

OASIS-summary

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“Oasis” has multiple meanings.

Technically, from the research perspective, and in the context of the TETRAD Institute PSD Program, there is OASIS – Open Autopoietic Social intelligence Synthesis.

This involves a number of computational and informational technologies serving together in the context of a social communications environment used by massive populations for a variety of purposes, principally summarized as communication, collaboration, making things together, education, entertainment and leisure including games, and trading in various forms. This involves what is conventionally called artificial intelligence (“AI”) - or as we prefer to term machine intelligence and consciousness, SI (Synthetic Intelligence), as well as VLDB (very large database) and parallel distributed and networked computing.

There is also the instantiation of such an architecture, namely, the actual internet-based software. We refer to this as an Oasis “World”, and there is one which is known as Terra. It comprises elements of “real world”, “virtual reality” and “augmented reality” technologies.

OASIS = Open Autopoietic Social Intelligence Synthesis. What this is all about.

Among the driving forces for doing the research and producing the applications is the clear need within social internet media for:

- more personalization, more respect, more privacy, more safety for all participants
- less intrusiveness, less manipulation, less authoritarianism by the corporations and their owners
- more opportunities, incentives and catalysts for purposive, meaningful and personally profitable interactions through the use of the social networking environments
- more positive, practical, and personally relevant encouragement and assistance that is conducive and helpful for health and wellness in all aspects of physical, mental and social life-stabilizing functions.

OASIS = Evolution of the Internet and Social Communications

OASIS = “Open Autopoietic Social Intelligence Synthesis”. What this means is that we are making social networks and social media serve people's genuine, real, deeper interests, desires and needs, which are for the internet and their activities to be purposeful, relevant, meaningful, and helpful for everyone to communicate, collaborate, meet, make, entertain, educate, play, and trade, Better, for and their benefits and gains, not for a few corporate owners. This is a radical new transformation and evolution in not only technology and business but in social evolution. It is a true (R)Evolution.

OASIS employs what we term Dynamic Reality - the intelligent integration of physical ("real-world") experiences and opportunities, with digital ("virtual, augmented") experiences. OASIS has a definite digital component; this is designed to inform people of opportunities including deals for Meeting, Trading, Protecting (security, safety, including health) and Adventuring (including travel, but also virtual-travel, and gaming). All of those offerings - the deals, the opportunities - are "real-world" but can be experienced deeply and intensively in a digital environment as well, to certain extents.

The "Trade" dimension spans many commodities, futures, shares, in classic securities investments, and also co-ownership and "time-share" options of much more than condos or vacation bungalows or "AirBnB" type places. The "Meet" dimension is where "online" and "onsite" are seamlessly, intelligently unified, like two sides of one coin. Move from one to the other, as desired, with "no muss, no fuss" and with the utmost security and peace of mind. "Protect" spans security for person and property but with major emphasis on health, as it should be a focus, for everyone. "Adventure" spans travel through the digital space of TERRA, a "4D" animated world, but also it can transform into an Adventure that is in your neighborhood, city, or on the other side of the planet.

OASIS is most definitely not another "Second Life" or such simulation/virtual/"toy" world. We have, for instance, a very real physical place that is a bar, cafe, club, and gallery, along with places for the utmost discrete, secure, private meetings. This is not for everyone, of course, but it provides part of the "digital/virtual" experience as well. Imagine, for a moment:

You are in our rich 3D environment. You enter a room. You meet certain persons. Suddenly, you are in a real-time video-enabled teleconference. The food and drinks you ordered, they are momentarily delivered to your door. And more. All this, with proven, running, and simply beautiful technologies of which we are the Masters.

We have virtual exploration and adventure trips, and while some of these are currently on hold because of COVID, the planning for upcoming physical Adventures is going on right now, since most of these do require weeks and months of advance planning and commitments by people. Introduction to OASIS is through www.oasis.tdyn.org.

We put forth to you this, in simple language:

We have taken the best parts and the most meaningful aspects of "Second Life", "Ready Player One", "Snowcrash", "REAMDE", "Neuromancer", the "Budayeen Trilogy", and quite a few other masterpieces of cyberpunk, sci-fi, and adventure literature and filmdom, and we have made it Real and Available for Everyone and Anyone Anywhere.

OASIS = COMEET ("COMET")

This environment is all about enhancing and empowering and adding more functionality, freedom and self-directed creativity to people for:

Communication (1:1, groupwise)

Collaboration (on anything)

Meeting, Making (more collaboration), and also M for medicine, health, wellness and happy longevity (with a strong component of information resources and encouragements in these directions)

Education (on a universe of relevant, personalizable topics, and especially self-directed and group-initiated)

Entertaining including games and contests

Trading of a variety of sorts, person-directed, including bartering and virtual/personal stocks, commodities and futures, an evolution beyond cryptocurrencies and NFTs

And the Environment?

Empowering people with several levels and “flavors” of very easy to use (and, if they wish, more sophisticated) coding and design tools, not so different from what is found in the worlds of Roblox and Minecraft, for instance (e.g., not requiring deep knowledge of formal programming languages), users can create their own spaces – rooms, furniture and appliances and other objects, houses and other buildings, gardens and yards, neighborhoods and towns. These “virtual” spaces interact and interleave closely with things directly in the “real world” as well.

OASIS = dataflow, bidirectionally, for people’s benefit and even profit.

What people Do in the Oasis “World” is private and secure, as much as people will want anything they do to be so. However, everything that is done flows into anonymous statistical knowledge bases that employ synthetic intelligence (SI) to learn about attitudes, behaviors, dispositions, trends, and predictable events.

This is where OASIS and the Oasis worlds fit together with Seldon (the Prediction Engine) and multiple Intelligence Information Domains (IID), such as the PHEBR (Population Health Equity Bioinformatics Resource).

More coming soon...