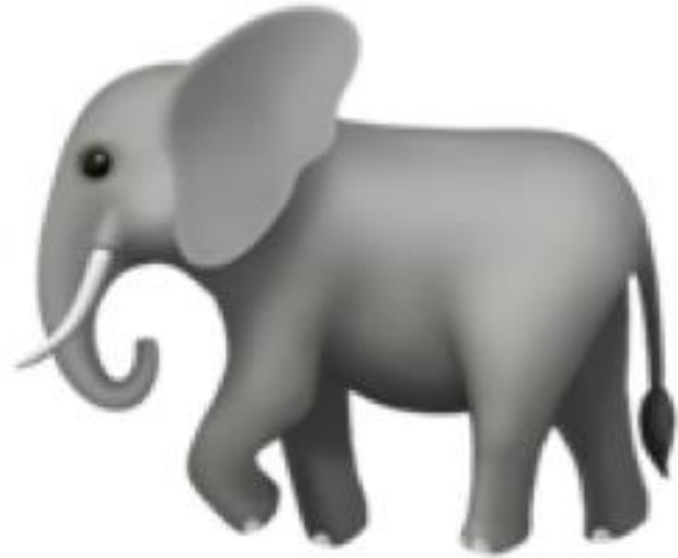


*Live like a Calendar*

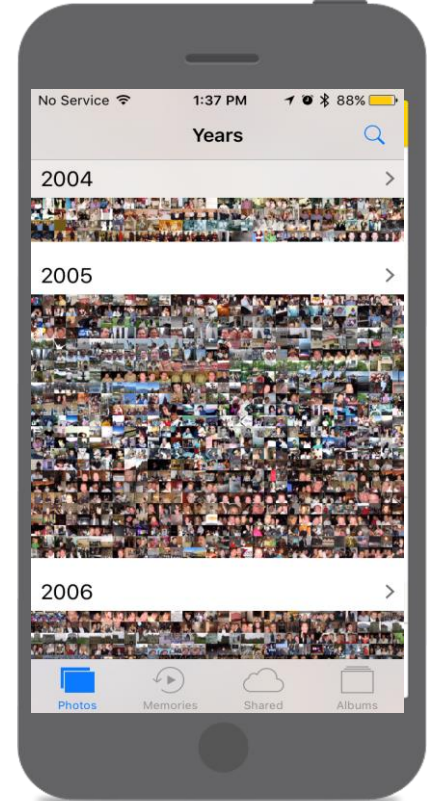
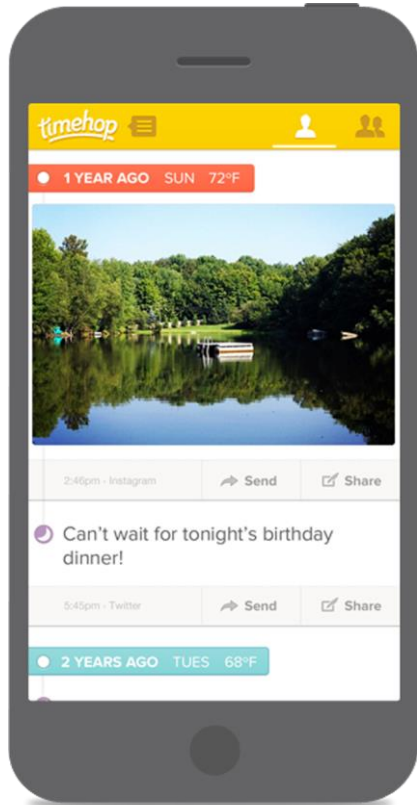


*Kill the %*

## 2. Relive Time



# Posts and Photos



Posts

Photos

# Count Up

81

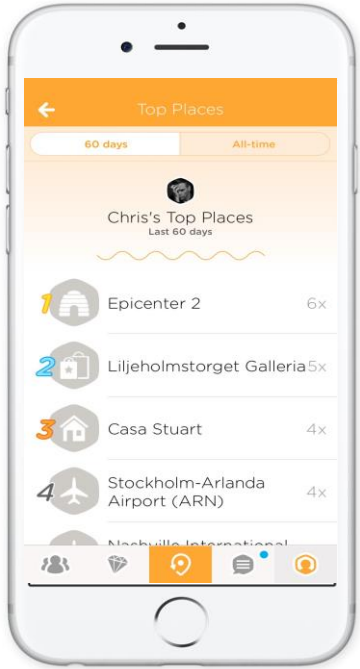


## COUNTDOWNS

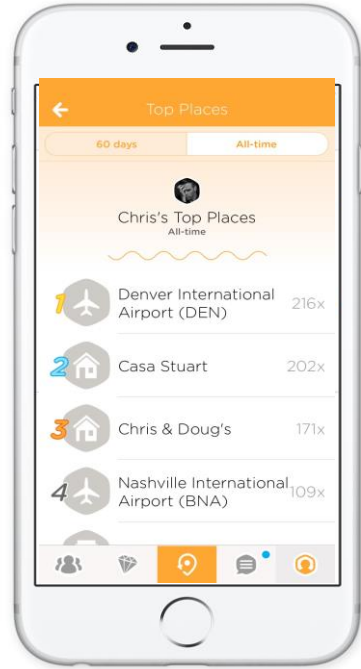
|                                   |             |
|-----------------------------------|-------------|
| Home Moved In                     | -981 days   |
| Fernando Anniversary              | -318 days   |
| Fernando Moves In                 | -206 days   |
| Fernando asks me to Marry Him     | -91 days    |
| Home Contract Signed              | -74 days    |
| BeHealth Ben Quits                | -64 days    |
| Fernando In Sweden                | -48 days    |
| BeHealth Merger Proposal          | -2:59 hours |
| Home Sell Furniture and Equipment | -5 days     |
| BeHealth Contract End             | 15 days     |
| Fernando's Birthday               | 25 days     |
| BeHealth Merger Proposed Date     | 45 days     |
| Home Close With Chip              | 47 days     |
| Book To Publisher                 | 47 days     |
| Home Leave Nashville              | 229 days    |



# Places



60 days



All Time



Places

# Relive Memories



*Capture*



*Create*



*Relive at 30%*

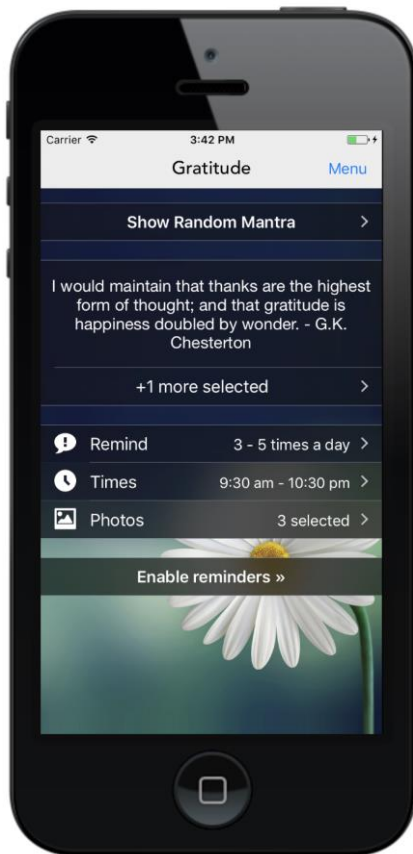
### 3. Slow Time



# Lock Screens

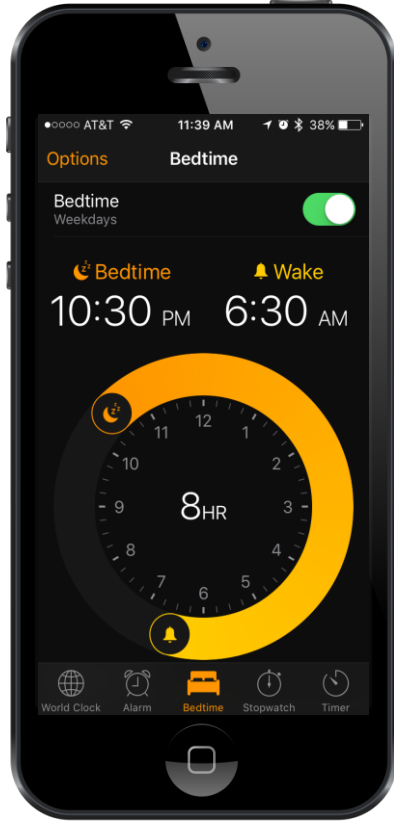


# Applications

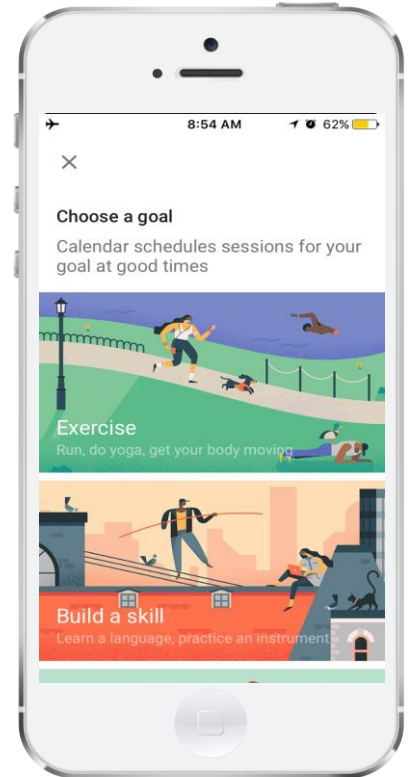
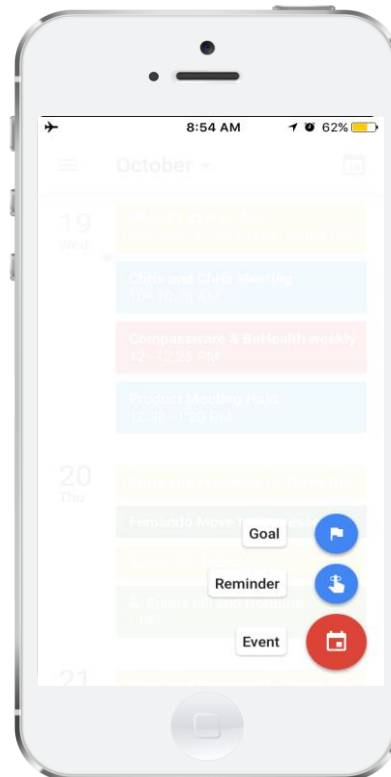
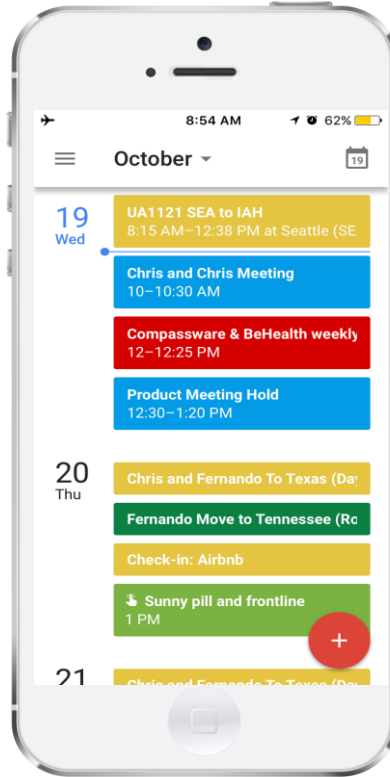




# Alarms & Calendars

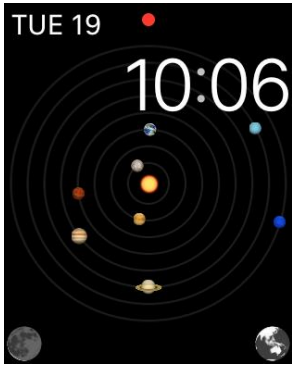


*Alarm - Healthy Sleep Habits*



*Calendars- Scheduling Habits*

# Device / Wearable



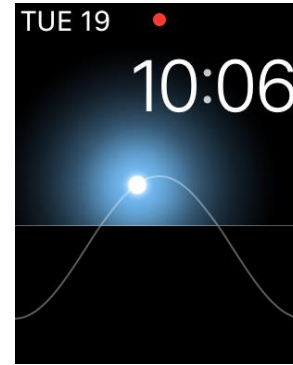
"Astronomy" (1) watch face  
365 Day View of Time



Moon (Large) cycle watch face  
3 Day View of Time



Astronomy (2) watch face  
24 hour View of Time



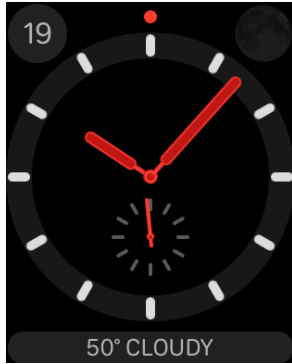
Solar watch face  
10-14 hour View of Time



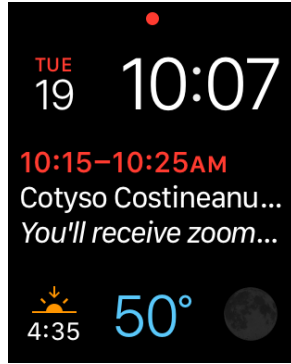
"Numerals" watch face  
1 hour View of Time



"X-Large" watch face  
60 minute View of Time



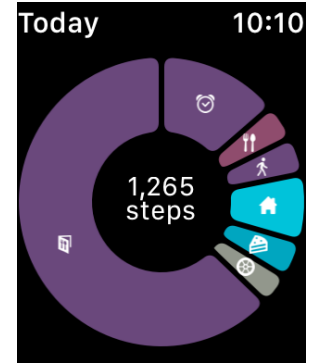
"Explorer" watch face  
1-10 minute View of Time



"Modular" watch face  
Moments View of Time

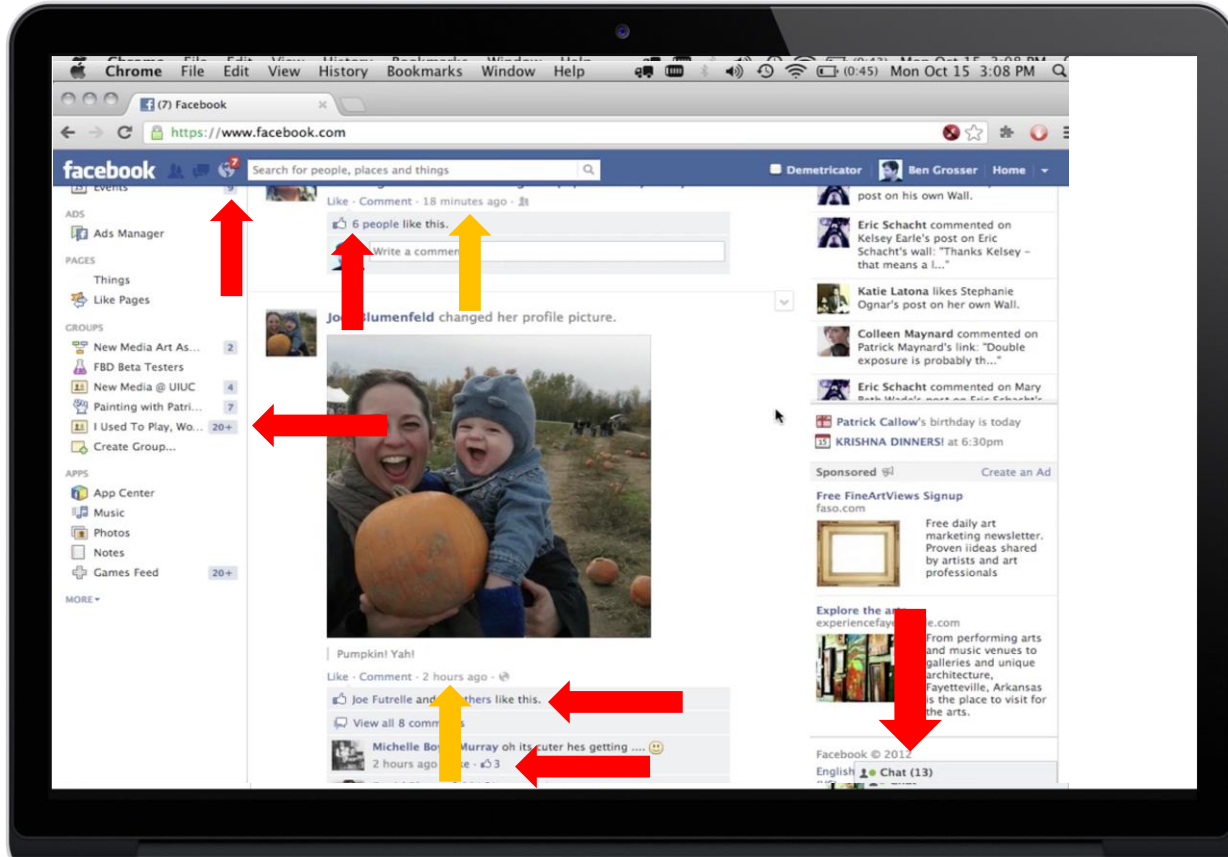


"Activity" watch face  
Biological View of Time



"Life Cycle" watch face  
Behavioral View of Time

# Stop Counting



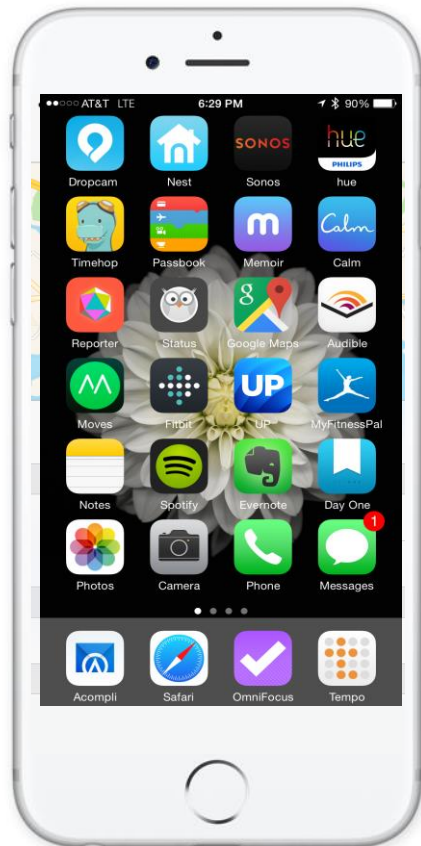
## 4. Pause Time



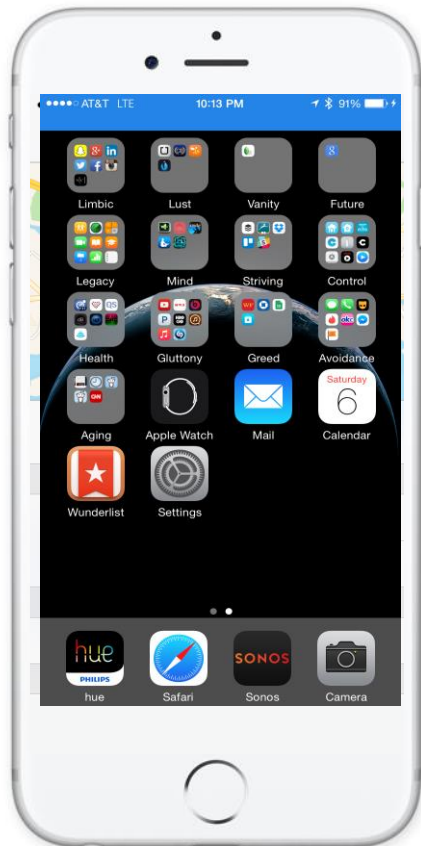
# Home Screens



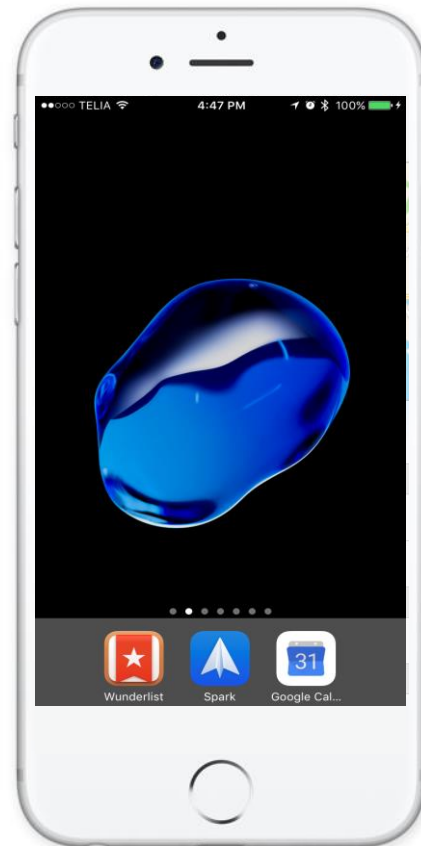
2013



2015



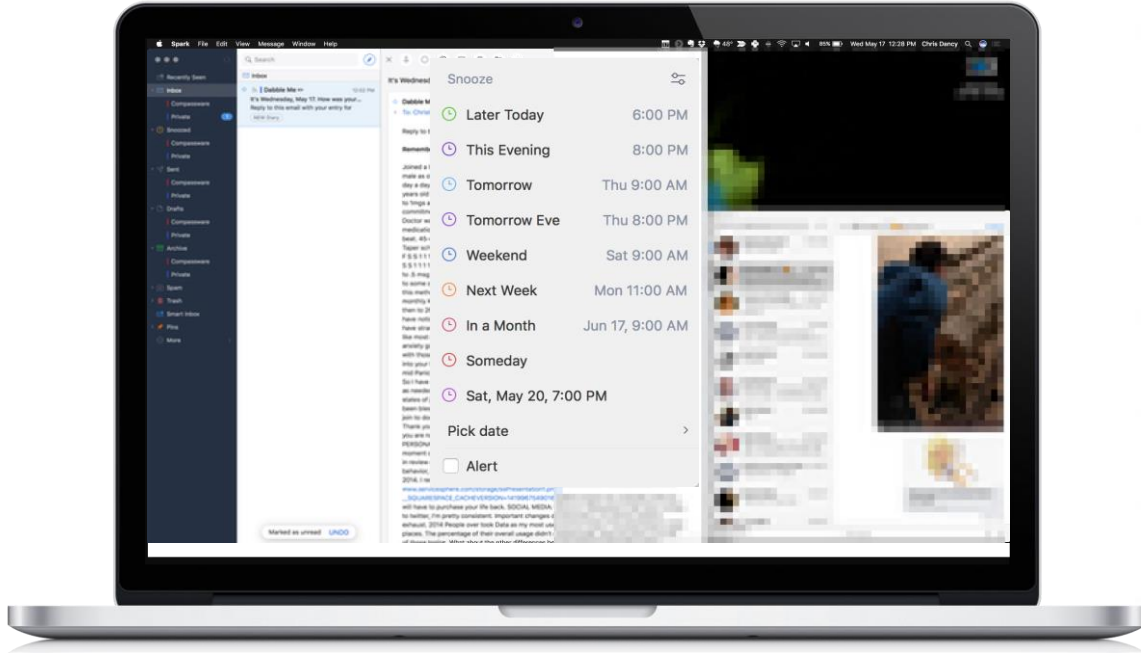
2016



2017



# Not Now, Not Ever



# No Control

## How it works

Inbox When Ready makes some changes to the Gmail interface to help you cultivate a better email workflow.



**Inbox When Ready**  
for Gmail™ and Inbox by Gmail™

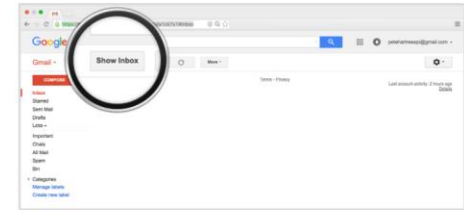
## Protect your focus. Fix your inbox workflow.

This Chrome extension will help you check your inbox with **reasonable frequency**, batch process your email on a **regular schedule** and minimise the **total time** you spend in your inbox.



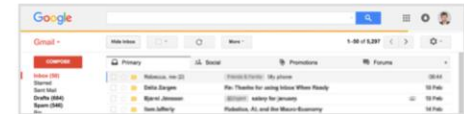
### Hide your inbox by default

Search your archives and compose new messages *without getting distracted*. See your inbox only when you deliberately choose to.



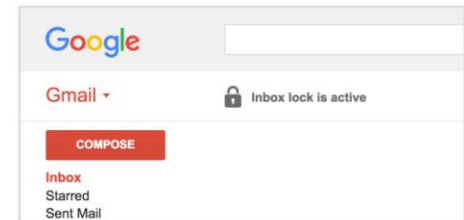
### Set an inbox budget

Decide how many times you want to check your inbox and how much total time you want to spend on it. Then, get visual feedback on how you're doing versus your intention.

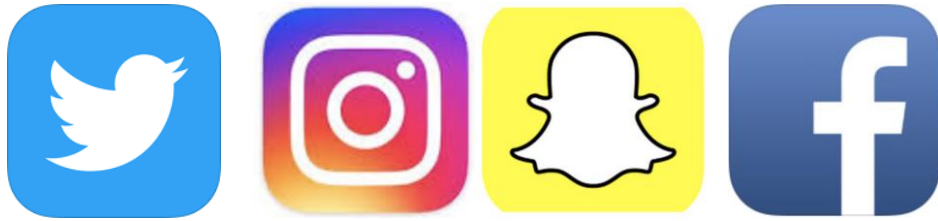


### Schedule your inbox lockout

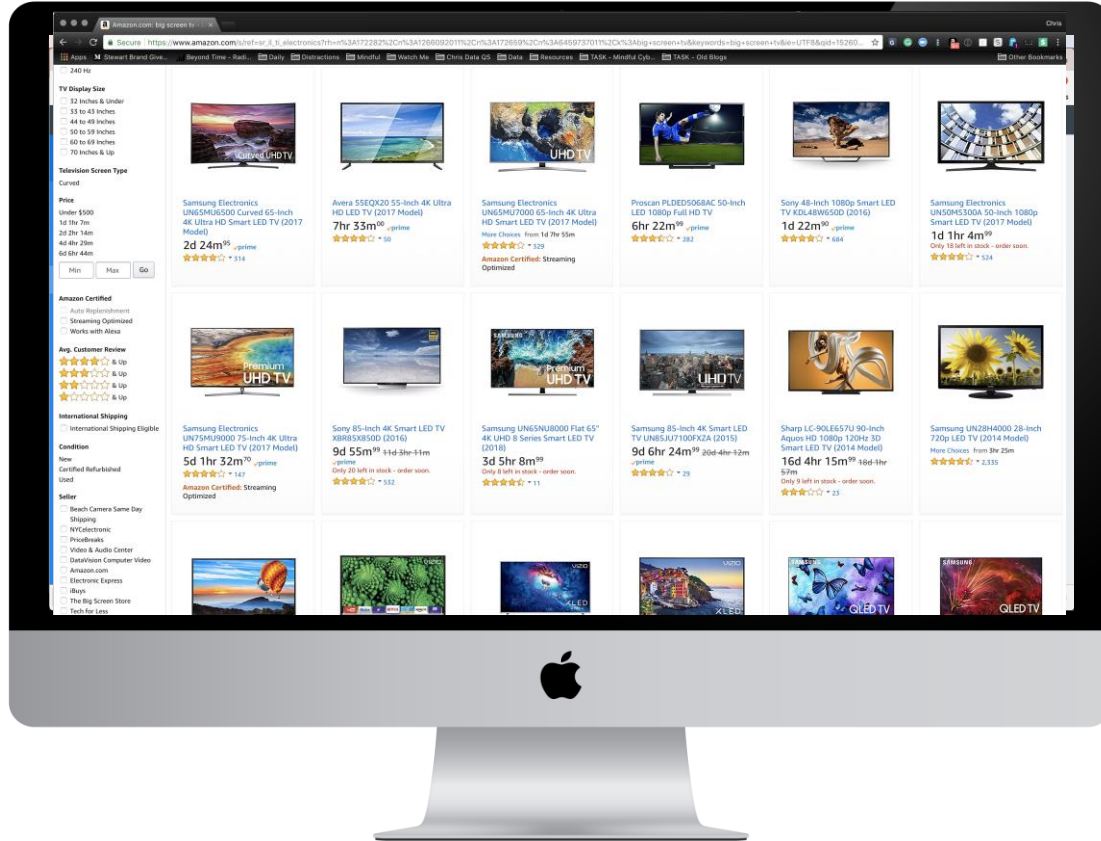
Define an inbox lockout schedule so you can focus on deep work and then batch process your mail at optimal moments.



# Social Media



# Finances



**\$** Time Well Spent – See prices in hours ✕

## TIME WELL SPENT

See prices in hours instead of dollars

**PAY FREQUENCY**  
Annually ▼

**PRE-TAX INCOME**  
\$ 150,000

**STATE**  
TX ▼

**SAVE**

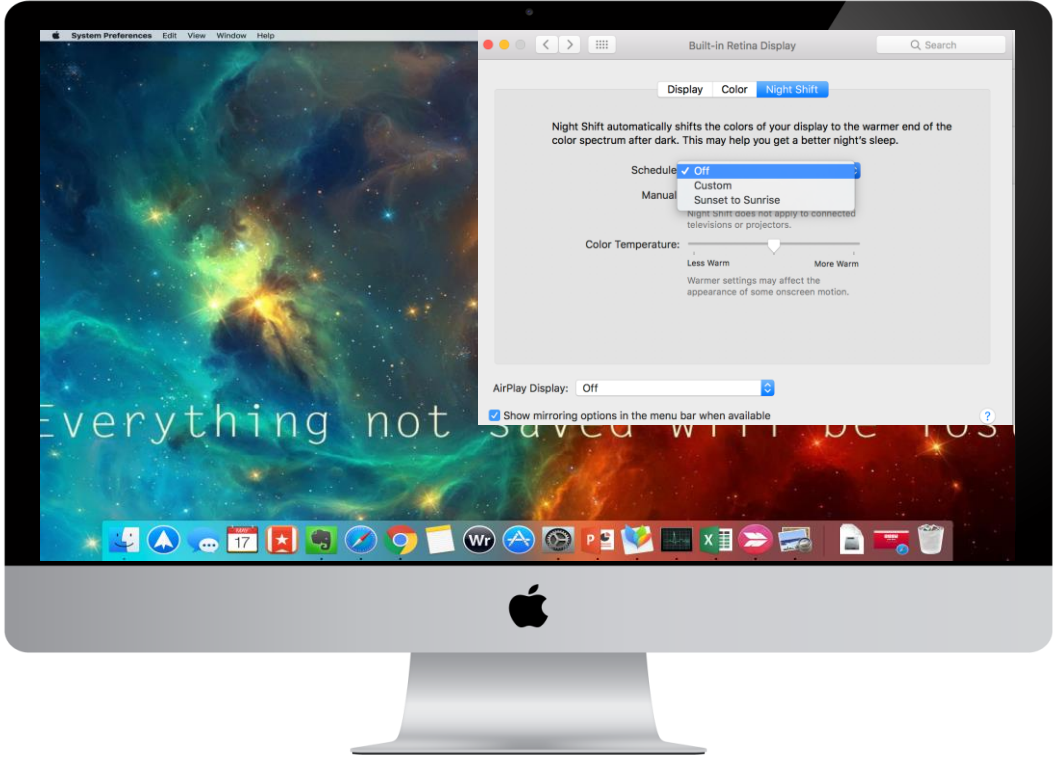
Greg Greiner  
Aaron Z. Lewis

## 5. Reinforce Values

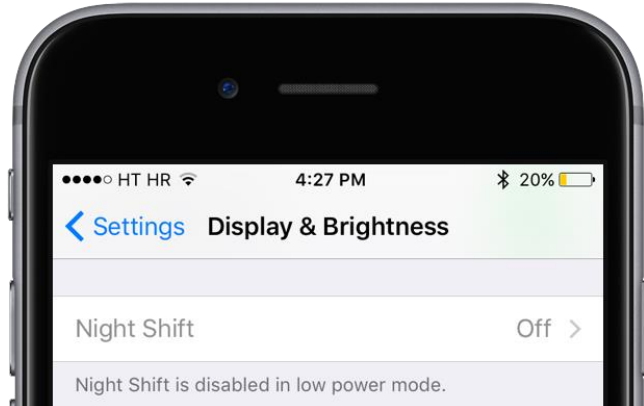




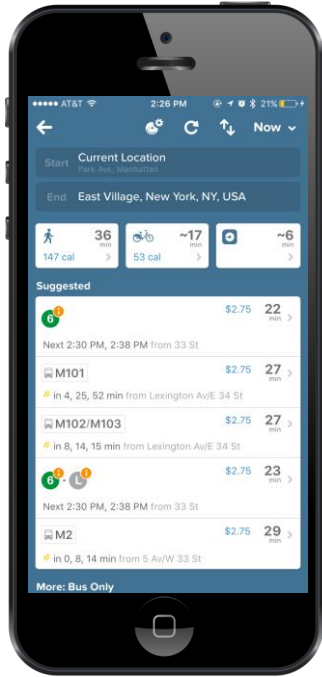
# In Sync with Life



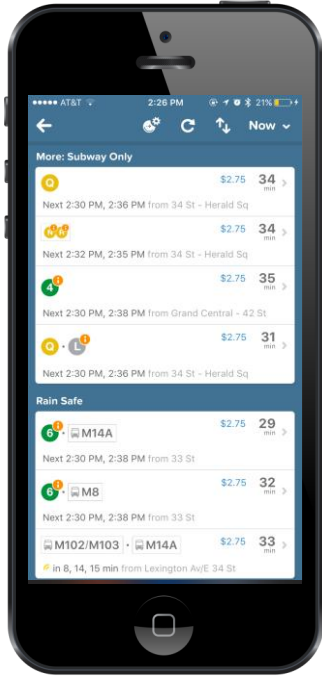
*Sync To The Sun*



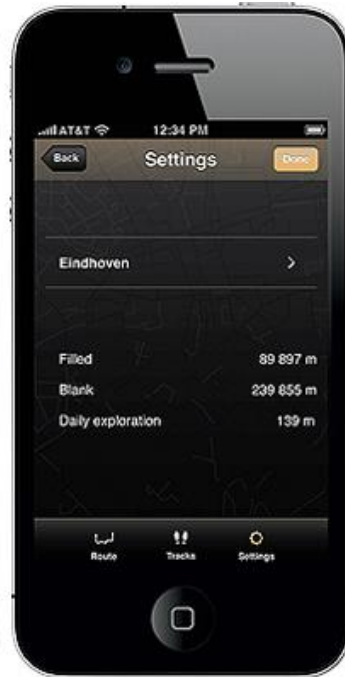
# The Journey, Not The Destination



*Healthy GPS*



*Dry GPS*



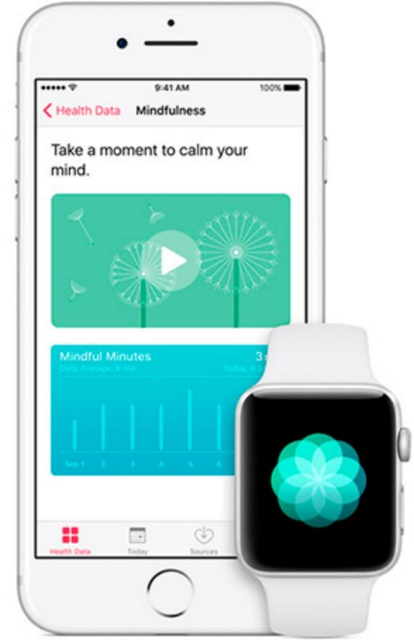
*New GPS*



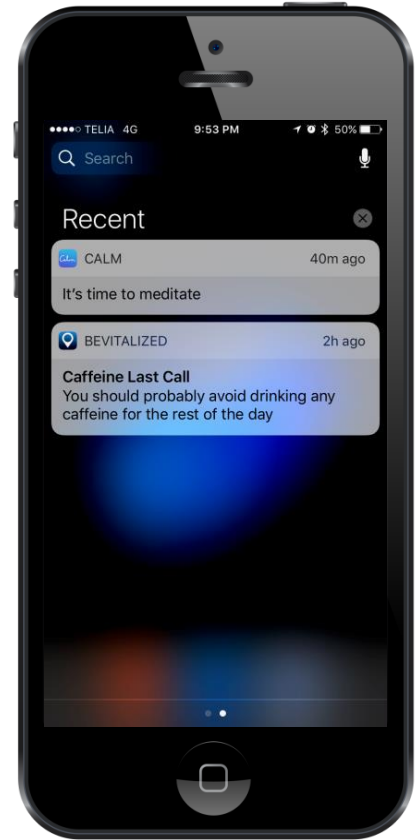
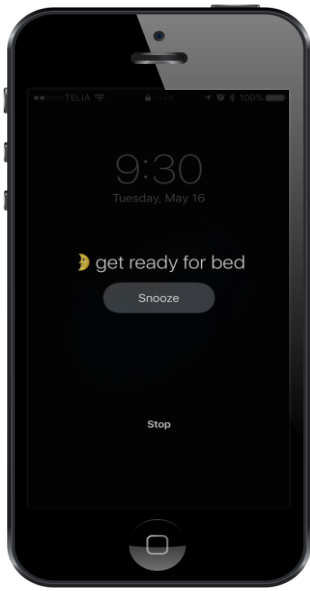
# The Journey, Not The Destination



# Meditate



# Sleep

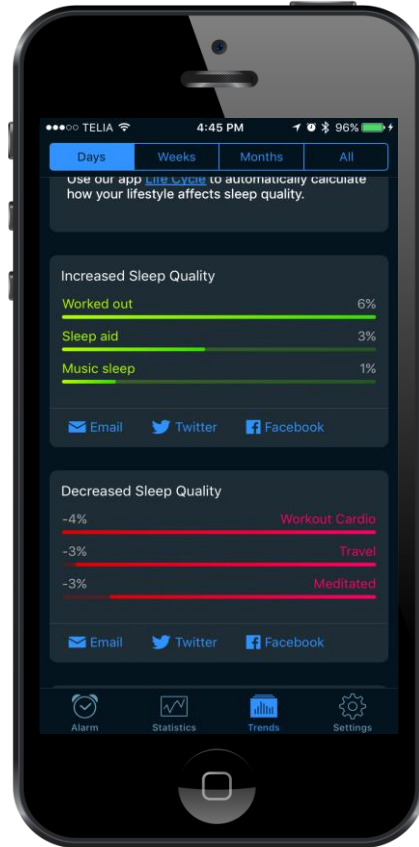




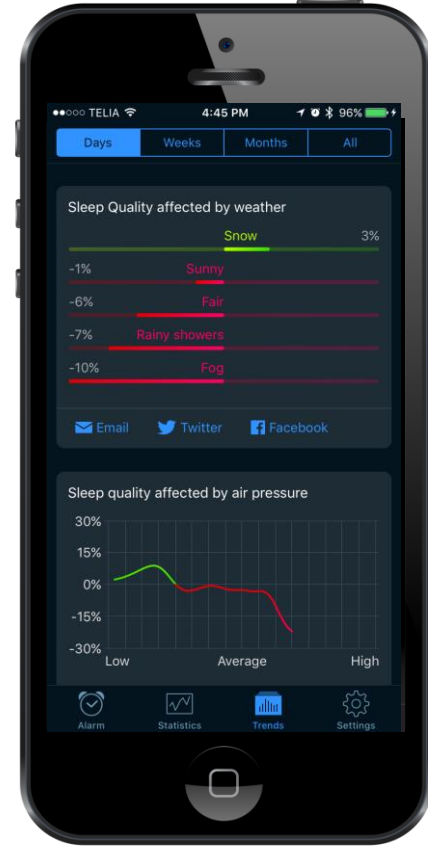
# Sleep and Life



*Full Moon*



*Weights, not a treadmill*



*Let it Snow*

6. Expand Your Mind by

*Design*



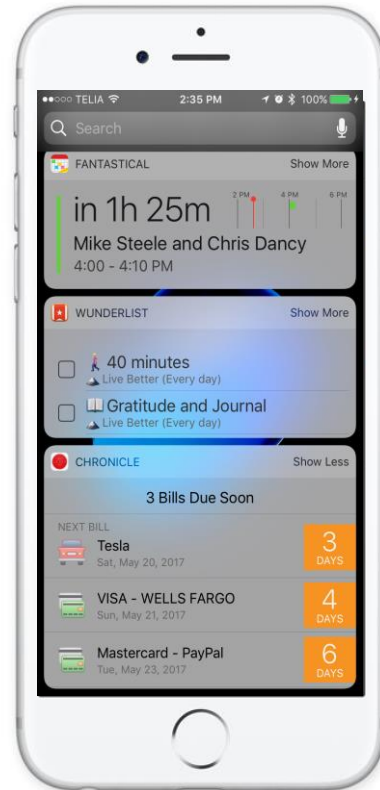
# Home Time



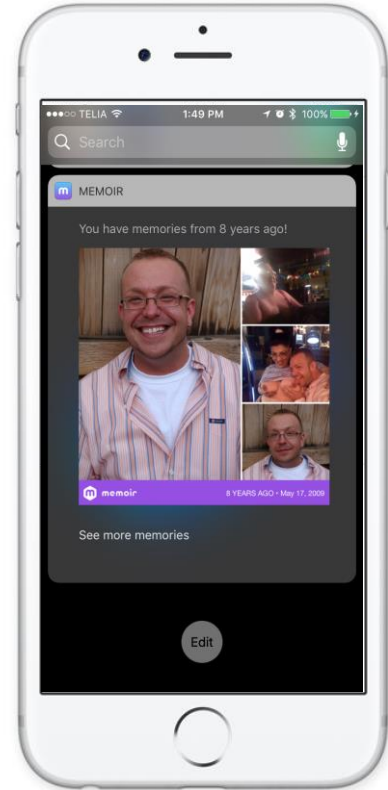
Now



Soon



Soon





Past

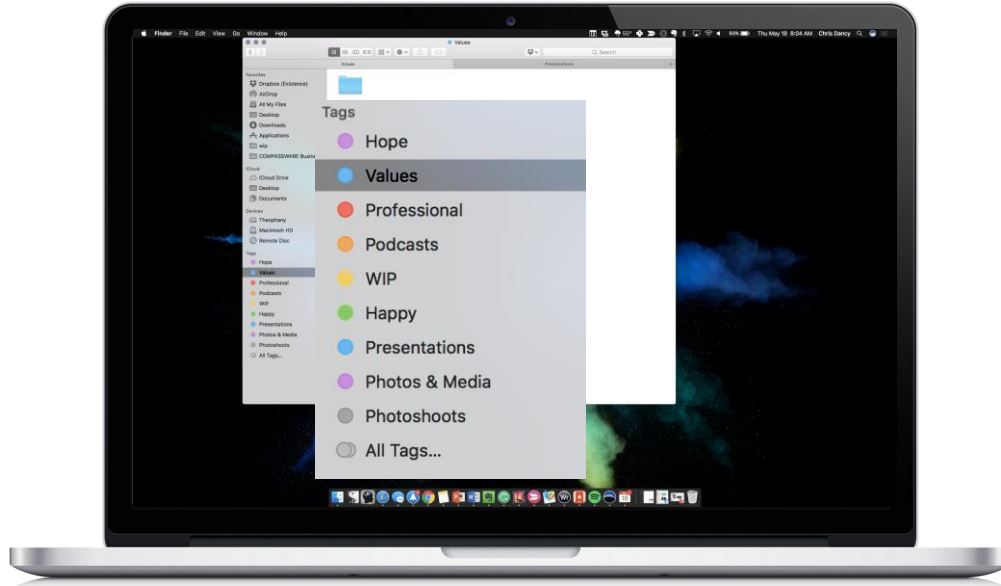
# Connect to your divinity



 Watch  
From "Kindness"

 AirDrop  
Receiving 12 items from  
Compassion 

# Organize by Value



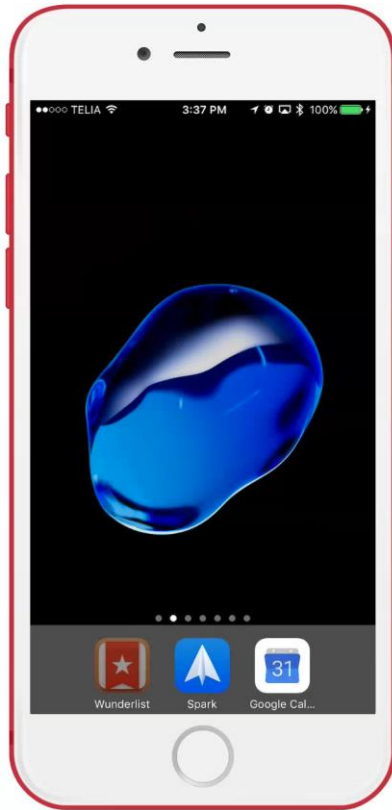
File System



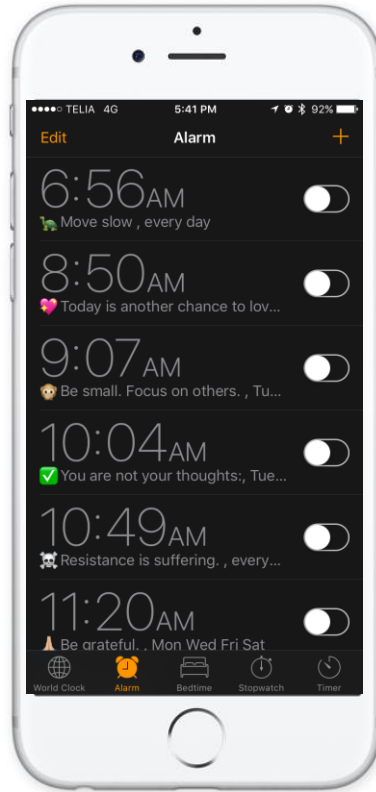
Folder Names



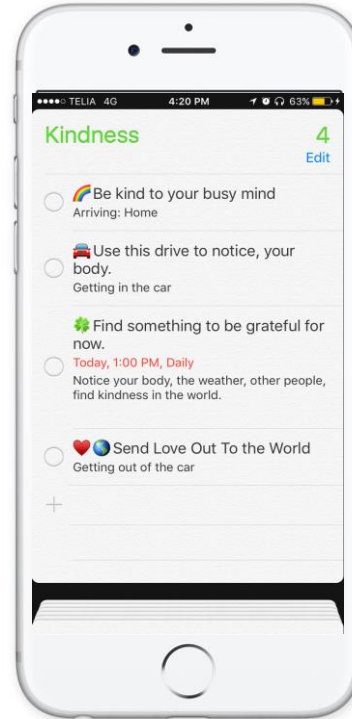
# Focus on Tenderness



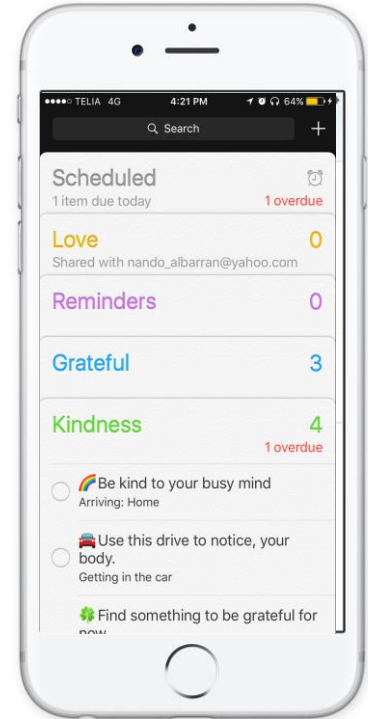
Tasks



Alarms



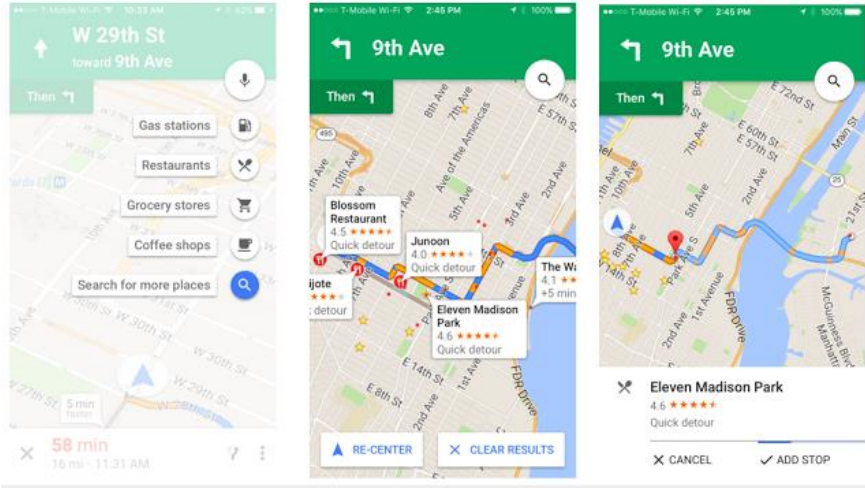
Context Sensitive



Value Based

Reminders

# Rest by Design



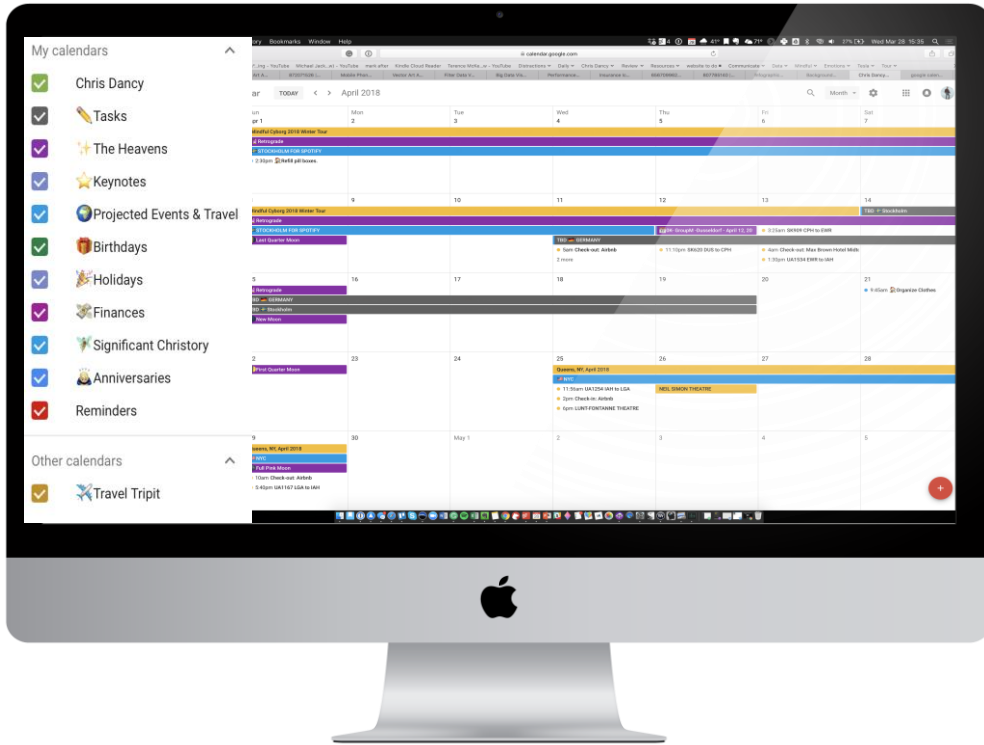
Provoke the now.



Stop Valuing your Schedule  
and Start Scheduling your Values

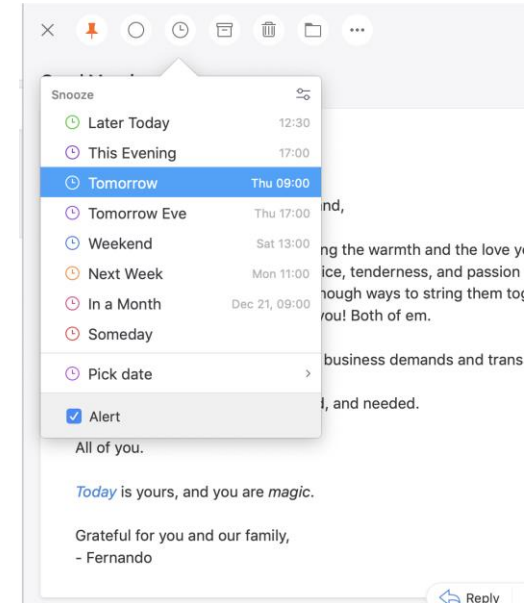
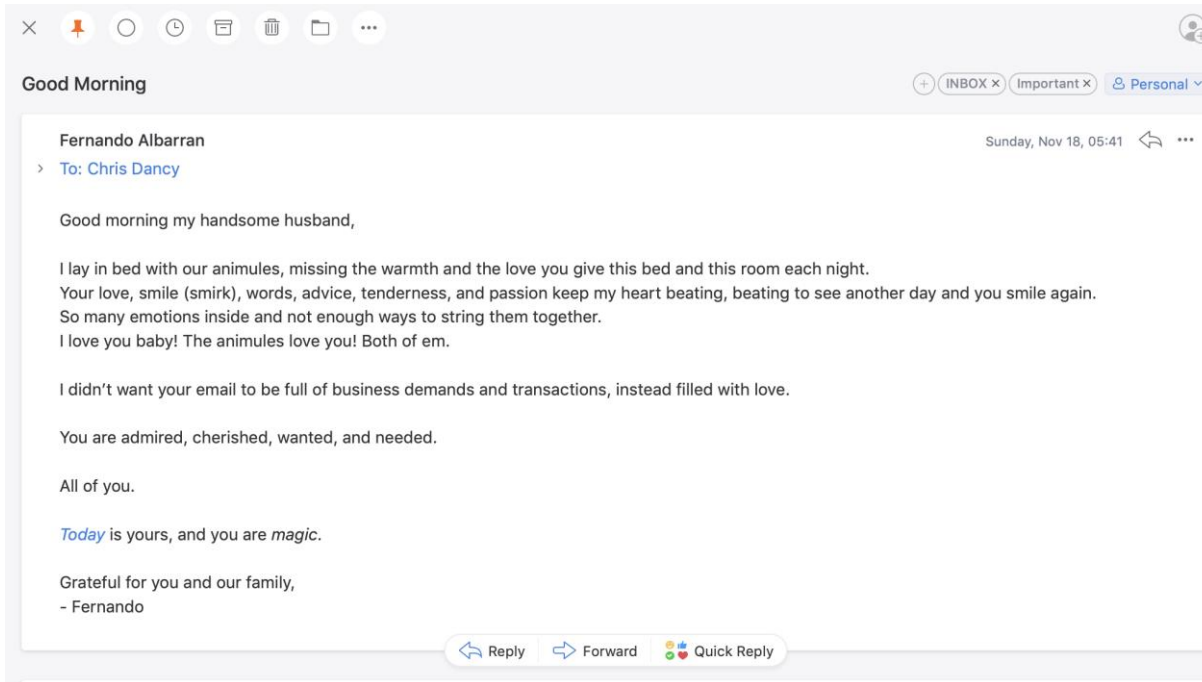


# Keep People Things Important





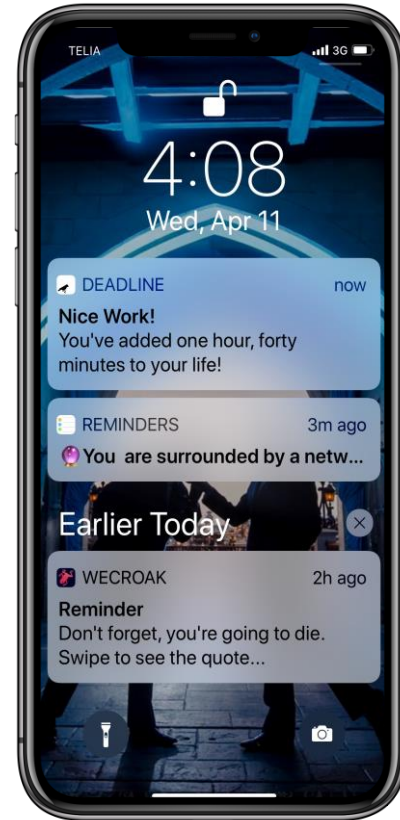
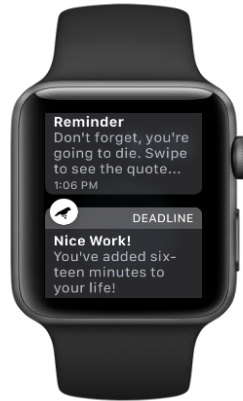
# Keep IMPORTANT People on a Schedule



# Keep Important Things Important



# Keep Important Things Important



# Workshop



1. Construct a user experience to change time perception.  
*(Speed, Relive, Slow)*



## DIE WITH ME

The chat app you can only use when you have less than **5% battery**.

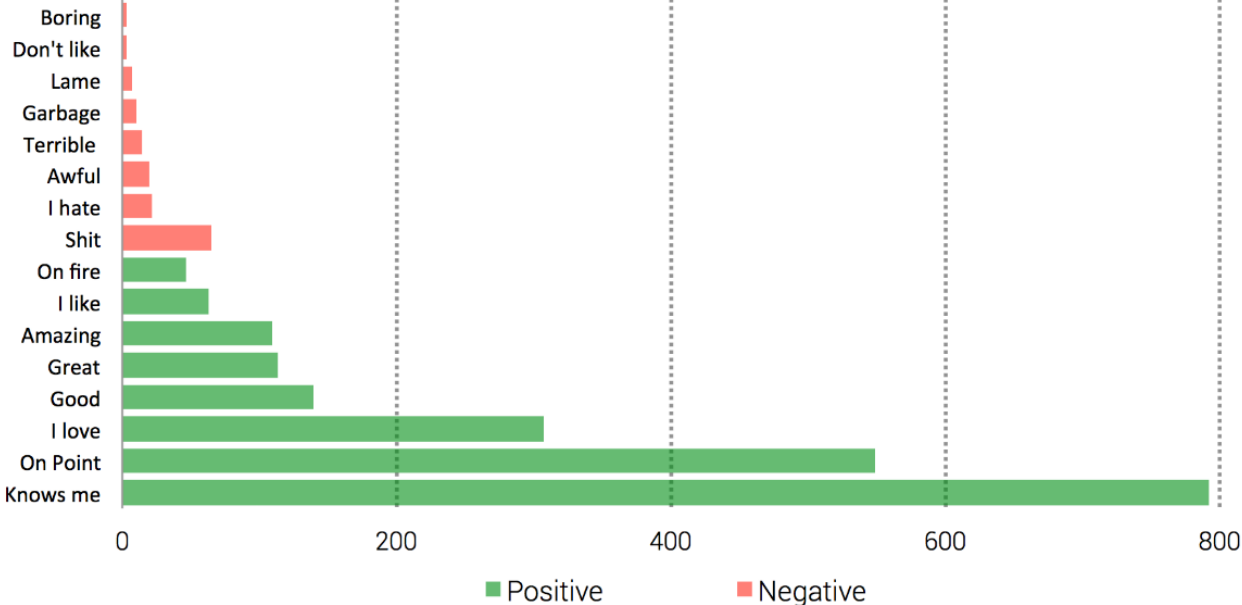
Die together in a chatroom on your way to offline peace.





# Spotify's Discover Weekly is \_\_\_\_\_

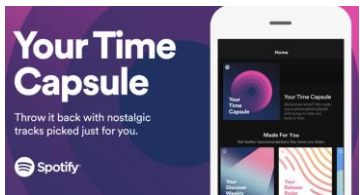
We found more far more use of positive words and phrases than negative



Twitter analysis via Brandwatch | March - May 2016



# Spotify®



Time Capsule (2017)



Your Library



Your Daily Mix



Year in Review (2013)



Last Played 50



Live Lyrics



Collaborative Playlist

Kairos Time

Chronological Time

Historical

Past

Recent

Now

Soon

Future



# SECTION FOUR

Reprogramming Your Future

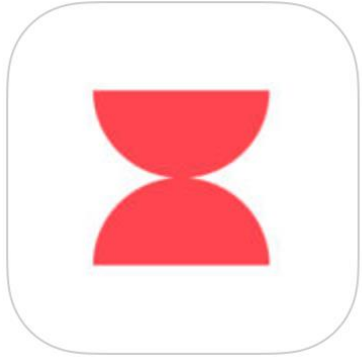




A young boy stands in a desolate, post-apocalyptic city. He is wearing a striped t-shirt, dark pants, and a gas mask that covers his entire head, leaving only his eyes visible. He holds a green bottle in his right hand. The ground is covered in rubble and a deep, dark trench runs through the street. In the background, there are ruined buildings and a bright, hazy sun. A small, rusty tricycle is parked on the ground in the foreground. The overall atmosphere is one of despair and hopelessness.

Can You Change the Future?

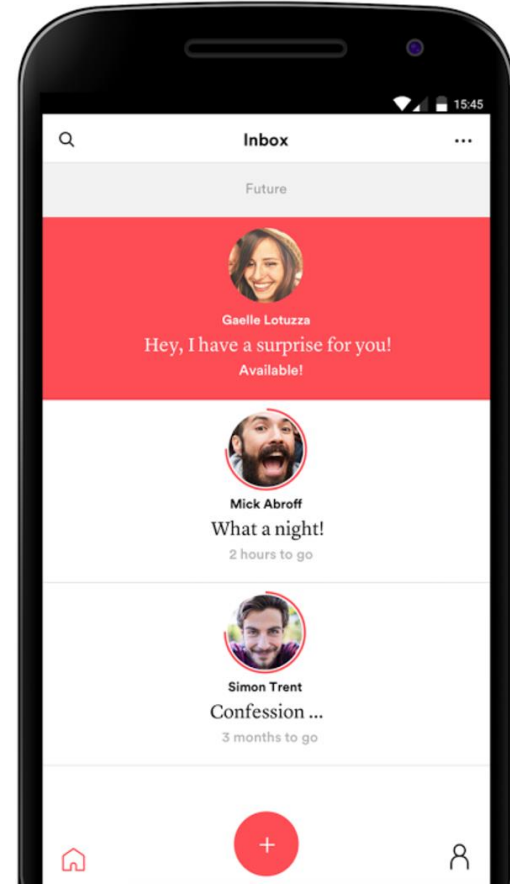
# The Future Now (Anticipation)



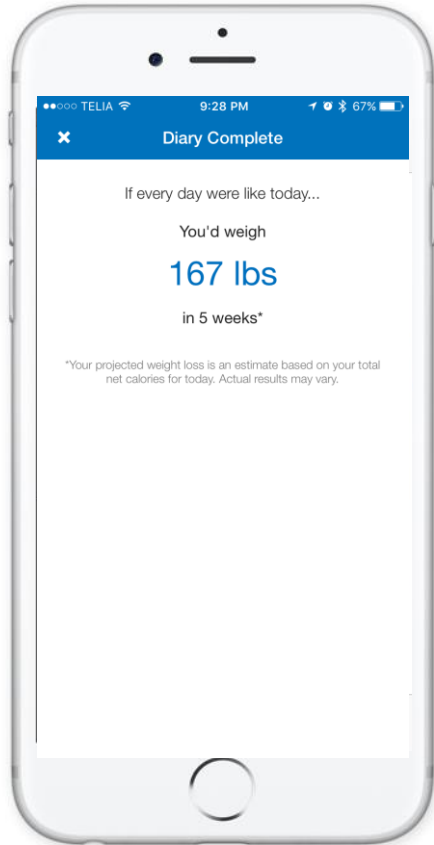
## Jack – Time Will Tell

By Jack Media SA

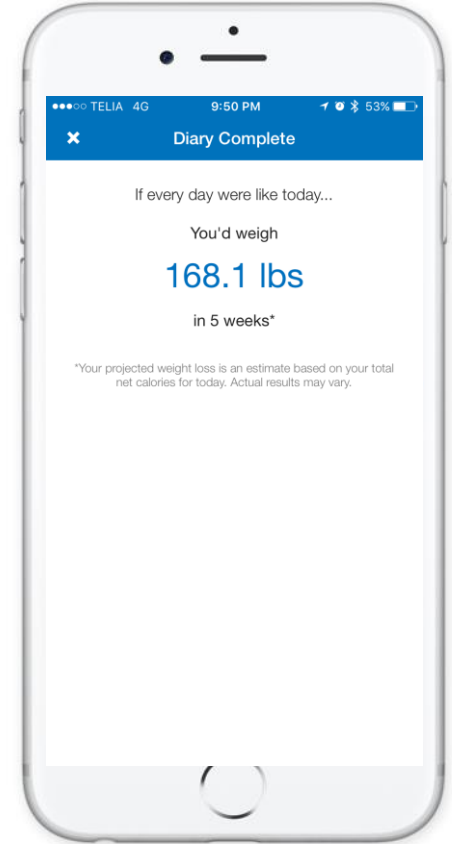
This app is only available in the App Store on iOS devices.



# See "You" Later



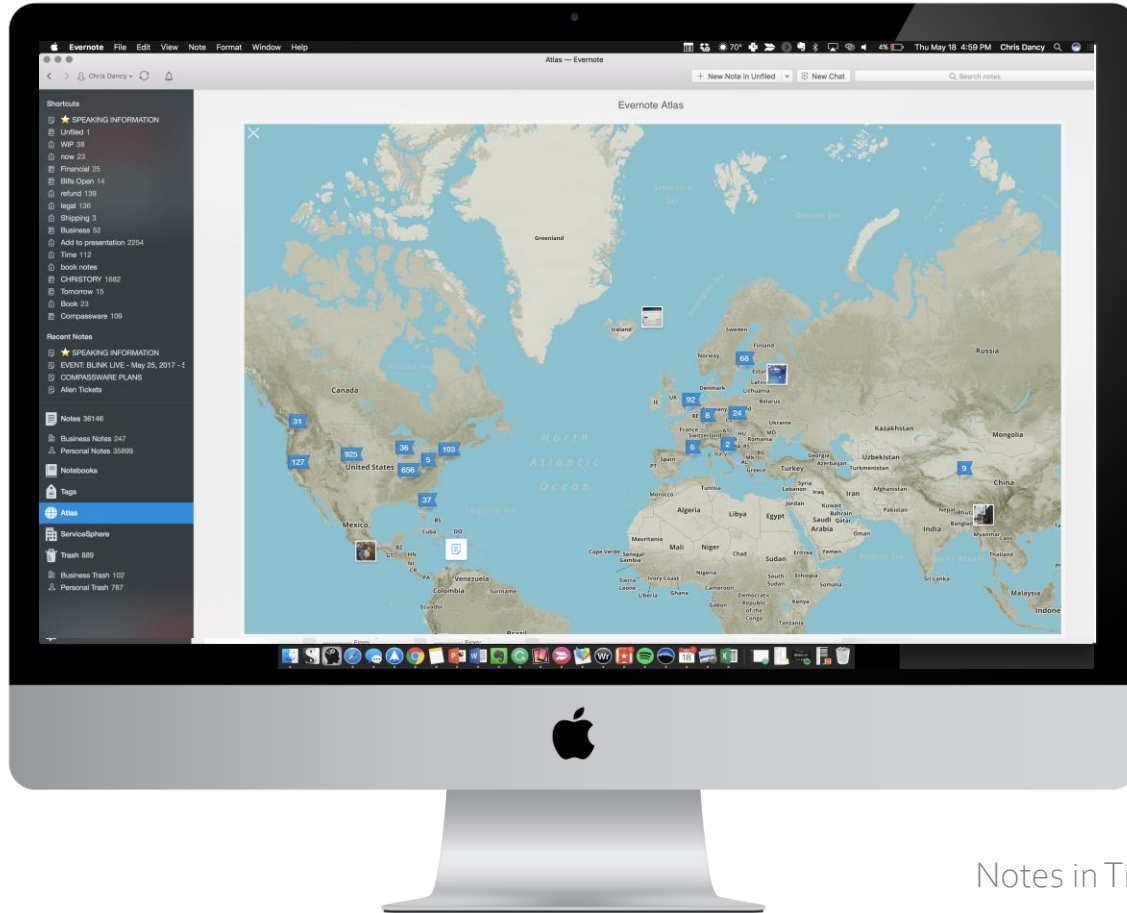
Health



Health

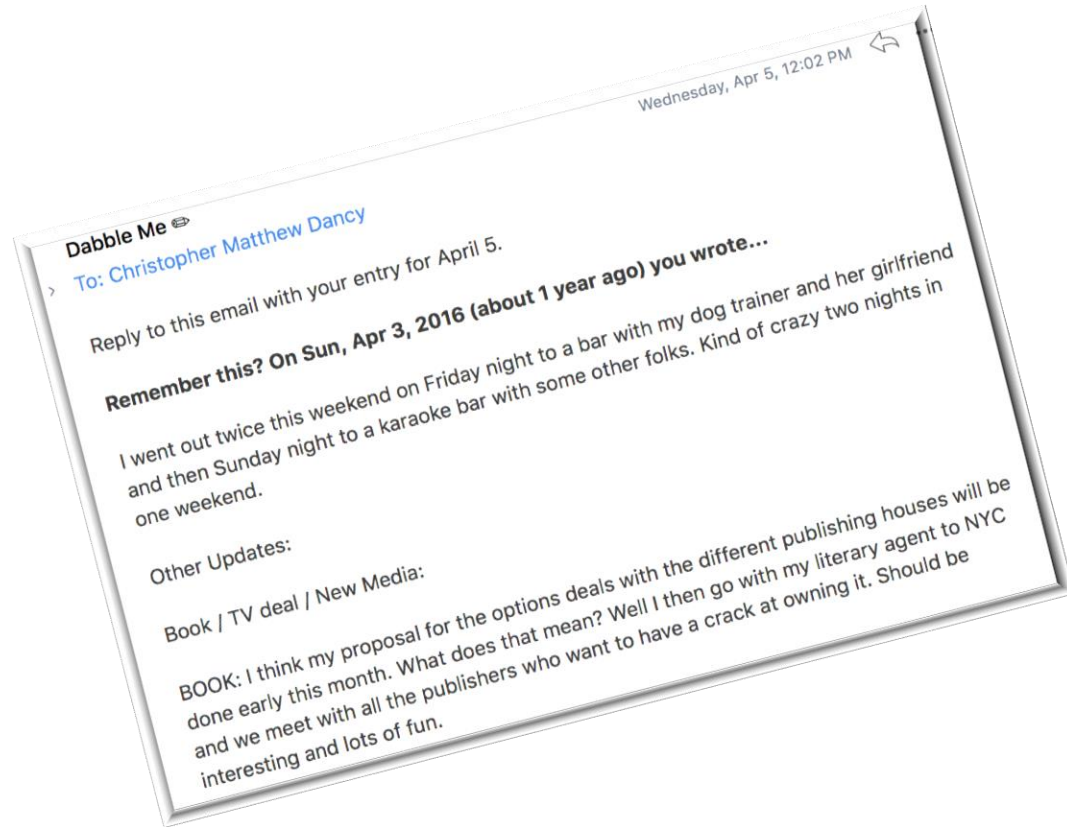


# Talk to Where and When

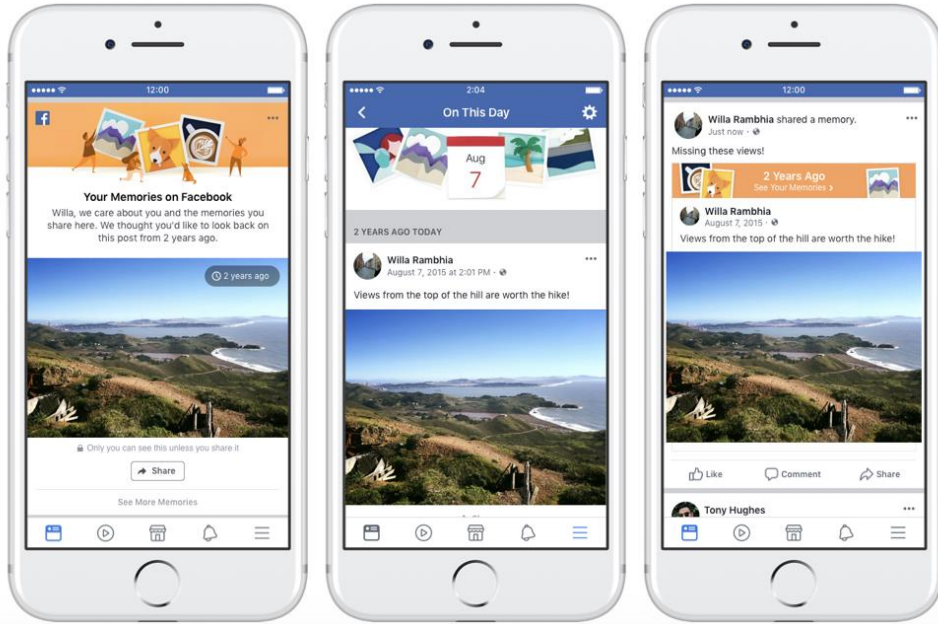



Notes in Time and Places

# Design your "Tomorrow Now"



# ANSWER: Yes, you do it every day, in reverse.



 **Chris Dancy** is 🌍 feeling magical at 📍 Åsa Hembageri. Just now · Åsa, Sweden · 🌐 ▼

Sending a note to next year so it will show up in my "Memories on Facebook"

Sunday, September 23, 2018

Chris,

Wait, what is this doing in my timeline. 📅

Well on this day in September 23, 2017, Saturday to be exact, you decided to send a note to your future. 📧

This isn't about that day you had last year, no this "memory" in Facebook is not a memory at all, it's a realization. 🙏

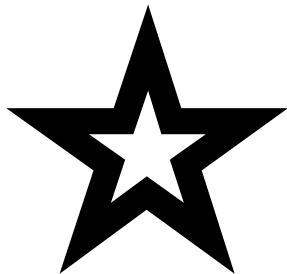
Look, when you wrote this note a year ago, you were fearful about a lot of things at are normal. ⭐

Yet somehow a year passed and none of your fears came true! 🌱

I'm here to help you realize that you are in all times right now, so move super slow and enjoy your life. ✂

Love  
Future Chris

# Workshop



1. Reprogram your future.



# SECTION BONUS

Magic in the Age of Machines



Can You Program Magic?



# What is Time?

The indefinite continued progress of existence and events in the past, present, and future regarded as a whole.



# What is non-linear Time?



Now



Coincidence



Déjà vu



Serendipity



Synchronicity



```
84 self.cur_game.on_key_press(symbol, modifiers):
85 if self.context_index == -1:
86 if symbol == key.UP and not self.active_index == 0:
87 self.menu_labels[self.active_index].color = [255, 255, 255, 255]
88 self.active_index -= 1
89 self.mags_dt = self.get_act_color_mag()
90 elif symbol == key.DOWN and not self.active_index == 3:
91 self.menu_labels[self.active_index].color = [255, 255, 255, 255]
92 self.active_index += 1
93 self.mags_dt = self.get_act_color_mag()
94 elif symbol == key.ENTER:
95 if self.active_index == 3:
96 pygame.app.exit()
97 else:
98 self.context_index = self.active_index
99 elif symbol == key.ESCAPE:
100 if self.context_index == -1:
101 pygame.app.exit()
102 else:
103 self.context_index = -1
104 elif self.context_index == 1:
105 if symbol == key.ESCAPE:
106 self.context_index = -1
107 else:
108 self.cur_game.on_key_press(symbol, modifiers)
109 else:
110 if symbol == key.ESCAPE:
111 self.context_index = -1
```

# INPUTS



# Transmuting Ritual

A GPS for the Spiritual



## Ritual Hacking

Google





# Transmuting Ritual

A GPS for the Spiritual

## GOAL



Create ritual, habit and **change** the course of a **persons** life and **influence** their **decisions** to be more **aligned** with the needs of the **common good**.

## METHOD



Using the **passive data** of a connected person to **influence** their **behavior** by turning their **entire life** into a system of **ambient feedback**.

## EXAMPLE



# 1. Collect

- Behavior
- Activity
- Health
- Env

# 2. Identify

- Behavior heuristics

# 3. Trigger

- Time
- Extended
- Population <>

# 4. Filter

- Time
- Location
- Activity
- Lifestyle
- Behavior

# 5. Action

- To device
- To environment

# 6. Trends

- By population
- By Time
- By Segment

# 7. Research

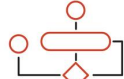
- By population
- By Time
- By Segment



INFORMATION RESOURCES



DETECTION OF REGULARITIES



DESIGN ALGORITHMS



FILTRATION



INTELLIGENT DATA



PREDICTIVE ANALYTICS



THE RESEARCH PROCESS

## Climate

UV, Temp, Humidity, Wind, Warnings



## Biological

Active Calories, Flights climbed, HR



## Behavior

Contact, Calendar, Music, Photo



## Activity

Sit, Stand, Walk, Run, Fall, Drive, Bike, Mass Transport



## Environment

Temp, Humidity, Air Quality



## Proximity

Sound, Light



## Location

GPS Coordinates, Elevation, Floor, Address



## Temporal

Day, Date, Month, Year



| DATA SOURCE           | TIME | DATE | LOCATION | ACTIVITY |
|-----------------------|------|------|----------|----------|
| Minute                | █    | █    | █        | █        |
| Hour                  | █    | █    | █        | █        |
| Time of Day           | █    | █    | █        | █        |
| DATE                  |      |      |          |          |
| Day                   | █    | █    | █        | █        |
| Month                 | █    | █    | █        | █        |
| Year                  | █    | █    | █        | █        |
| LOCATION              |      |      |          |          |
| City of origin        | █    | █    | █        | █        |
| Home                  | █    | █    | █        | █        |
| Work                  | █    | █    | █        | █        |
| Away from Home / Work | █    | █    | █        | █        |
| Elevation             | █    | █    | █        | █        |
| ACTIVITY              |      |      |          |          |
| Stationary            | █    | █    | █        | █        |
| Standing              | █    | █    | █        | █        |
| Walking               | █    | █    | █        | █        |
| Running               | █    | █    | █        | █        |
| Driving               | █    | █    | █        | █        |
| BEHAVIOR              |      |      |          |          |
| Unlocking Phone       | █    | █    | █        | █        |

- SINGLE EVENT TRIGGERS (Level 1)**  
Information from the ID engine is acted upon (Condition Identification)
- CORE BEHAVIOR ALGORITHMS (Level 2)**  
Multiple information resource combinations acted upon (Behavior Identification)
- EPHEMERAL CONDITION ALGORITHM (Level 3)**  
Temporary condition for core ID event pertaining to an individual or group. (Event Identification)
- EXTENDED CONDITION ALGORITHM (Level 4)**  
Information resources over time for an individual significant event. (Lifestyle change Identification)
- NORMATIVE STATE CHANGE (Level 5)**  
Behavior deltas filter through normative state changes for populations. (Traditional Crowd Analytics plus predictive intelligence)



- Proximity
- Body
- Home
- Vehicle
- Office
- Locality





# Transmuting Ritual

A GPS for the Spiritual

*Information resources from the **devices, connections and external sources**, are pooled.*

*Any external resource is identified for it's placement in the matrix.*

## 1. Collect

- Behavior
- Activity
- Health
- Env



INFORMATION  
RESOURCES



## Temporal

Date, Time, Time zone, Elapsed Time



## Location

Coordinates, Elevation



## Activity

Standing, Sitting, Walking, Running, Riding.



## Behavior

Using device, listening to music, taking photos, appointments



## Biological

Respiration(\*), Heartrate (\*), Food intake(\*)



## Environmental

Noise levels, light strength, weather(\*)



# Transmuting Ritual

A GPS for the Spiritual

Using **behavior finger print** moments are identified and packaged for trigger or further analysis.

## 2. Identify

- Behavior heuristics



DETECTION OF REGULARITIES

| GROUP       | TIME        | DATE        | LOCATION    | ACTIVITY    | BEHAVIOR    | BIOLOGY     | ENVIRONMENT |
|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|
| Category    | Minute      | Hour        | Day         | Month       | Year        | Year        | Year        |
| Category    | Time of Day | Day of Week | Day of Week | Day of Week | Day of Week | Day of Week | Day of Week |
| TIME        |             |             |             |             |             |             |             |
| DATE        |             |             |             |             |             |             |             |
| LOCATION    |             |             |             |             |             |             |             |
| ACTIVITY    |             |             |             |             |             |             |             |
| BEHAVIOR    |             |             |             |             |             |             |             |
| BIOLOGY     |             |             |             |             |             |             |             |
| ENVIRONMENT |             |             |             |             |             |             |             |

## Suggestions for Incantation



- 1 Just like a "Carpenter" Rainy days and Mondays always bring me down.
- 2 Rush hours can make us really tense, consider listening to some music
- 3 Wear sunscreen, a sun burn can make it hard to sleep
- 4 Working from home can be overwhelming take a moment to enjoy the city you're visiting, look up old peers
- 5 Lack of Sun during winter months can play with our nerves and emotions, take time to get outside
- 6 It's easy to forget our diets while on vacation, but let's try to have enough energy for our trip and no more
- 7 The holidays are for relaxing, but consuming too much alcohol can ensure our sleep is not as restful
- 8 When hiking in higher elevations, remember to drink a lot of water.
- 9 Sitting is the new smoking, find a way to have a walking meeting or make excuses to visit friends on other floors
- 10 Going for a jog when the humidity is high can be hard on your body, consider waiting until early morning
- 11 Capturing the memories of your life and sharing them with your friends is fun, remember to smell the roses!
- 12 Celebrating the new year can be fun, but remember you have resolutions to keep
- 13 Everyone loves a summer vacation so let's make sure we stay active while away this year so we can sleep longer
- 14 Often we don't see the quality of the air around us, on days when you're being active, make sure to check around you!
- 15 Often we don't feel road rage coming on, so let's take time to listen to a podcast or put on some good music
- 16 No matter how busy you are, your family loves spending time with you, take a moment to just go hang out with them.
- 17 Weekend warrior? Slowing down on the weekends is good for the soul, so how about some meditation?
- 18 Music is soothing to the soul. On days when the weather is too cold or too hot, treat yourself to your favorite playlist
- 19 Crushing your activity goal before noon is great for sleep, at night too much exercise can affect our restful night.
- 20 Caffeine is hard on the body, so let's get out and take a walk before dinner to make tonight's rest deeper.
- 21 While traveling natural supplements can sometimes help us sleep more deeply, are you keeping up on your diet today?
- 22 It's a busy world, and it will never not be. Put everyone on hold and let's have a mindful 2 minutes right now.
- 23 Looks like rainy afternoons do make us sleep, great job meeting your bedtime window and getting enough sack time.
- 24 Relaxing with some good music is a great way to get your self ready for bed, but remember to slow the beats down!
- 25 With the sun setting early, remember to get your exercise in sooner.
- 26 Orfield Laboratories in Minneapolis has the world's quietest room at -9dB! How quiet can you make your room?
- 27 While out of town the brightness of the room were sleeping in can change our sleep schedule, pull those blinds!



## Temporal

Date, Time, Time zone, Elapsed Time



## Location

Coordinates, Elevation



## Activity

Standing, Sitting, Walking, Running, Riding.



## Behavior

Using device, listening to music, taking photos, appointments



## Biological

Respiration(\*), Heartrate (\*), Food intake(\*)



## Environmental

Noise levels, light strength, weather(\*)

## 2. Identify

- Behavior heuristics



DETECTION OF  
REGULARITIES



|                         |                            |
|-------------------------|----------------------------|
| MVP                     | Uncanny Valley Data Picker |
| <b>TIME</b>             |                            |
| * Minute                |                            |
| * Hour                  |                            |
| * Time of Day           |                            |
| <b>DATE</b>             |                            |
| * Day                   |                            |
| * Month                 |                            |
| * Year                  |                            |
| * Day of Week           |                            |
| <b>LOCATION</b>         |                            |
| * Home                  |                            |
| * Work                  |                            |
| * Away from Home / Work |                            |
| * Elevation             |                            |
| <b>ACTIVITY</b>         |                            |
| * Stationary            |                            |
| * Standing              |                            |
| * Walking               |                            |
| * Running               |                            |
| * Driving               |                            |
| <b>BEHAVIOR</b>         |                            |
| Unlocking Phone         |                            |
| * Full Calendar         |                            |
| * Taking Photos         |                            |
| * Listening to Music    |                            |
| <b>BIOLOGY</b>          |                            |
| * Steps                 |                            |
| * Calories Burned       |                            |
| * Caffeine              |                            |
| * Alcohol               |                            |
| * Water                 |                            |
| * Sugar                 |                            |
| * Heart Rate            |                            |
| * Magnesium             |                            |



## Temporal

Date, Time, Time zone, Elapsed Time



## Location

Coordinates, Elevation



## Activity

Standing, Sitting, Walking, Running, Riding.



## Behavior

Using device, listening to music, taking photos, appointments



## Biological

Respiration(\*), Heartrate (\*), Food intake(\*)



## Environmental

Noise levels, light strength, weather(\*)

## 2. Identify

- Behavior heuristics



DETECTION OF REGULARITIES

| MVP                        |  |
|----------------------------|--|
| Uncanny Valley Data Packer |  |
| TIME                       |  |
| * Minute                   |  |
| * Hour                     |  |
| * Time of Day              |  |
| DATE                       |  |
| * Day                      |  |
| * Month                    |  |
| * Year                     |  |
| * Day of Week              |  |
| LOCATION                   |  |
| * Home                     |  |
| * Work                     |  |
| * Away from Home / Work    |  |
| * Elevation                |  |
| ACTIVITY                   |  |
| * Stationary               |  |
| * Standing                 |  |
| * Walking                  |  |
| * Running                  |  |
| * Driving                  |  |
| BEHAVIOR                   |  |
| * Unlocking Phone          |  |
| * Full Calendar            |  |
| * Taking Photos            |  |
| * Listening to Music       |  |
| BIOLOGY                    |  |
| * Steps                    |  |
| * Calories Burned          |  |
| * Caffeine                 |  |
| * Alcohol                  |  |
| * Water                    |  |
| * Sugar                    |  |
| * Heart Rate               |  |
| * Magnesium                |  |
| ENVIRONMENT                |  |
| * Temperature (Ext)        |  |
| * Humidity (Ext)           |  |
| * Pressure (Ext)           |  |
| * Wind                     |  |
| * UV Index                 |  |
| * Precipitation            |  |
| * Sun up                   |  |
| * Sun down                 |  |
| * Temperature (Int)        |  |
| * Air Quality (Int)        |  |
| * Humidity (Int)           |  |
| * Room Brightness          |  |
| * Room Sound Decibels      |  |



## Temporal

Date, Time, Time zone, Elapsed Time



## Location

Coordinates, Elevation



## Activity

Standing, Sitting, Walking, Running, Riding.



## Behavior

Using device, listening to music, taking photos, appointments



## Biological

Respiration(\*), Heartrate (\*), Food intake(\*)



## Environmental

Noise levels, light strength, weather(\*)

## 2. Identify

- Behavior heuristics



DETECTION OF  
REGULARITIES

| MVP      |  | Uncanny Valley Data Picker |                    |  |
|----------|--|----------------------------|--------------------|--|
|          |  | TIME                       |                    |  |
|          |  | Minute                     | Hour               |  |
|          |  | Time of Day                |                    |  |
|          |  | DATE                       |                    |  |
|          |  | Day                        | Month              |  |
|          |  | Year                       |                    |  |
|          |  | Day of Week                |                    |  |
|          |  | LOCATION                   |                    |  |
|          |  | Home                       | Work               |  |
|          |  | Away from Home / Work      |                    |  |
|          |  | Elevation                  |                    |  |
|          |  | ACTIVITY                   |                    |  |
|          |  | Stationary                 | Standing           |  |
|          |  | Walking                    | Running            |  |
|          |  | Driving                    |                    |  |
|          |  | BEHAVIOR                   |                    |  |
|          |  | Unlocking Phone            | Full Calendar      |  |
|          |  | Taking Photos              | Listening to Music |  |
|          |  | BIOLOGY                    |                    |  |
|          |  | Steps                      | Calories Burned    |  |
|          |  | Caffeine                   | Alcohol            |  |
|          |  | Water                      | Sugar              |  |
|          |  | Heart Rate                 | Magnesium          |  |
|          |  | Meditation                 | Sleep (In Bed)     |  |
|          |  | Sleep (Asleep)             | ENVIRONMENT        |  |
|          |  | Temperature (Ext)          | Humidity (Ext)     |  |
|          |  | Pressure (Ext)             | Wind               |  |
|          |  | UV Index                   | Precipitation      |  |
|          |  | Sun up                     | Sun down           |  |
|          |  | Temperature (Int)          | Air Quality (Int)  |  |
|          |  | Humidity (Int)             | Room Brightness    |  |
|          |  | Room Sound Decibels        |                    |  |
| TIME     |  | * Minute                   |                    |  |
| TIME     |  | * Hour                     |                    |  |
| TIME     |  | * Time of Day              |                    |  |
| DATE     |  | * Day                      |                    |  |
| DATE     |  | * Month                    |                    |  |
| DATE     |  | * Year                     |                    |  |
| DATE     |  | * Day of Week              |                    |  |
| LOCATION |  | * Home                     |                    |  |
| LOCATION |  | * Work                     |                    |  |
| LOCATION |  | * Away from Home / Work    |                    |  |
| LOCATION |  | * Elevation                |                    |  |
| ACTIVITY |  | * Stationary               |                    |  |
| ACTIVITY |  | * Standing                 |                    |  |
| ACTIVITY |  | * Walking                  |                    |  |
| ACTIVITY |  | Running                    |                    |  |
| ACTIVITY |  | Driving                    |                    |  |
| BEHAVIOR |  | Unlocking Phone            |                    |  |
| BEHAVIOR |  | * Full Calendar            |                    |  |
| BEHAVIOR |  | Taking Photos              |                    |  |
| BEHAVIOR |  | Listening to Music         |                    |  |
| BIOLOGY  |  | * Steps                    |                    |  |
| BIOLOGY  |  | * Calories Burned          |                    |  |
| BIOLOGY  |  | * Caffeine                 |                    |  |
| BIOLOGY  |  | * Alcohol                  |                    |  |
| BIOLOGY  |  | * Water                    |                    |  |
| BIOLOGY  |  | * Sugar                    |                    |  |
| BIOLOGY  |  | * Heart Rate               |                    |  |
| BIOLOGY  |  | * Magnesium                |                    |  |



## Temporal

Date, Time, Time zone, Elapsed Time



## Location

Coordinates, Elevation



## Activity

Standing, Sitting, Walking, Running, Riding,



## Behavior

Using device, listening to music, taking photos, appointments



## Biological

Respiration(\*), Heartrate (\*), Food intake(\*)



## Environmental

Noise levels, light strength, weather(\*)

## 2. Identify

- Behavior heuristics



DETECTION OF  
REGULARITIES

| MVP                     |  | Uncanny Valley Data Packer |                    |
|-------------------------|--|----------------------------|--------------------|
|                         |  | TIME                       |                    |
|                         |  | Minute                     | Hour               |
|                         |  | Time of Day                |                    |
|                         |  | DATE                       |                    |
|                         |  | Day                        | Month              |
|                         |  | Year                       | Day of Week        |
|                         |  | LOCATION                   |                    |
|                         |  | Home                       | Work               |
|                         |  | Away from Home / Work      |                    |
|                         |  | Elevation                  |                    |
|                         |  | ACTIVITY                   |                    |
|                         |  | Stationary                 | Standing           |
|                         |  | Walking                    | Running            |
|                         |  | Driving                    | BEHAVIOR           |
|                         |  | Unlocking Phone            | Full Calendar      |
|                         |  | Taking Photos              | Listening to Music |
|                         |  | BIOLOGY                    |                    |
|                         |  | Steps                      | Calories Burned    |
|                         |  | Caffeine                   | Alcohol            |
|                         |  | Water                      | Sugar              |
|                         |  | Heart Rate                 | Magnesium          |
|                         |  | Meditation                 | Sleep (In Bed)     |
|                         |  | Sleep (Asleep)             | ENVIRONMENT        |
|                         |  | Temperature (Ext)          | Humidity (Ext)     |
|                         |  | Pressure (Ext)             | Wind               |
|                         |  | UV Index                   | Precipitation      |
|                         |  | Sun up                     | Sun down           |
|                         |  | Temperature (Int)          | Air Quality (Int)  |
|                         |  | Humidity (Int)             | Room Brightness    |
|                         |  | Room Sound                 | Decibels           |
|                         |  | <b>TIME</b>                |                    |
| * Minute                |  |                            |                    |
| * Hour                  |  |                            |                    |
| * Time of Day           |  |                            |                    |
| <b>DATE</b>             |  |                            |                    |
| * Day                   |  |                            |                    |
| * Month                 |  |                            | 5                  |
| * Year                  |  |                            |                    |
| * Day of Week           |  |                            |                    |
| <b>LOCATION</b>         |  |                            |                    |
| * Home                  |  |                            |                    |
| * Work                  |  |                            |                    |
| * Away from Home / Work |  |                            | 13                 |
| * Elevation             |  |                            |                    |
| <b>ACTIVITY</b>         |  |                            |                    |
| * Stationary            |  |                            |                    |
| * Standing              |  |                            |                    |
| * Walking               |  |                            |                    |
| Running                 |  |                            |                    |
| Driving                 |  |                            |                    |
| <b>BEHAVIOR</b>         |  |                            |                    |
| Unlocking Phone         |  |                            |                    |
| * Full Calendar         |  |                            |                    |
| Taking Photos           |  |                            |                    |
| Listening to Music      |  |                            |                    |
| <b>BIOLOGY</b>          |  |                            |                    |
| * Steps                 |  |                            |                    |
| * Calories Burned       |  |                            |                    |
| * Caffeine              |  |                            |                    |
| * Alcohol               |  |                            |                    |
| * Water                 |  |                            |                    |
| * Sugar                 |  |                            |                    |
| * Heart Rate            |  |                            |                    |
| * Magnesium             |  |                            |                    |



## Temporal

Date, Time, Time zone, Elapsed Time



## Location

Coordinates, Elevation



## Activity

Standing, Sitting, Walking, Running, Riding.



## Behavior

Using device, listening to music, taking photos, appointments



## Biological

Respiration(\*), Heartrate (\*), Food intake(\*)



## Environmental

Noise levels, light strength, weather(\*)

## 2. Identify

- Behavior heuristics



DETECTION OF  
REGULARITIES







# Transmuting Ritual

A GPS for the Spiritual

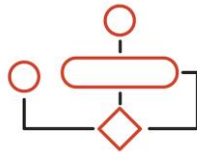
*Packaged moments are triggered upon or passed on for further analysis.*

*Offer **five levels of analysis** to their customers.*

*Elements are data or time combinations.*

## 3. Trigger

- Time
- Extended
- Population <>



DESIGN  
ALGORITHMS

## EXAMPLE

### Season

Winter, Spring,  
Temporal + Location



### Social Location

Work, Home, Other  
Location + Persistence



### Special Event

Entertaining  
Proximity / Behavior / Environment



### Life Style

Change  
Recharging  
Climate + Health / Activity  
change



### Population Sentiment

Stress/ Relax  
Temporal / Climate /  
Behavior / Biology



## LEVEL

### SINGLE EVENT TRIGGERS (Level 1)

Information from the ID engine is acted upon (*Condition Identification*)

### CORE BEHAVIOR ALDRTHIMS (Level 2)

Multiple information resource combinations acted upon (*Behavior Identification*)

### EPHEMERAL CONDITION ALGORHTYM (Level 3)

Temporary condition for core ID event pertaining to an individual or group. (*Event Identification*)

### EXTENEDED CONDIGFTION ALGORITYM (Level 4)

Information resources over time for an individual significant event. (*Lifestyle change Identification*)

### NORMATIVE STATE CHANGE (Level 5)

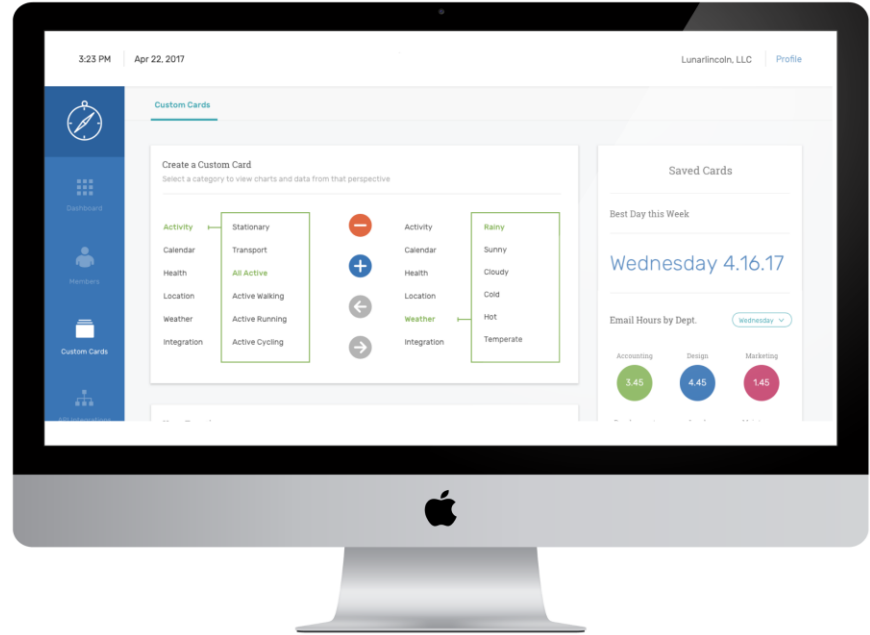
Behavior deltas filter through normative state changes for populations. (*Traditional Crowd Analytics plus predictive intelligence*)



# Transmuting Ritual

A GPS for the Spiritual

*Actionable behavior is now filtered for contextual delivery and or scheduled for re-evaluation.*



## 4. Filter

- Time
- Location
- Activity
- Lifestyle
- Behavior



FILTRATION

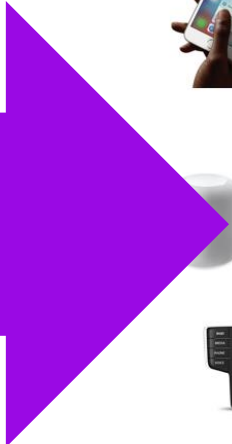


# Transmuting Ritual

A GPS for the Spiritual



*Spell content is **packaged and delivered** in real time to the contextual relevant Metaverse.*



Proximity



Body



Home



Vehicle



Office



Locality

## 5. Action

- To device
- To environment



INTELLIGENT DATA



# Transmuting Ritual

A GPS for the Spiritual

*Dashboards with analysis of delivery, predictive services and crowd insights are available to partner for efficacy review of targeted population and content success.*

## 6. Trends

- By population
- By Time
- By Segment



PREDICTIVE ANALYTICS



Flying Monkeys



# Transmuting Ritual

A GPS for the Spiritual

## PERSONAL HABITS

Deciphered Moment

DATA

TRIGGER

ACTION

## CORPORATE HABITS

Deciphered Moment

DATA

TRIGGER

CHANGE

**Greater Good**

Continuous behavior change

Persistent change Activity

Condition continuous for 14 days

Reward message

Time in traffic

Location/ Speed

Hours driving

CO2 stats updated

**Personal**

Vacation

Persistent location

New location outside of home / office. Weather good.

Reward message

Time in Training

Behavior

Hours at main office and seated

Reminder for HR

**Social**

Home on Time

Location / Time

On Road more than 6 days

Message to crew lead

Dining Out

Location, Noise, Velocity

Eating while driving.

Stat updated

**Health**

Active

Steps

Less than 3K steps

Message to driver

Rested

Time off Road

Time driving +8 Hr

Message to crew lead

**Safety**

Located in safe zone of a city

Location

GPS in high crime center

Message to driver

Distracted driving.

Time off Device

Device usage while driving

Message to crew lead

*NOTE: Example of solutions for transportation to help drivers stay healthy and to promote safety, aligned to insights and actionable triggers.*





TRIGGERS



# Potential Trigger



## Temporal

Date, Time, Time zone, Elapsed Time



## Location

Coordinates, Elevation



## Behavior

Using device, listening to music, taking photos, appointments

# Potential Triggers



## Activity

Standing, Sitting, Walking, Running, Riding.



## Biological

Respiration(\*), Heartrate (\*), Food intake(\*)



## Environmental

Noise levels, light strength, weather(\*)

A photograph of several Whirling Dervishes in the middle of a Sema ceremony. They are wearing their traditional white robes with wide, billowing skirts and black felt hats. The dancers are captured in a state of motion, with their skirts flared out and their bodies slightly blurred, suggesting a fast rotation. The lighting is dramatic, with a mix of warm yellow and cool blue tones, creating a sense of movement and energy. The background is dark, making the white of the robes stand out.

OUTPUT

# FROM WORK (behavioral)

Office



Everywhere



School

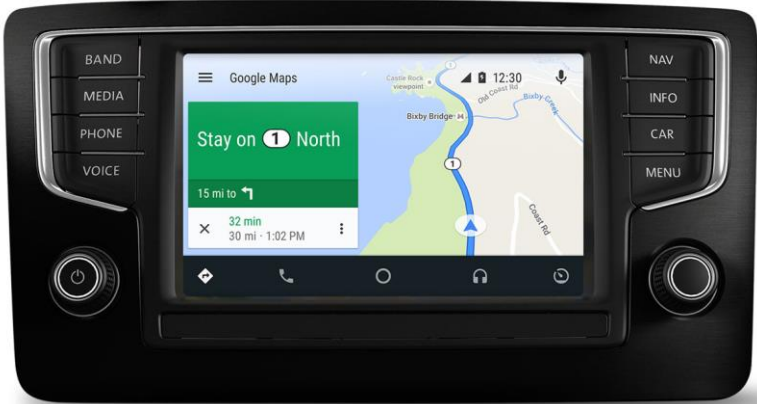


# FROM BODY (Physical)

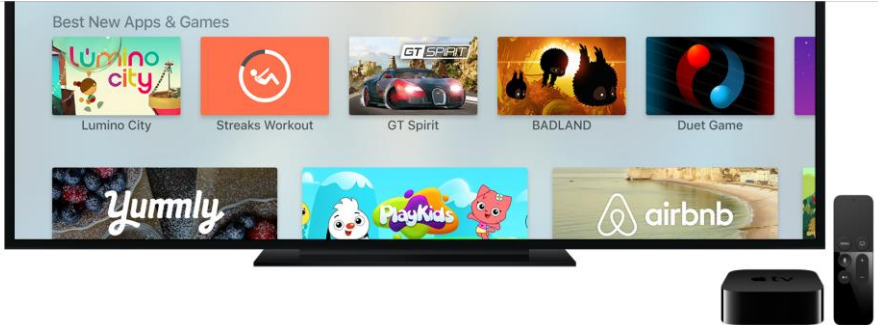




# FROM CAR (Activity)



# FROM HOME (Rest)



Screen

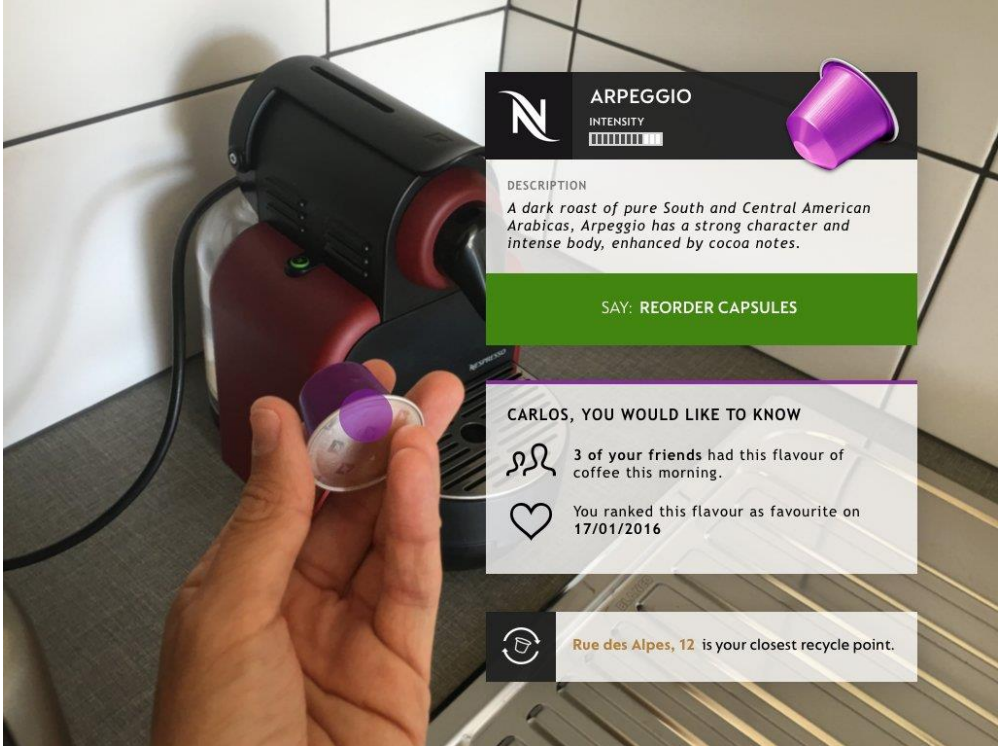


Sound



Light

# FROM OTHER REALITY



# BEYOND TIME (Heart / Soul)



Peer



Anonymous



Time

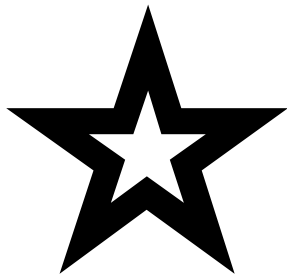


# Discussion

1. Can you think of an use of technology that is designed outside of linear time?



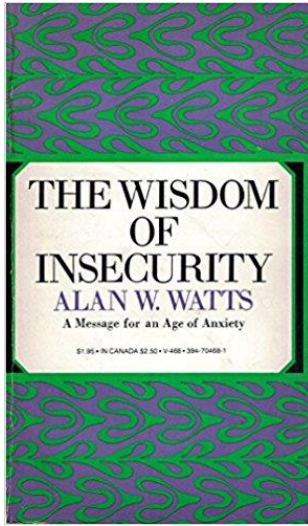
# Workshop



1. Design conditions to introduce coincidence to your life.



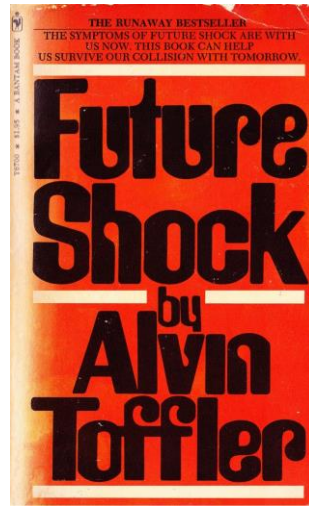
**Thank You**  
**Additional Resources**



## The Wisdom of Insecurity

*"There is, then, the feeling that we live in a time of unusual insecurity. In the past hundred years so many long-established traditions have broken down—traditions of family and social life, of government, of the economic order, and of religious belief."*

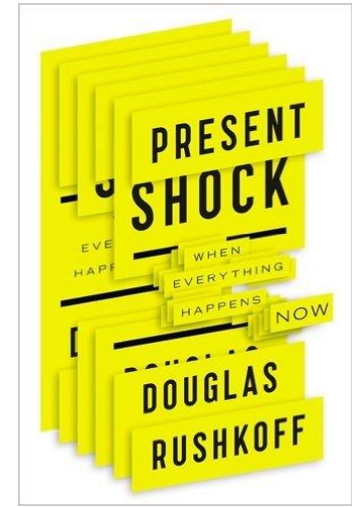
Alan Watts  
1951



## Future Shock

*"Future shock is the shattering stress and disorientation that we induce in individuals by subjecting them to too much change in too short a time."*

Alvin Toffler  
1970







## Present Shock

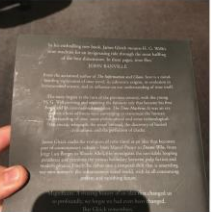


*"Digiphrenia"—the way our media and technologies encourage us to be in more than one place at the same time."*

Present Shock  
2013




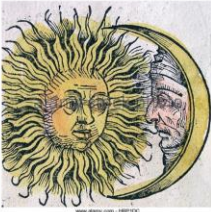
 @DrTime\_

**Iranian Names for Months**

| No | English     | Iranian  | days  | equivalen |
|----|-------------|----------|-------|-----------|
| 1  | Farvardin   | فروردین  | 31    | Mar-Apr   |
| 2  | Ordibehesht | اردیبهشت | 31    | Apr-May   |
| 3  | Khordad     | خرداد    | 31    | May-Jun   |
| 4  | Tir         | تیر      | 31    | Jun-Jul   |
| 5  | Mordad      | مرداد    | 31    | Jul-Aug   |
| 6  | Shahrivar   | شهریور   | 31    | Aug-Sep   |
| 7  | Mehr        | مهر      | 30    | Sep-Oct   |
| 8  | Aban        | آبان     | 30    | Oct-Nov   |
| 9  | Azar        | آذر      | 30    | Nov-Dec   |
| 10 | Dey         | دی       | 30    | Dec-Jan   |
| 11 | Bahman      | بهمن     | 30    | Jan-Feb   |
| 12 | Esfand      | اسفند    | 29/30 | Feb-Mar   |



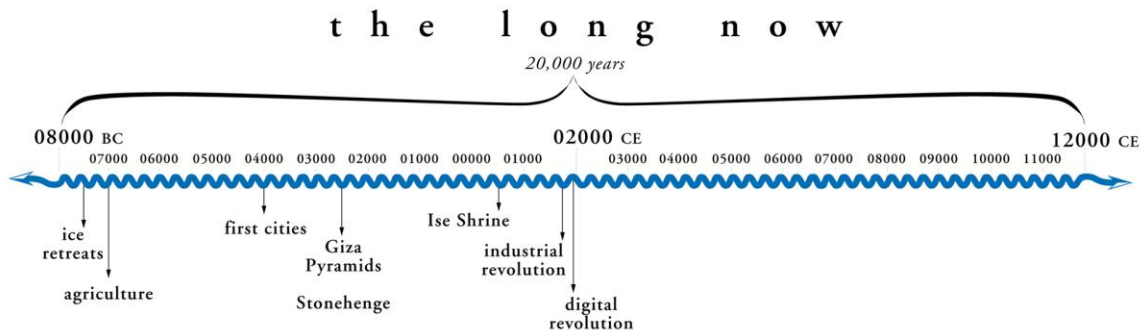
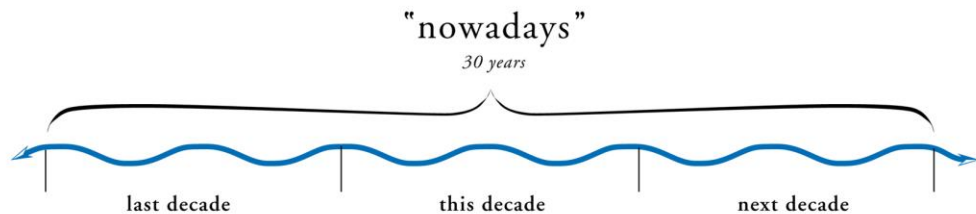
CONSCIOUSNESS  
**H A C K I N G**





# X

THE LONG NOW  
FOUNDATION





# Atlas Obscura



1

LONDON, ENGLAND

## Clock of the Long Now: Prototype I

This clock is set to tell the time, date, and century for the next 10,000 years.



2

ATLANTA, GEORGIA

## Crypt of Civilization

This time capsule, sealed in 1936, is not to be opened until May 28, 8113.



3

LONDON, ENGLAND

## Longplayer

A musical composition a thousand years in length is in progress on London's Trinity Buoy Wharf.



4

NORWAY

## Svalbard Seed Bank

A cold storage facility for preserving plant species for the next 20,000 years.



5

SAN FRANCISCO, CALIFORNIA

## Long Now Orrery

This model of the solar system will also show the positions of the planets for 10,000 years to come.



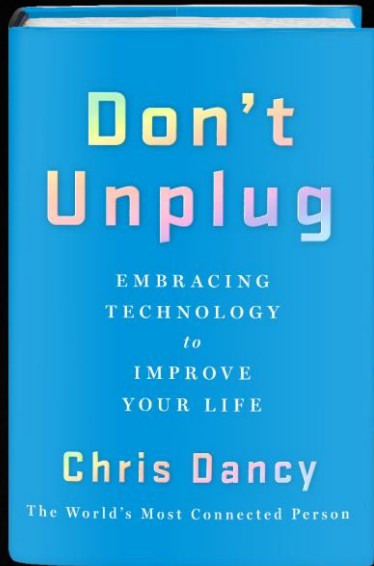
6

COPENHAGEN, DENMARK

## Jens Olsen's World Clock

The gilded, masterful astronomical clock will calculate time, dates, and planetary positions for thousands of years to come.





In Bookstores

September 18, 2018

PREORDER TODAY

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