

The Future of Storytelling, Games, and AI



Games and simulations that bring together nature, humans, and life-centered AI are critical for the future of AI and our planet. In our divided world we are unable to address many of the global challenges facing us all but games and simulations can give people a say in the future of AI and our planet through play.

Nature, humans, and life-centered AI

Empowering people with AI powered reality games ...

- Curiosity-based learning powered by play
- Making the world (and big problems facing us all) playable and solvable
- Collective mapping/simulation based on the physical world
- Using AI to unlock the richness of the wisdom of the crowd
- Engaging partners, naturalists, ecologists, poets, technologists, artists, scientists, all creators, and makers



... to improve the future of our planet with life-centered AI

Woven World

Making the world playable with conversational AI



Imagining the future of responsible AI,
simulation, and games

Wilding your biosphere garden and planning for synergistic diversity



Players interact with AI companions to create gardens/biospheres to increase biodiversity. Depending on what they plant and nurture, they will build different ecosystems - insects, bees, butterflies, birds, and eventually other life forms - animal, herbivores, gophers, mice, ... followed by possible predators cats, dogs, ... and invasive species as well.

Build a network of green bridges and portals



Collaborate:

- Green bridges/portals connect biosphere gardens and “ecosystems of interest”
- The mission is to cover the entire globe with a network of these green zones and filaments

Cover the globe in connected green

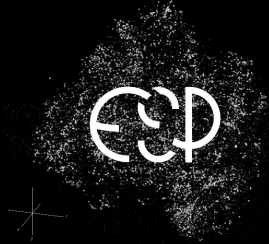
Learn and create with AI companions



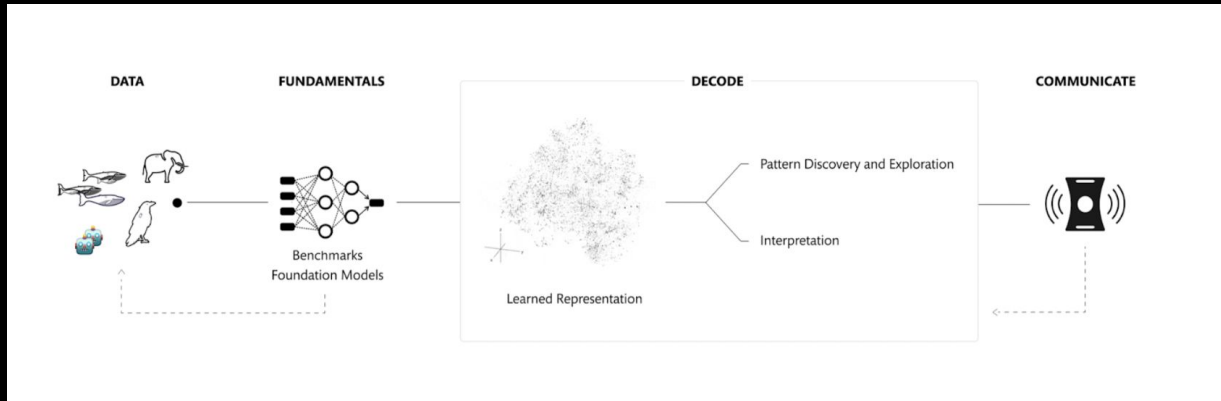
Tech:

- You create by working with conversational AIs rather than directly moving or selecting things
- We generate visuals using NeRFs and we support AI driven scene interaction using LERFs and map places of interest to a planetary NeRF
- Green zones are evaluated based on diversity, resilience and long term outcomes by other players

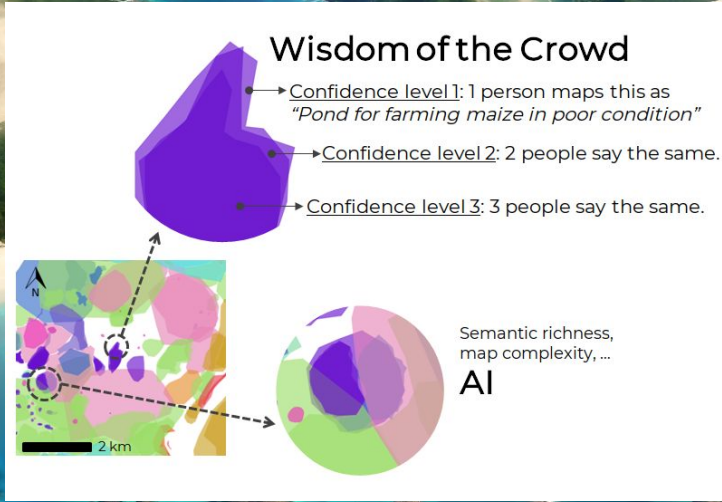
Learn from a non-human PoV



Technical Roadmap
Towards Decoding
Non-Human Communication



Explore, map, and communicate with multiscale interconnected ecosystems



Intelligent agents for all



- To create, communicate and share our own stories not just with words or images but with interactive agents able to play a ‘what if’ role
- Agents that can negotiate with each other to find the best possible answer to a challenge
- Being able to filter out bad actors by using earned reputation and trust
- An emergent collective intelligence, where agents we build can work together to model hard problems at scale, by the people for the people.

Young people having a say in AI through play

A platform for young people around the world to have a say in the future of the planet and life-centered AI through play

- to tell stories
- to learn, create, and play
- to solve problems
- to run simulations and what-if scenarios
- to address problems of climate change
- to protect habitats/wilderness
- to solve community problems
- to further sustainable farming
- to create local economic opportunity sustainably
- to bring 'intelligence' augmentation to learning



The Future of Gaming, Story Telling, and AI



Learn and create with AI companions



Tech:

- You create by working with a conversational AI rather than directly moving or selecting things
- We generate visuals using NeRFs and we support AI driven scene interaction using LERFs and map places of interest to a planetary NeRF
- Green zones are evaluated based on diversity, resilience and long term outcomes by other players

Women of the Future Virtual Event: Sept 14, 2023