Gallatopia

Time

The year is 2070. Gallatopia, a beautiful Utopian city, floats through the ocean on a ship unmatched in technological innovation. I've seen this ship float, submerge, and fly. Seen it with my own eyes! Nanotechnology has allowed for most of these technological innovations, and the Gallatopians have expanded beyond commonly known scientific research by leaps and bounds.

Technology

The ship is sub-divided into the mothership and other smaller "sub"-ships. The mothership connects to the sub-ships in a circular pattern kind of like an airport terminal, but there are walkways which allow each sub-ship to connect to the mothership and enter into it. The sub-ships are not always attached to the mothership, however. There is a high level of security on these terminals, and human employees allow only specific ships to pass through, but Gallatopia has the technology of digital molecules at the end of the walkways which detect the entering ship and therefore will be able to authenticate ships. These digital molecules are shaped after protein molecules and their enzymes where only a specific type of protein fit into a specific type of enzyme, and therefore the ship contains a type of digitally rendered enzymes on their entering walkways and the mothership contains a type of digitally rendered protein on their walkways. If these two are able to connect and break-down the digitally rendered protein the ship will be able to authenticate and be allowed to connect, and if not then it will commence security procedures.

There is no necessity for a jail ship in Gallatopia. The value system of these people leaves little opportunity for crime. Gallatopians would be confused by things such as murder and theft, they see

nothing to gain in such acts. There are occasional exceptions; the Gallatopians choose to leave these people in a foreign port rather than imprison them within their society.

Moreover, technology at this point has reached a high level where computers are highly advanced, and also tablets have become the new norm of communication as well as mobile devices. The ships technologies are run on tablet devices as well as being wireless. The global economy is in a phase where the Internet has replaced the mobile network and now phone calls run on applications such as Skype and Google Voice. All communication to the ship is done through the Internet and computer security on the ship is nearly uncrackable. The ship contains servers which hold the identity of each passenger and contain all the necessary information from their dietary preferences to their blood group and cloth size. This data is used to virtually adjust in a feedback loop the rooms of these specific people as well as help them to choose their jobs and decide on their education. There are now algorithms designed to suggest and council each individual into choosing the right path and to make it their own choice in what job they take. All rooms and divisions of the ships will contain highly advanced computers will software that could be required by individuals and access to the Internet and entertainment resources.

Information is connectable from any side of the world by any boat, and the servers are strong and secure enough to connect and monitor the boats while they are on the other side of the world. The information is therefore kept in one area of the mothership rather than duplicating and keeping them on all ships, however in case of emergency there are backup copies kept on one of the sub-ships. This sub-ship is decided by the elected captain of the ship.

The procedure for a new family to come onto the ship will be complicated and there will be computer systems designed to place families into the correct sub-ship which they will be participating and exploring with.

Lastly, the global technology has also entered the phase of wireless charging and so the power is based in the center of each ship and everything gets charged and powered without the need to get outlets. There is a stream of electricity that goes around and charges mobile devices, tablets, fridges, appliances automatically and is very safe to use and deploy. Each ship has to be recharged by the mothership at least once a year as they are not big enough to contain their own power generators, and this recharging starts occurring at point of connection in the walkways. In addition, the technology available is close to 90% efficient and also takes into account the green building construction techniques which make it a very sustainable developing system in the global industry.

Mothership

The mothership is the biggest hub out of all the ships for jobs and the technology. The mothership contains most of the shops, departmental stores and education centers. It contains the agricultural fields, banks, power generators, restaurants, shopping malls, control rooms, dining halls, trade schools, sports centers, and hospitals. The majority of the population is employed on the mothership, and most higher level graduate students work and do their research there as well.

There are individuals who live on the mothership and operate the different functions and communications with the Sub-ships. This is their permanent job as the people involved with these technologies are quite busy and have to regularly update and monitor on the security and intelligence of these ships. These are also the people who are in charge of communicating and finalizing all security measures and notifying the captains of all ships if something goes wrong. Moreover, they also update the medical stocks of all ships using the central technology present and are in charge of the day-to-day functions of each job.

Sub-ships

The sub-ships contain the necessary equipment to survive without the mothership, such as agriculture fields, departmental stores, 7/11 shops, backup power generators, military shielding, school based education, research labs, dining halls, and computer labs as well as housing. In the sub-ships each individual gets their own rooms except couples whom get a double sized single room, and if the couples have children the children's rooms are attached to theirs. There are also hospitals for 12 months of survival, and enough medicine for each individual to survive in case of an emergency. Medicine has improved drastically in this stage so there is a cure for most of the diseases, and diseases such as Polio have been eradicated. The sub-ship will connect to the mothership every 11 months in order to get the resources and electricity required to run the functions of the ship.

Technology & Crisis

During a crisis or emergency situation the ship has monitors and sensors that will be able to alert all ships and go through a procedure which will enclose a ship with the complete dome and it will either submerge or float depending on the crisis. This is automatic but will also require the consensus of the captain when it happens. The Artificial Intelligence within the ship is set to a high level and so if there is to be a crisis the ship will make sure it is a large enough situation for the captain or for the whole community to be alerted. In terms of evacuation if there is a problem with the ship there are individuals who are working and are talented enough to fix the problems, however if there is a major problem with the ship there are backup boats or safety boats on each ship enough for each passenger.

Rationale

The inspiration of the concept of the time being 60 years in the future is from *Looking Backward* where when he wakes up both technology and society has altered and has changed. The concept of having a society divided into blocks, but yet still very communal is inspired by *the Shakers* and also the shape of it being an island is inspired by both the *New Atlantis* but also *More's Utopia*. *The Shakers* had communities all around the world, and it reflects our utopia, as the sub-ships on our utopia are able to disconnect from the mothership and explore around the world in their own connivence depending on the consensus in their own society. In addition, the island shape is inspired by the *New Atlantis* as it in a way showed that it was a new and different society that took inspiration from different countries, as people did go to Europe to learn their methods, but kept to themselves. Moreover, the inspiration to split it into different communities also came from *More's Utopia* where there are multiple cities and each city has its own sub-government. It's the same in the sub-ships in our Gallatopia.

Moreover, the concept of it being a sustaining green building construction society is inspired by the writings in *Ecotopia*, where a lot of their technology and transportation was build to save electricity and power. In addition, the wireless charging also adds to this green initiative as it cuts down on excessive charging of devices and it only charges when it is required to. The advancement of technology and the social dynamic of people using technology in their everyday work was also adapted from *Ecotopia* where Ecotopian citizens are technological resourceful and socially responsible. Moreover, the usage of future technology is also something that can be mirrored from *Ecotopia* as they also pose scenarios and ideas such as devices that print and bind books that are available in our present and the ideas suggested in Gallatopia in technology are also very achievable in the future looking at the current trend in the technology growth curve.

In addition, inspiration for the safety feature in the ship was from a concept in Plato's *The Republic* where he concentrates absorbing individuals into the philosophy and the ideas that they don't

oppose to the rulers, which they would inevitably, but we also wanted to add that level of security

that something can't go wrong and that they would always keep within the philosophies and the

ideas proposed in our utopia..

Lastly, The inspiration to build a jail-ship was indirectly from *Anthem*. The motivation was the idea

of the tunnel where they work as like an escape spot and in my utopia I wanted to remove the

escape spot and enclose all the gaps for people who are essentially living like prisoners and doing

these tasks, and so it was a indirect influence in the thought process that went through in thinking

about a different place to put these people who have committed these crimes and have been

banished or put away from society for a period of time.